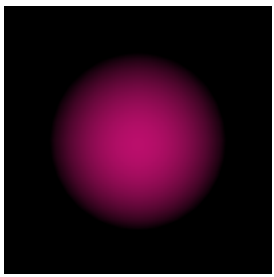


fromAngles()

Creates a new 3D vector from a pair of ISO spherical angles.

Examples

```
function setup() {  
  // Create a p5.Vector object.  
  let v = p5.Vector.fromAngles(0, 0);  
  
  // Prints "p5.Vector Object : [0, -1, 0]" to the console.  
  print(v.toString());  
}
```



```
function setup() {  
  createCanvas(100, 100, WEBGL);  
  
  describe('A light shines on a pink sphere as it orbits.');
```

```
}  
  
function draw() {  
  background(0);  
  
  // Calculate the ISO angles.  
  let theta = frameCount * 0.05;  
  let phi = 0;  
  
  // Create a p5.Vector object.  
  let v = p5.Vector.fromAngles(theta, phi, 100);  
  
  // Create a point light using the p5.Vector.  
  let c = color('deeppink');  
  pointLight(c, v);  
  
  // Style the sphere.  
  fill(255);  
  noStroke();  
  
  // Draw the sphere.  
  sphere(35);  
}
```

Syntax

```
fromAngles(theta, phi, [length])
```

Parameters

theta	Number: polar angle in radians (zero is up).
phi	Number: azimuthal angle in radians (zero is out of the screen).
length	Number: length of the new vector (defaults to 1).

Returns

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

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

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.
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