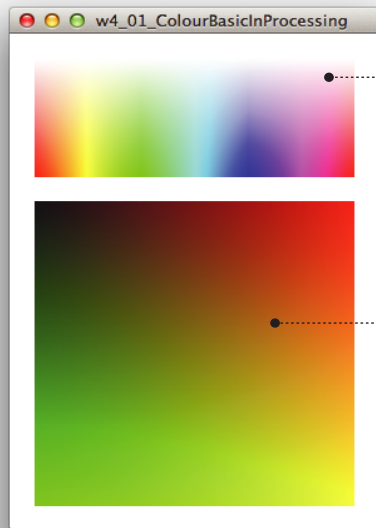
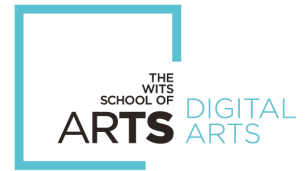


P5.js CHEAT SHEET

Colour Demo



```
void setup() {
  size(295, 415);
  colorMode(RGB, 200);
}

void draw() {
  background(255);

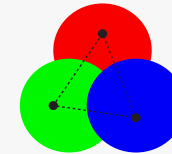
  colorMode(HSB, 255, 100, 100);
  for (int i=0; i<255; i++) {
    for (int j=0; j<100; j++) {
      stroke(i, j, 100);
      point(20+i, 20+j);
    }
  }

  colorMode(RGB, 255, 255, 255);
  for (int i=0; i<255; i++) {
    for (int j=0; j<255; j++) {
      float bValue = map(mouseY, 0, height, 0, 255);
      stroke(i, j, bValue);
      point(20+i, 140+j);
    }
  }
}
```

colorMode

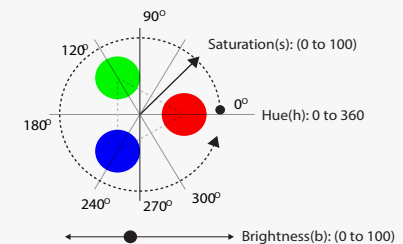
Changes the way Processing interprets color data. By default, the parameters for fill(), stroke(), background(), and color() are defined by values between 0 and 255 using the RGB color model.

RGB MODE



`colorMode(RGB, r, g, b, a);`

HSB MODE



`colorMode(HSB, h, s, b, a);`

The `colorMode()` function is used to change the numerical range used for specifying colors and to switch color systems (RGB or HSB). RGB uses a mixture of Red, Green and Blue. HSB uses Hue, Saturation and Brightness and is more intuitive for specifying colours. Internally, HSB is converted to RGB by Processing.

For example, calling `colorMode(RGB, 255)` will specify that values are specified between 0 and 255. The limits for defining colors are altered by setting the parameters the range of red (r), green(g), blue(b), and alpha(a).

*Use a color selector to find out specific values for a color. Color Selector is simple interface for selecting colors as RGB, HSB, and Hex (web) values.

Try the Mozilla Dev Color Picker Tool

https://developer.mozilla.org/en-US/docs/Web/CSS/CSS_Colors/Color_picker_tool

* Color data type

Creates colors for storing in variables of the color datatype. The parameters are interpreted as RGB or HSB values depending on the current `colorMode()`.

```
c = color(255, 128, 0);
```

In the default RGB mode (range from 0 to 255), `color(255, 128, 0)` will return a bright orange color (see the first example above).