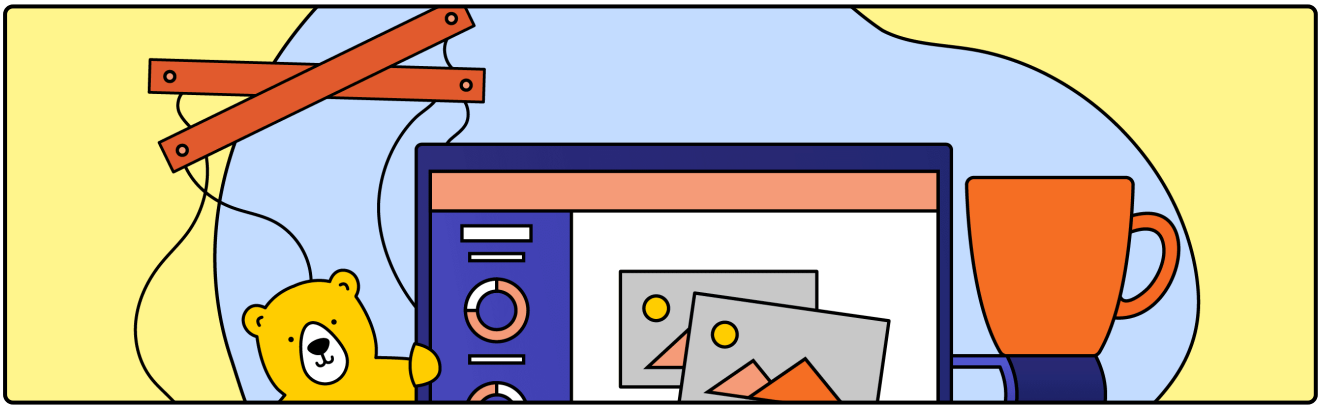
How to Download Images from a Website Using Puppeteer

This article will take you through steps to download images from a website using Puppeteer.

