

Reflecting Images

```
int x = -100;
```

```
PImage Fish;
```

```
void setup() {  
  size(600, 600);  
  background(0);  
  Fish = loadImage("fish.png");  
}
```

```
void draw() {  
  background(255);  
  Fish.resize(100,100);  
  image(Fish,650 - x,100);  
  //use push and pop matrix to reflect using scale(-1,1)  
  //but then you must make the x coordinate negative in the image  
  pushMatrix();  
  scale(-1,1);  
  image(Fish,-x,300);  
  popMatrix();  
  x = x + 1;  
  if (x >= 750)  
  {  
    x = -150;  
  }  
}
```