**Pygame Image (image / Surface / transform模組)**

* **pygame.image.load(‘檔案名稱’)**
* **pygame.image.load(‘檔案名稱’).convert()**

從檔案載入影像 🡪 回傳**Surface物件**(表示影像的物件)

Ex.

image = pygame.image.load("saturn\_family1.jpg").convert()

* **pygame.Surface.blit(image, pos)**

將影像顯示在螢幕上

image—Surface物件

pos – 影像放置的座標

Ex.

screen.blit(background\_image, background\_position)

* **pygame.Surface.set\_colorkey(顏色)**

將指定顏色的像素設為透明

Ex.

player\_image.set\_colorkey(BLACK)

* **關於pygame.image支援的影像檔案格式**

**可以載入的檔案格式**

* JPG
* PNG
* GIF (non-animated)
* BMP
* PCX
* TGA (uncompressed)
* TIF
* LBM (and PBM)
* PBM (and PGM, PPM)
* XPM

**可以儲存的檔案格式**

* BMP
* TGA
* PNG
* JPEG
* **免費影像檔案**

[**https://opengameart.org/**](https://opengameart.org/)

[**https://kenney.nl/**](https://kenney.nl/)

[**http://hasgraphics.com/**](http://hasgraphics.com/)

* **pygame.transform.flip(surface, x方向, y方向)**

翻轉surface

Ex.

Image2 = pygame.transform.flip(image1, True, False)