1. RGBA(Red-Green-Blue-Alpha)

2. 1. import the Image module from the Pillow library

from PIL import Image

2. Open any image and get the RAGBAG values.

img = Image.open(‘image.png’)

rgba = img.convert(“RGBA”)

datas = rgba.getdata()

3. Change the color

Data will be an Imaging Core object containing thousands of tuples of RGBA values. To make transparent the background firstly we have to find the RGBA values of the background or any color we want to make transparent. Here in this image, the background color is black.

The RGB value of black is (0, 0, 0). Now we will loop through the data (RGBA values) and whenever we find a black pixel we will replace it with a transparent RGBA value which is ((255, 255, 255, 0), and the other colors will be unchanged. And we will store the values in a new list called newData.

newData = []

for item in datas:

if item[0] == 0 and item[1] == 0 and item[2] == 0:

newData.append((255, 255, 255, 0))

else:

newData.append(item)

4. Store the changed image

Store the newData into RGBA value and save the image as a png format(transparent image can’t be stored into jpg or jpeg format).

rgba.putdata(newData)

rgba.save(“transparent\_image.png”, “PNG”)

3. It means Pillow is expecting a tuple of four integer coordinates that represent a rectangular region in an image.

4. PIL.Image.Image.size

6. Image.save()

7. ImageDraw module