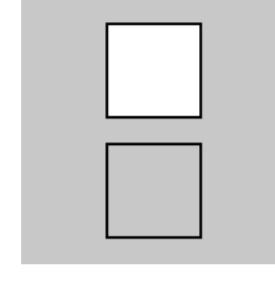


noFill()

Disables setting the fill color for shapes.

Calling `noFill()` is the same as making the fill completely transparent, as in `fill(0, 0)`. If both `noStroke()` and `noFill()` are called, nothing will be drawn to the screen.

Examples



```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Draw the top square.
  square(32, 10, 35);

  // Draw the bottom square.
  noFill();
  square(32, 55, 35);

  describe('A white square on above an empty square. Both
  squares have black outlines.');
}
```



```
function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A purple cube wireframe spinning on a black
  canvas.');

  function draw() {
    background(0);

    // Style the box.
    noFill();
    stroke(100, 100, 240);

    // Rotate the coordinates.
    rotateX(frameCount * 0.01);
    rotateY(frameCount * 0.01);

    // Draw the box.
    box(45);
  }
}
```



This page is generated from the comments in `src/color/setting.js`. Please feel free to edit it and submit a pull request!

Related References

background

Sets the color used for the background of the canvas.

beginClip

Starts defining a shape that will mask any shapes drawn afterward.

clear

Clears the pixels on the canvas.

clip

Defines a shape that will mask any shapes drawn afterward.

p5.js

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