What we will learn:

- We will learn how to use images instead of shapes.
- You will learn how to use the variable PImage.
- Introduced new functions loadImage() and image().

How to use images:

There are four steps to using an image in processing:

1. Finding an image file we want to use in a program and save it to the USB.

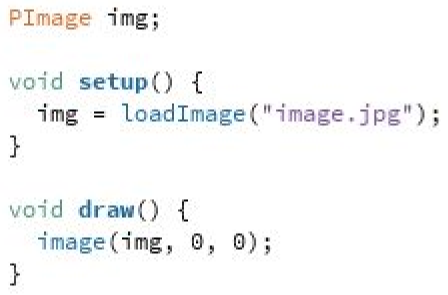
2. Make an image variable. The variable we will use for images is PImage.

3. Load the image file into the program and store it in the image variable. We will use the loadImage() function for this.

4. Display the image object on the screen, using image(). How this function works is we put the PImage, in followed by the position we want the image to display from.

Task:

Copy the pseudo- code to the right.



```
PImage img;

void setup() {
  img = loadImage("image.jpg");
}

void draw() {
  image(img, 0, 0);
}
```

The code **won't run** straight away. You need to have an image in the same folder as the your processing file for the code to work. You also need to use the correct file extension for the image.

WARNING

An image won't work if it is not named the same as is the loadImage() function. This includes the .png or .jpg ending.

Bonus task:

1. Make the images move around with W,A,S,D.

2. Make sure the image cannot go off the screen by using if statements.

3. Try and add every image that works and make them move with different keys or with the mouse.

4. Add an image and make it scale with the size of the canvas/screen.(hint: you will need the width and height variables).