

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

<code>width</code>	Number: width of the framebuffer.
<code>height</code>	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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