

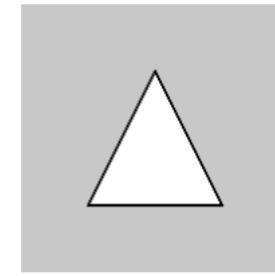
color

An object that stores the framebuffer's color data.

Each framebuffer uses a `WebGLTexture` object internally to store its color data. The `myBuffer.color` property makes it possible to pass this data directly to other functions. For example, calling `texture(myBuffer.color)` or `myShader.setUniform('colorTexture', myBuffer.color)` may be helpful for advanced use cases.

Note: By default, a framebuffer's y-coordinates are flipped compared to images and videos. It's easy to flip a framebuffer's y-coordinates as needed when applying it as a texture. For example, calling `plane(myBuffer.width, -myBuffer.height)` will flip the framebuffer.

Examples



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

  background(200);

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

  // Start drawing to the p5.Framebuffer object.
  myBuffer.begin();

  triangle(-25, 25, 0, -25, 25, 25);

  // Stop drawing to the p5.Framebuffer object.
  myBuffer.end();

  // Use the p5.Framebuffer object's WebGLTexture.
  texture(myBuffer.color);

  // Style the plane.
  noStroke();

  // Draw the plane.
  plane(myBuffer.width, myBuffer.height);

  describe('A white triangle on a gray background.');
}
```

This page is generated from the comments in `src/webgl/p5.Framebuffer.js`. Please feel free to edit it and submit a pull request!

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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