

Getting started with tiny.pictures

Setting up your account and deploying real-time image optimization to your website in an instant

Simple HTML integration

We provide your new image optimization infrastructure under your personal sub domain at <https://demo.tiny.pictures/main>. The **main** directory works as a shortcut to your image source servers at <https://your.website/>.

Additionally, it adds all the image optimization functionality you need and delivers your images through a Content Delivery Network.

You are now able to apply [image operations](#) by simply swapping the host name of your image URLs and adding some query parameters:

```


```

Responsive images

Thanks to HTML5's `srcset` and `sizes` attributes you can now speed up your website by delivering perfectly-sized images to your users – no matter what type or size of device they use. These attributes tell the browser that there are a couple of differently sized image candidates to choose from and how large the image will be displayed on the web page. Together with other information already known to the browser – e. g. viewport size, device pixel ratio, network bandwidth, and supported file formats – the browser automatically chooses the best image candidate.

```
<img
  alt="Image candidates width widths of 200, 500, and 800 pixels,
  displayed at 50% of the viewport width"
  srcset="https://demo.tiny.pictures/main/example1.jpg?width=200 200w,
  https://demo.tiny.pictures/main/example1.jpg?width=500 500w,
  https://demo.tiny.pictures/main/example1.jpg?width=800 800w"
  sizes="50vw">
```

That's quite a lot of code, right? That's why we offer both client and server libraries to make implementing such advanced HTML a whole lot easier.

Lazyloading and automatic srcset and sizes calculation with our JavaScript client library

Coding `srcset` and `sizes` attributes over and over again can be a tedious and error prone task. That's why you as a good developer are probably also a lazy developer... Take a look at how our [JavaScript client library](#) may help you:

```



<script src="https://cdn.jsdelivr.net/npm/tiny.pictures-js@4.1.1/dist/browser.js"></script>
<script>
  var tinyPictures = new TinyPictures({
    window: window,
    user: "demo",
    namedSources: [{"name": "main", "url": "https://your.website/"}],
    srcsetWidths: [200, 500, 800]
  })
  tinyPictures.lazyload()
</script>

```

Our library automatically converts your `img` element to a comprehensive `picture` element with lazyloading, automatic image candidate selection and support for the WebP image format.

```

<picture>
  <!--[if IE 9]><video style="display: none"><![endif]-->
  <source type="image/webp" srcset="https://demo.tiny.pictures/main/example1.jpg?format=webp&width=200 200w,https://demo.tiny.pictures/main/example1.jpg?width=500 500w,https://demo.tiny.pictures/main/example1.jpg?width=800 800w" />
  <!--[if IE 9]></video><![endif]-->
  
</picture>

```

Server-side libraries

One drawback of the client-side JavaScript technique is that the browser starts loading images only after the JavaScript is loaded and executed. For "above the fold" images you might want to use a server-side solution. That's why we also offer several server-side libraries, e. g. for Node.js.

```

const TinyPictures = require('tiny.pictures-js')
const tinyPictures = new TinyPictures({
  user: 'demo',
  namedSources: [{"name": "main", "url": "https://your.website/"}],
  srcsetWidths: [200, 500, 800]
})
const imageUrl = "https://your.website/example1.jpg"

const middleware = (req, res) => {
  return res.send(`
    
    <img
      alt="Image candidates width widths of 200, 500, and 800 pixels,
        displayed at 50% of the viewport width"
      srcset="${tinyPictures.srcsetArray(imageUrl, {grayscale: true}).join(', ')}"
      sizes="50vw">
  `)
}

```

For more information, please take a look at our documentation for the [Node.js](#) and [PHP](#) library.