by Josephine Loo · June 2022 · **Updated May 2024**

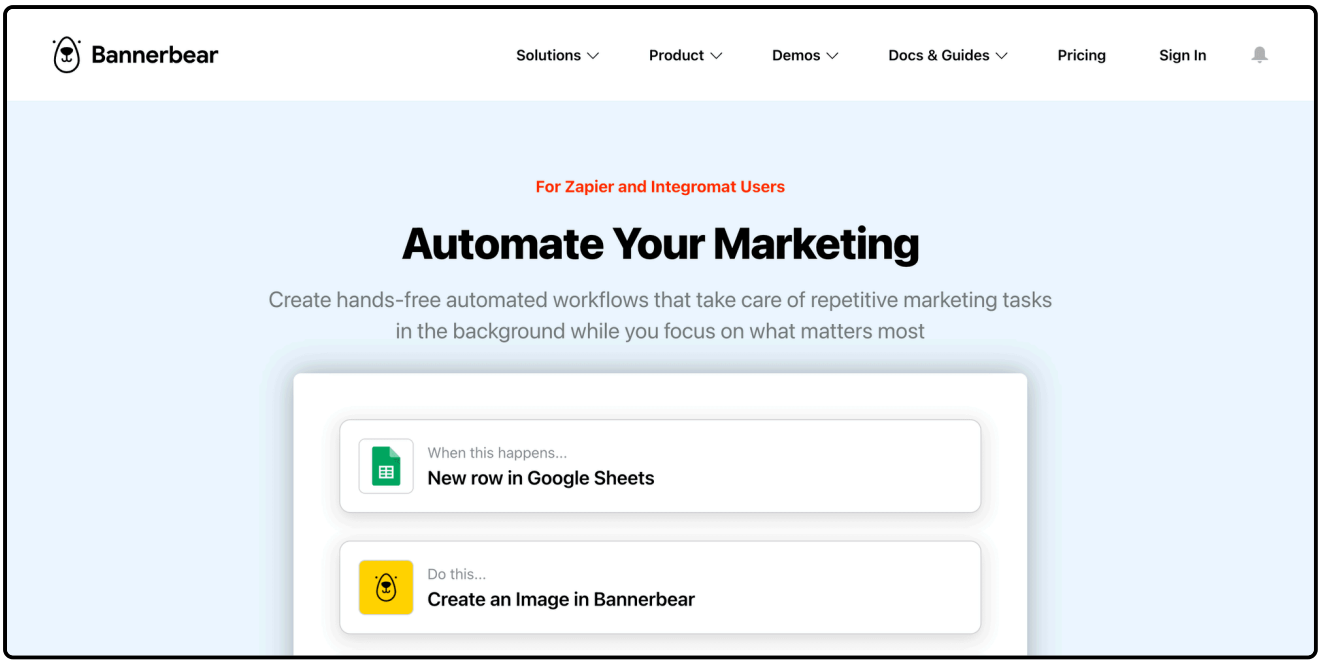


Contents

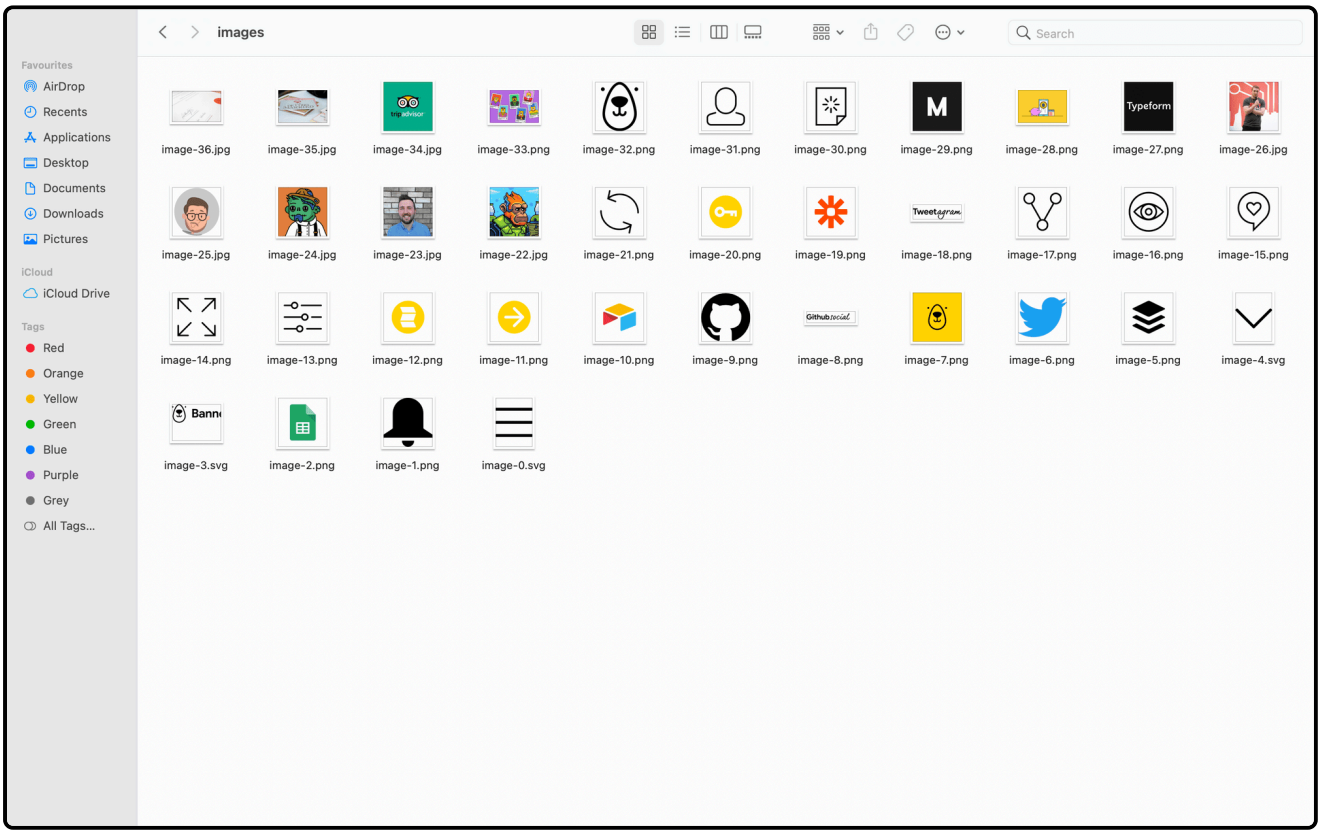
Why use Puppeteer to download images? We can just right-click and save. It's simple.

That's only true if you're only downloading a few images. Imagine if you're downloading 100+ images from a website manually, that's a dreadful task. 😰 Fret not! We can do this by using automation and save all images from a website to a folder IN ONE GO.

In this tutorial, we will be guiding you step-by-step on how to download images (.jpg, .png, .svg, .gif) from a website using an automation tool called Puppeteer. You can use it on any website that you want but we will be using this Bannerbear page for this tutorial:



At the end of this tutorial, you will have images from a website downloaded to a folder:



Images downloaded from the Bannerbear page using Puppeteer

What is Puppeteer

Puppeteer is a Node library which provides a high-level API to control Chrome or Chromium over the DevTools Protocol. It is very useful for automating the Chrome browser to run website tests. Puppeteer runs headless by default, which means you won't see the browser running but it can be configured to run full (non-headless) Chrome or Chromium.

Pre-requisites

To use Puppeteer to download images from a website, you will need to have Node.js and npm installed.

For reference, the version of Node.js and npm we are using for this tutorial are 14.17.3 and 6.14.13 respectively. Please check the official documentation to check your version compatibility.

Getting Started

Step 1. Create a New Node.js Project

Create a new folder for your project and go to the directory.

