

You can create your own Bitmap images and display them on the screen. Follow these steps:

1. Start a new file in CodeSpace
2. Import these modules:

```
from codex import *  
import ascii_art
```

3. Create a variable for your image. Use "" to define the image:

```
my_image = ''  
  
''
```

4. Find a pixel art image from the Internet, or use one from the gallery:
<https://docs.firialabs.com/codex/gallery.html>
 - a. Copy the text
 - b. Paste into your code, inside the "" ""
 - c. Make sure the image text is against the edge and not indented
5. Fill in all the spaces that should be black, or skipped, with a period .
 - a. The width of each line must be the same!

```
my_image = ''  
/8=RED 2=PINK  
.....8888888888.....  
....88888888888888.....
```

6. Decide on the colors you want, and create a symbol for each color. Add a “key” at the beginning of your code that defines the colors. The “key” starts with / and then you type the symbol assign the color it represents:
 - a. One thing to remember is this art is not by character, but by color. Think of what color you want each pixel to be, not what character or symbol to use

```
my_image = ''  
/#=WHITE &=CYAN *=RED x=YELLOW
```

7. Change all the characters in the drawing to match your colors

```
my_image = ''  
/#=WHITE &=CYAN *=RED x=YELLOW o=ORANGE ^=GREEN %=GRAY  
..#####.....  
.#.^^^..#.#####  
.##x.*.x##.....  
.##^*.*^##.....  
..##&##&##.....
```

```
.##%&&.o%###...
```

8. Add this code below your image:

```
image = ascii_art.get_images(my_image, scale=5)  
display.draw_image(image[0], x=0, y=0)
```

- You may need to play around with the scale
- You can move the image by changing the value of x and/or y