

begin()

Begins drawing shapes to the framebuffer.

`myBuffer.begin()` and `myBuffer.end()` allow shapes to be drawn to the framebuffer. `myBuffer.begin()` begins drawing to the framebuffer and `myBuffer.end()` stops drawing to the framebuffer. Changes won't be visible until the framebuffer is displayed as an image or texture.

Examples



```
let myBuffer;

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

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

  describe('An empty gray canvas. The canvas gets darker and a
  rotating, multicolor torus appears while the user presses and
  holds the mouse.');
}

function draw() {
  background(200);

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

  background(50);
  rotateY(frameCount * 0.01);
  normalMaterial();
  torus(30);

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

  // Display the p5.Framebuffer object while
  // the user presses the mouse.
  if (mouseIsPressed === true) {
```

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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