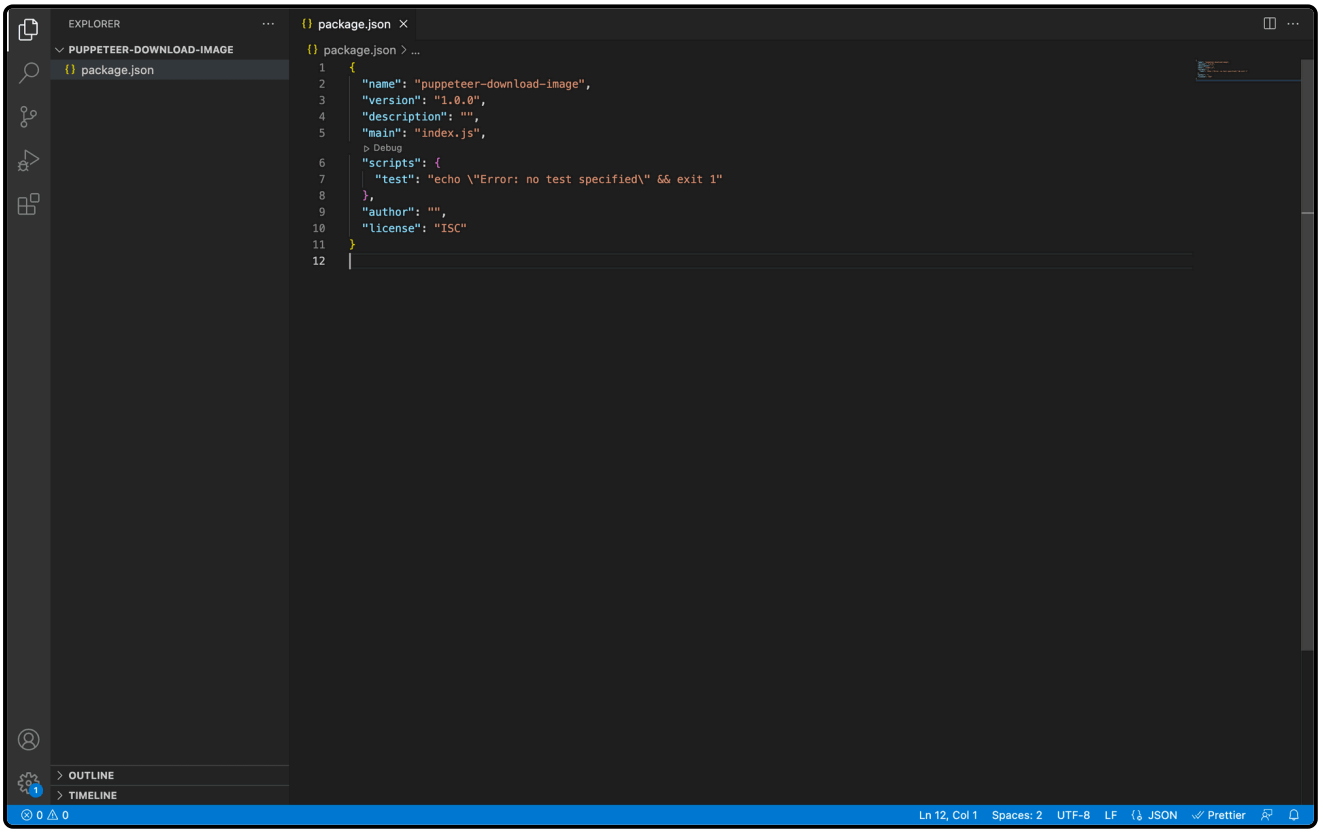
```
mkdir puppeteer-download-images
cd puppeteer-download-images
```

Init a new Node.js project in the folder.

```
npm init
```

It will prompt you for input for a few aspects of the project, just press enter if you want to use the default values.

Once you run through the `npm init` steps above, a `package.json` file will be generated and placed in the current directory.

