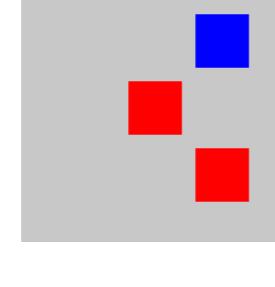


# clearColors()

Removes the geometry's internal colors.

p5.Geometry objects can be created with "internal colors" assigned to vertices or the entire shape. When a geometry has internal colors, fill() has no effect. Calling myGeometry.clearColors() allows the fill() function to apply color to the geometry.

## Examples



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

  background(200);

  // Create a p5.Geometry object.
  // Set its internal color to red.
  beginGeometry();
  fill(255, 0, 0);
  plane(20);
  let myGeometry = endGeometry();

  // Style the shape.
  noStroke();

  // Draw the p5.Geometry object (center).
  model(myGeometry);

  // Translate the origin to the bottom-right.
  translate(25, 25, 0);

  // Try to fill the geometry with green.
  fill(0, 255, 0);

  // Draw the geometry again (bottom-right).
  model(myGeometry);

  // Clear the geometry's colors.
  myGeometry.clearColors();

  // Fill the geometry with blue.
}
```



This page is generated from the comments in [src/webgl/p5.Geometry.js](#). Please feel free to edit it and submit a pull request!

## Related References

### calculateBoundingBox

Calculates the position and size of the smallest box that contains the geometry.

### clearColors

Removes the geometry's internal colors.

### computeFaces

Computes the geometry's faces using its vertices.

### computeNormals

Calculates the normal vector for each vertex on the geometry.

## p5.js

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