

random3D()

Creates a new 3D unit vector with a random heading.

Examples

```
function setup() {
  // Create a p5.Vector object.
  let v = p5.Vector.random3D();

  // Prints "p5.Vector Object : [x, y, z]" to the console
  // where x, y, and z are small random numbers.
  print(v.toString());
}
```



Returns

p5.Vector: new [p5.Vector](#) object.

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Related References

add

Adds to a vector's x, y, and z components.

angleBetween

Calculates the angle between two vectors.

array

Returns the vector's components as an array of numbers.

clampToZero

Replaces the components of a p5.Vector that are very close to zero with zero.

p5.js

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