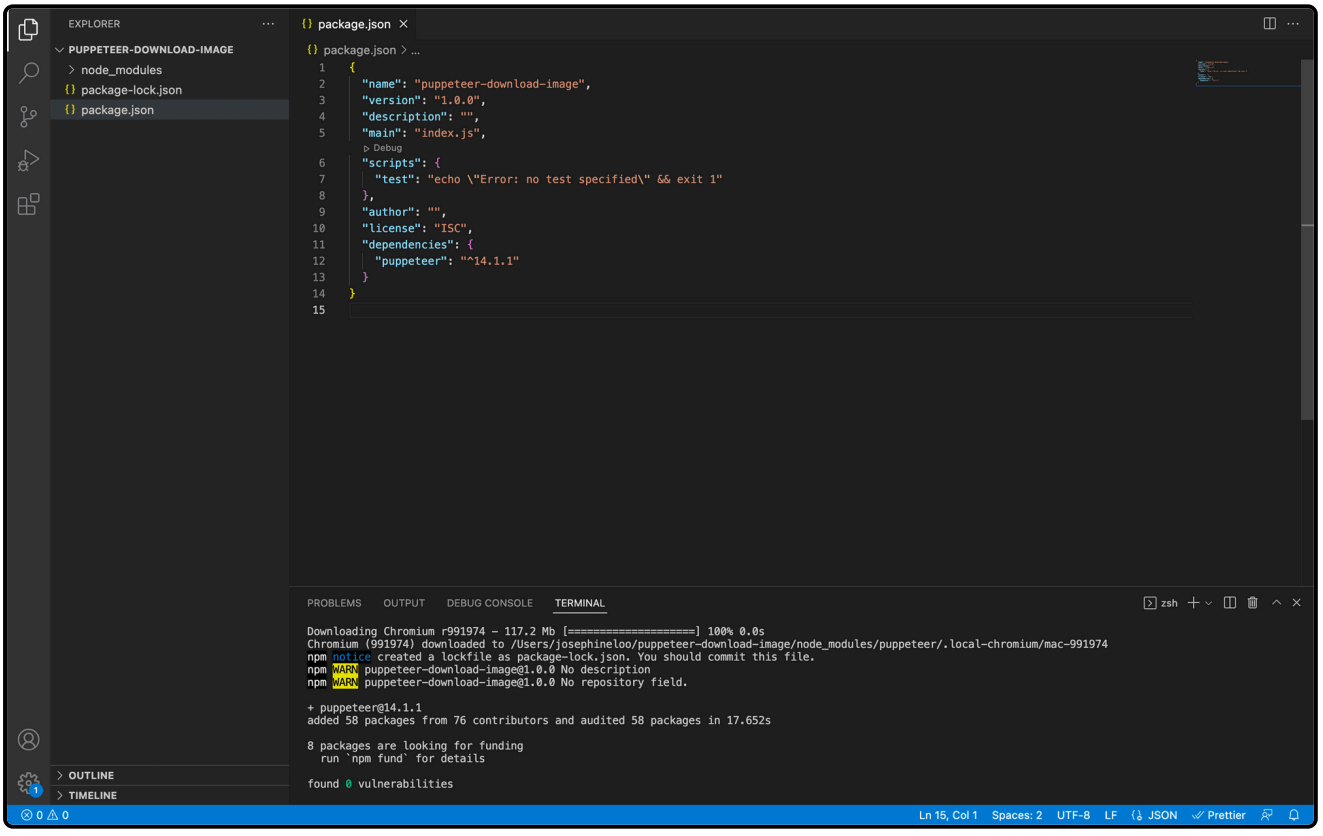


Step 2. Install Puppeteer

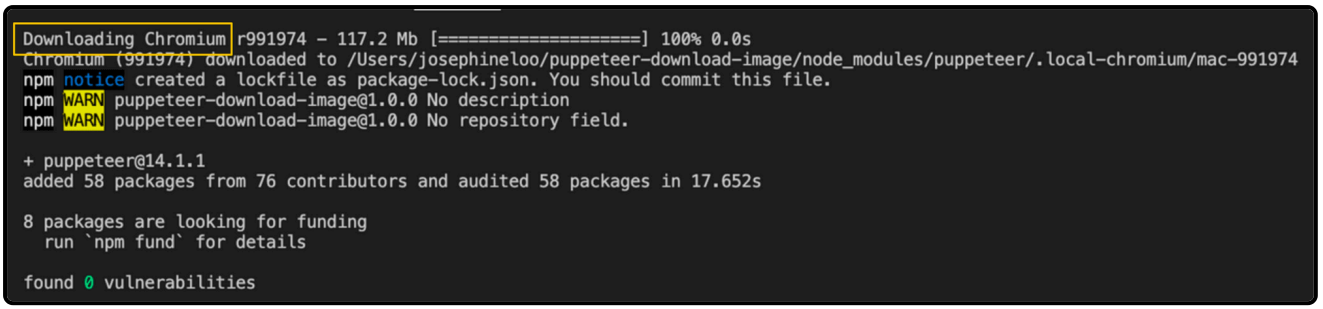
Run the command below to install Puppeteer.

```
npm i puppeteer
```

A folder named `node_modules` and a file named `package-lock.json` will be added to your project after running the command.



When you run the command above to install Puppeteer, a recent version of Chromium which is guaranteed to work with the Puppeteer API is also downloaded.



Testing Puppeteer

Before we start writing codes to download images from a website, let's try whether Puppeteer is working properly. We will use a simple example from the official documentation to take a screenshot of a website.

Step 1. Write the Code

Create a new `example.js` file and paste the following code:

```
const puppeteer = require('puppeteer');

(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();
  await page.goto('https://google.com');
  await page.screenshot({ path: 'example.png' });

  await browser.close();
})();
```

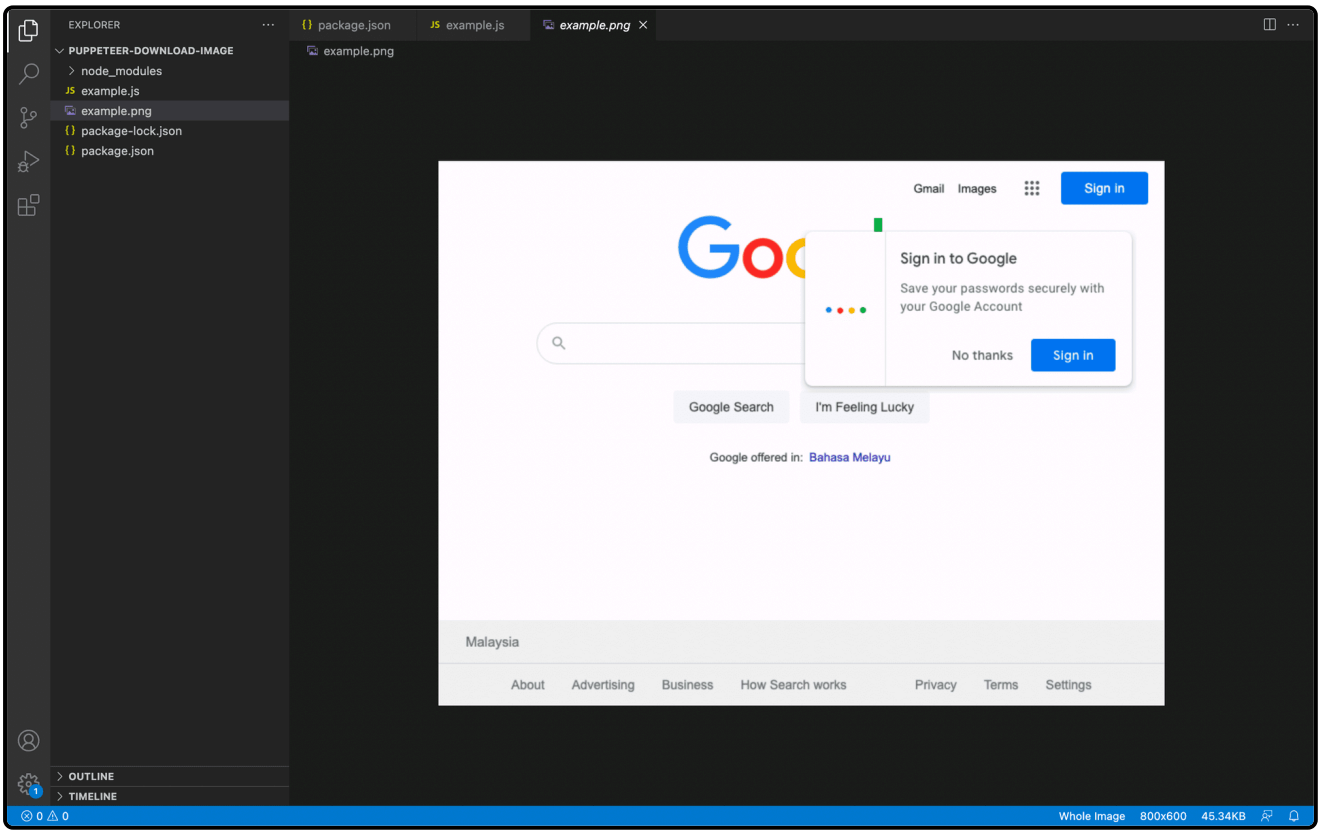
This example creates a page, navigates it to a URL, and then saves a screenshot.

