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# resize()

Resizes the framebuffer to a given width and height.

The parameters, `width` and `height`, set the dimensions of the framebuffer. For example, calling `myBuffer.resize(300, 500)` resizes the framebuffer to 300×500 pixels, then sets `myBuffer.width` to 300 and `myBuffer.height` 500.

## Examples



```
let myBuffer;

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

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

  describe('A multicolor sphere on a white surface. The image grows larger or smaller when the user moves the mouse, revealing a gray background.');
```

```
}

function draw() {
  background(200);

  // Draw to the p5.Framebuffer object.
  myBuffer.begin();
  background(255);
  normalMaterial();
  sphere(20);
  myBuffer.end();

  // Display the p5.Framebuffer object.
  image(myBuffer, -50, -50);
}

// Resize the p5.Framebuffer object when the
// user moves the mouse.
function mouseMoved() {
```

## Syntax

```
resize(width, height)
```

## Parameters

width	Number: width of the framebuffer.
height	Number: height of the framebuffer.

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## Related References

### autoSized

Toggles the framebuffer's autosizing mode or returns the current mode.

### begin

Begins drawing shapes to the framebuffer.

### color

An object that stores the framebuffer's color data.

### createCamera

Creates a new p5.Camera object to use with the framebuffer.

### p5.js

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