This is an example that I didn’t show you in class.

In this example, I used the get() function to grab random chunks out of the image and loaded the chunks into an array. Then, on every frame refresh, I grab a random square from the array and put in a random location on the canvas.

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**/

PImage img; // variable for the original image
PImage pieces[]; // variable holding the cropped pieces

void setup() {
    size(600, 600);
    background(0);

    // load the image
    img = loadImage("cole2.jpg");

    // instantiate the piece array -- notice that it is an array of PImages
    pieces = new PImage[100];

    // iterate over the array, adding pieces cropped at random from the source
    for (int i = 0; i < pieces.length; i++) {
        pieces[i] = img.get((int)random(img.width - 50), (int)random(img.width - 50), 50, 50);
    }
}

/**
 * This just picks a random piece from the array and displays it with some transparency.
 */
void draw() {
    // tint(255, 100);
    image(pieces [(int)random(pieces.length)], random(width) - 50, random(height) -50);
}