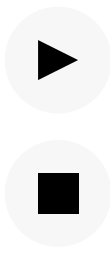
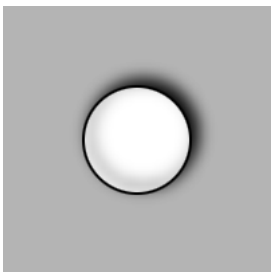


drawingContext

A system variable that provides direct access to the sketch's `<canvas></canvas>` element.

The `<canvas></canvas>` element provides many specialized features that aren't included in the p5.js library. The `drawingContext` system variable provides access to these features by exposing the sketch's `CanvasRenderingContext2D` object.

Examples



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

  background(180);

  // Style the circle using shadows.
  drawingContext.shadowOffsetX = 5;
  drawingContext.shadowOffsetY = -5;
  drawingContext.shadowBlur = 10;
  drawingContext.shadowColor = 'black';

  // Draw the circle.
  circle(50, 50, 40);

  describe("A white circle on a gray background. The circle's edges are shadowy.");
}
```



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

  background('skyblue');

  // Style the circle using a color gradient.
  let myGradient = drawingContext.createRadialGradient(50, 50, 3, 50, 50, 40);
  myGradient.addColorStop(0, 'yellow');
  myGradient.addColorStop(0.6, 'orangered');
  myGradient.addColorStop(1, 'yellow');
  drawingContext.fillStyle = myGradient;
  drawingContext.strokeStyle = 'rgba(0, 0, 0, 0)';

  // Draw the circle.
  circle(50, 50, 40);

  describe('A fiery sun drawn on a light blue background.');
```

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

Related References

createFramebuffer

Creates a new `p5.Framebuffer` object with the same WebGL context as the graphics buffer.

remove

Removes the graphics buffer from the web page.

reset

Resets the graphics buffer's transformations and lighting.

blendMode

Sets the way colors blend when added to the canvas.

p5.js

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