Step 2. Run the Code

Run the `example.js` file to execute the code.

```
node example.js
```

You will find a new image `example.png` created inside your folder. This is the screenshot of the page visited by Puppeteer. 😃

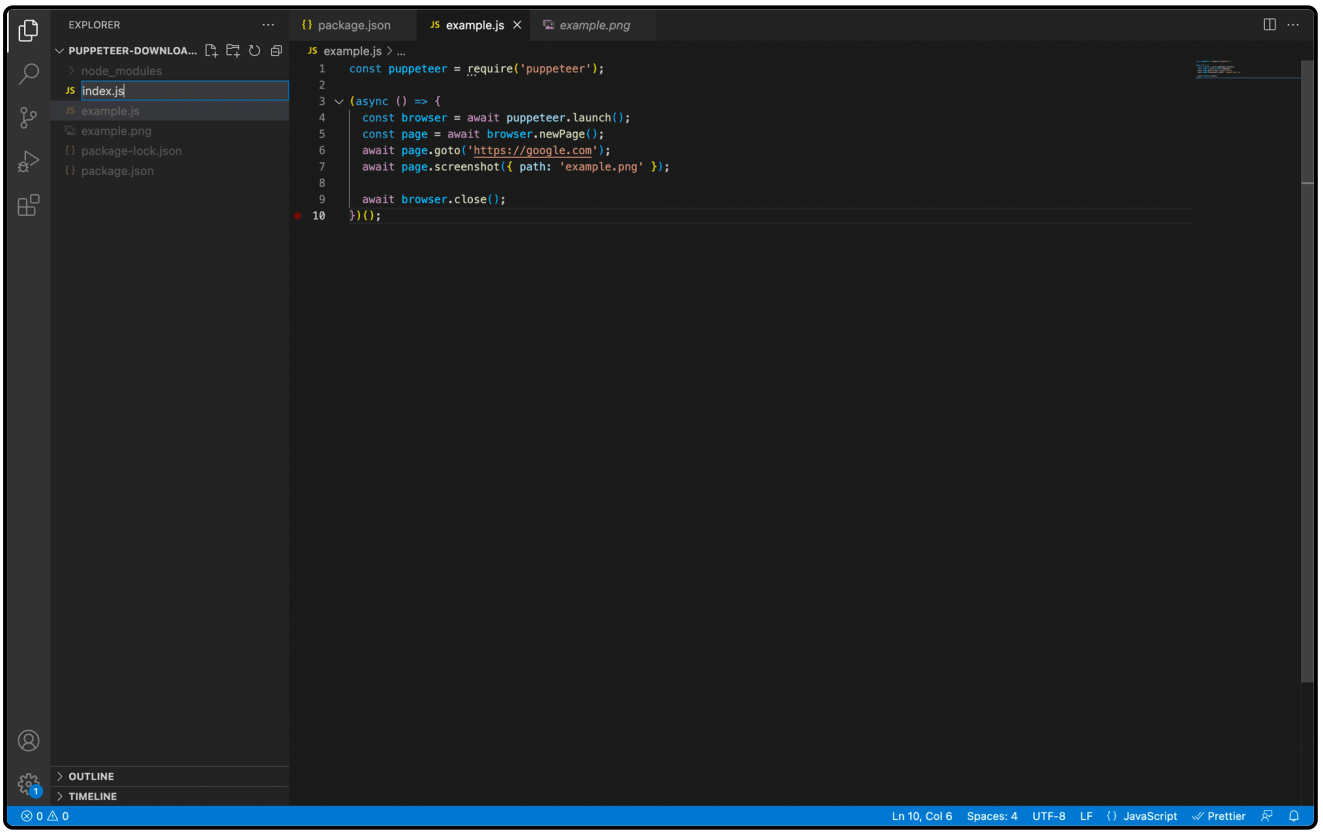


Now we know that Puppeteer is working, we can start writing codes to download images!

Downloading Images from a Website/URL

Step 1. Create a New File

In the same project, create `index.js` file. This is where we will be writing our code to download images from the Bannerbear page.



Step 2. Import Modules

Inside the `index.js` file, we need to require `puppeteer` and the `fs` (file system) module. The `fs` module will allow you to write data fetched from the website into a file.

```
const puppeteer = require('puppeteer');
const fs = require('fs');
```

Step 3. Write the Code for Downloading Images

Then, write the following code:

```
(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();

  let counter = 0;
  page.on('response', async (response) => {
    const matches = /.*\.(jpg|png|svg|gif)$/.exec(response.url()
    console.log(matches);
    if (matches && (matches.length === 2)) {
      const extension = matches[1];
      const buffer = await response.buffer();
      fs.writeFileSync(`images/image-${counter}.${extension}`, bu
      counter += 1;
    }
  });

  await page.goto('https://www.bannerbear.com/solutions/automate-
```

```
  await browser.close();
})();
```

Similar to the previous example, Puppeteer will open a page and navigate to the URL. Then, it will catch responses which match the image file extensions (.jpg, .png, .svg, .gif), rename it and save it to a folder named `/images`.

