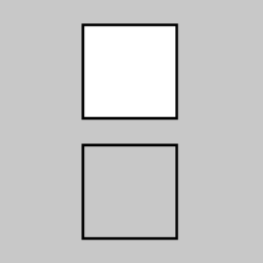


noFill()

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.

