

```
/**
 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);
}
```