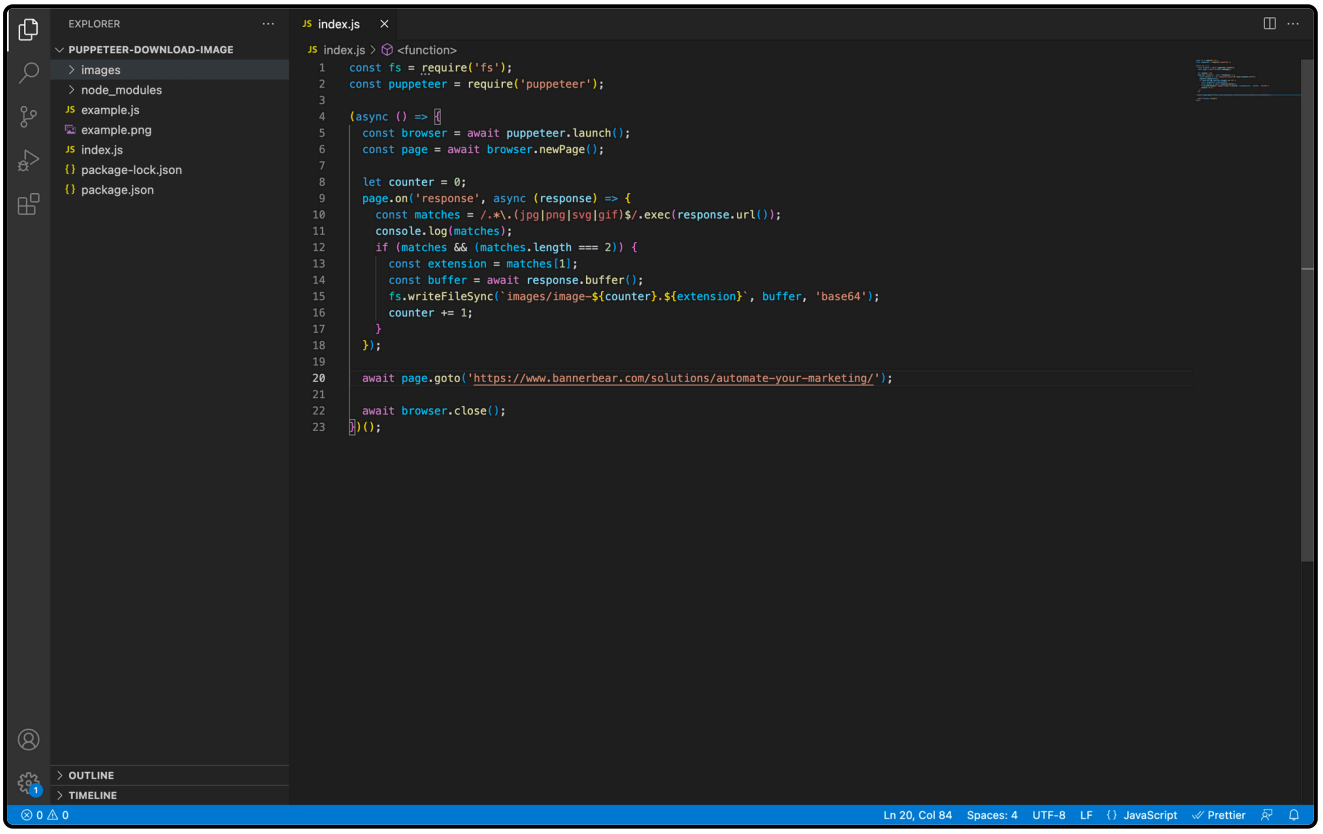
The complete code looks like this.

```
const puppeteer = require('puppeteer');
const fs = require('fs');

(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();

  let counter = 0;
  page.on('response', async (response) => {
    const matches = /.*\.(jpg|png|svg|gif)$/.exec(response.url()
    console.log(matches);
    if (matches && (matches.length === 2)) {
      const extension = matches[1];
      const buffer = await response.buffer();
      fs.writeFileSync(`images/image-${counter}.${extension}`, bu
      counter += 1;
    }
  });

  await page.goto('https://www.bannerbear.com/solutions/automate
```

```
  await browser.close();
})();
```

Step 4. Create a New Folder for Images

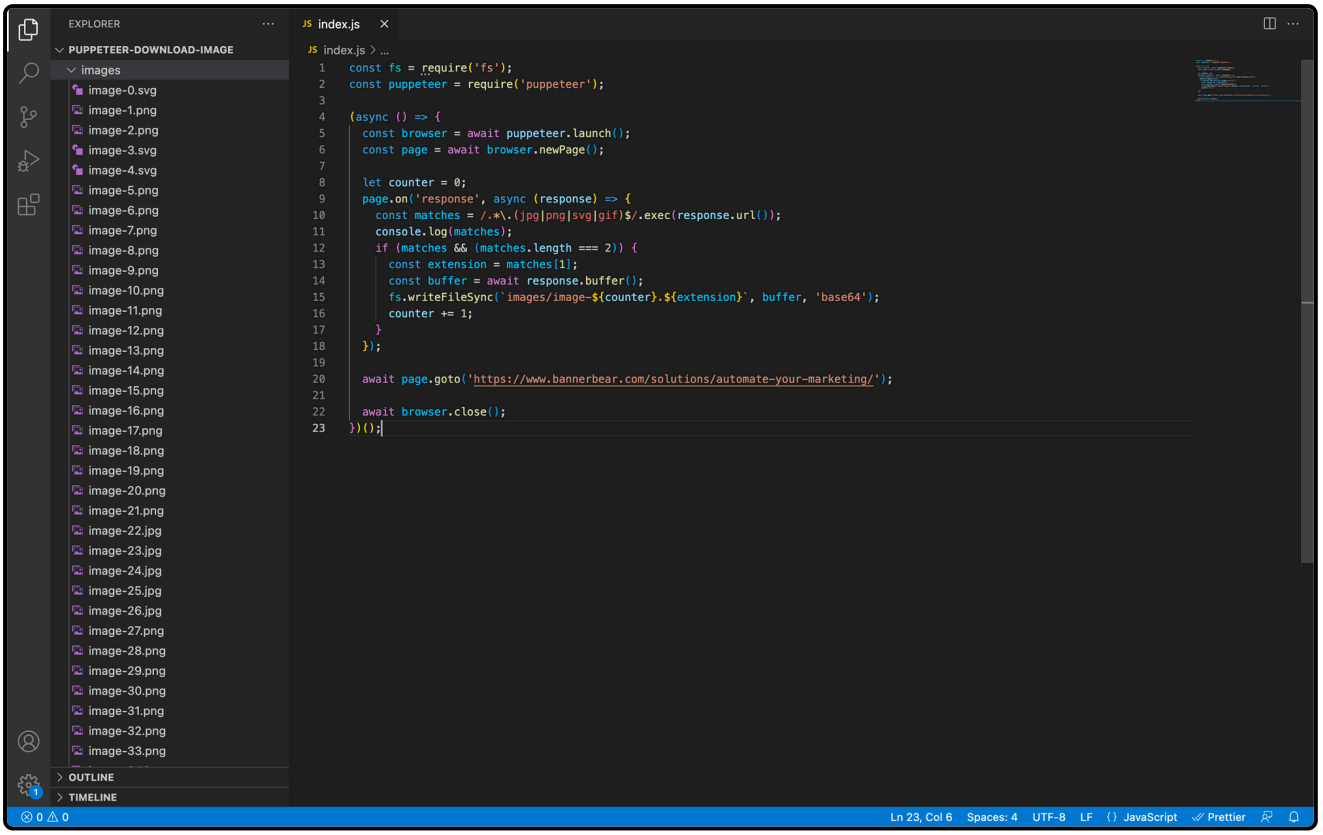
Before executing the code, create a new `/images` subfolder in the current directory. This is where the images downloaded from the page will be saved.



Step 5. Run the Code

Now, run `index.js` and see all images from the page get downloaded into the `/images` folder.

```
node index.js
```



That's it! All images from the Bannearbear page are now downloaded to the `/images` folder. □

You can try this on other websites as well. Simply replace the Bannerbear URL with another URL and then run the `node index.js` command.

Using the Bannerbear API

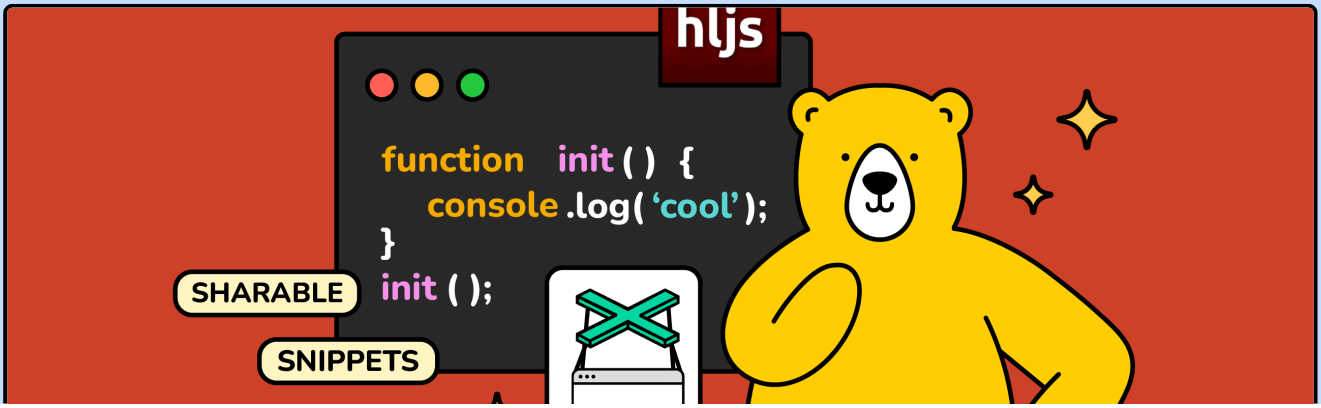
If you want to process the images like applying an overlay or watermark to them, you can try using the Bannerbear API. The

Bannerbear API allows you to create a template that can be applied to all images and generate the images in a few seconds by sending modification requests to the API endpoint. There are also tons of templates in our template library to choose from if you don't want to create your own template. All you need to do is sign up for an account and you can start generating images immediately for free! 😉

About the author

Josephine Loo

Josephine is an automation enthusiast. She loves automating stuff and helping people to increase productivity with automation.

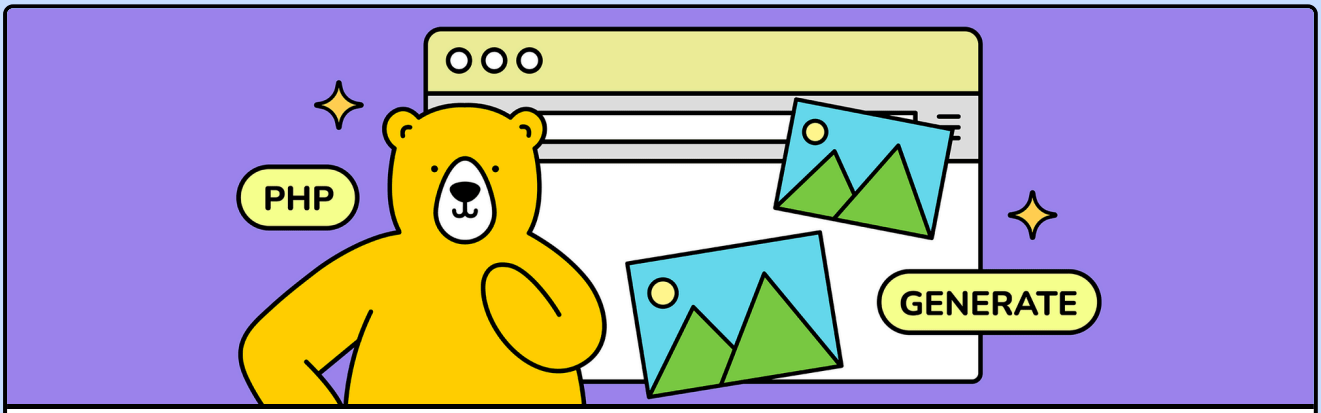


March 2025

How to Turn Your Code into Branded Shareable Snippets with Highlight.js, Puppeteer, and Bannerbear

Learn how to generate branded code snippets with Highlight.js, Puppeteer, and Bannerbear. Automate eye-catching, shareable images of your code for blogs, social media, documentation, and more!

api developers

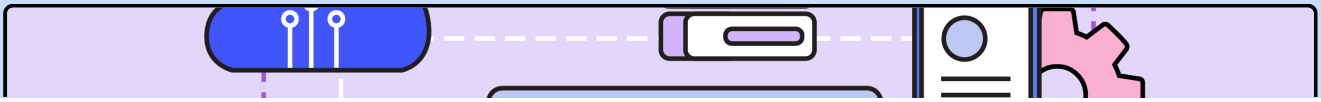


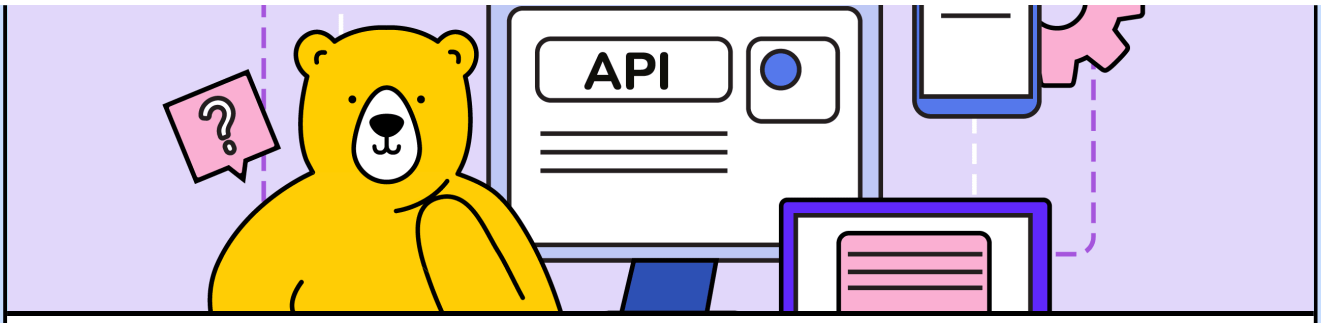
March 2025

How to Generate Dynamic Images with Bannerbear in PHP: A Beginner's Guide

Learn how to automate branded image creation using Bannerbear's PHP library. This step-by-step guide covers everything you need to know to dynamically generate images from different data, making the process of image creation more efficient.

api developers





February 2025

What is an API Integration? The Ultimate Guide to Understanding API Integration

In this article, we'll learn what API integration is and how it enables seamless data exchange, automates workflows, and enhances app functionality.

api developers

Bannerbear

Image Generation API for marketing automation

Follow Bannerbear on 𝕏

Sign Up for our Newsletter

Privacy Policy

Terms and Conditions

ZooSaaS

Product

Image Generation API

Multi Image Generation API

Video Generation API
PDF Generation API
Template Library
Bannerbear for Enterprise

Integrations
Airtable Integration
Zapier Integration
Integromat Integration
Forms
URLs
WordPress

Demos
Multi Image Demo
AI Face Detect Demo
Twitter to Instagram
Real Estate Demo
Github Social
Open Graph
Smart Crop Demo

Generators
Online Certificate Maker
Online Wedding Invite Maker
Online Event ID Card Maker
Online Photo Collage Maker
Online Invoice Maker

Use Cases
Generate Images via API
Watermark Videos via API
Generate PDFs via API
Generate Images with Zapier
Watermark Videos with Zapier
Generate PDFs with Zapier
More Use Cases

Docs & Guides
Help Articles

Blog
eBooks
API Quick Start
API Reference

Free Tools
Facebook Preview Tool
Twitter Preview Tool
Pretty Screenshot Tool

Other
System Status
About Bannerbear
Open Startup
↳ $10K MRR SaaS Journey
↳ $10K to $20K MRR
↳ Journey to $1MM ARR
Affiliate Program
Changelog
Pricing
Bannerbear Alternatives