

fill()

Sets the color used to fill shapes.

Calling `fill(255, 165, 0)` or `fill('orange')` means all shapes drawn after the `fill` command will be filled with the color orange.

The version of `fill()` with one parameter interprets the value one of three ways. If the parameter is a `Number`, it's interpreted as a grayscale value. If the parameter is a `String`, it's interpreted as a CSS color string. A `p5.Color` object can also be provided to set the fill color.

The version of `fill()` with three parameters interprets them as RGB, HSB, or HSL colors, depending on the current `colorMode()`. The default color space is RGB, with each value in the range from 0 to 255.

The version of `fill()` with four parameters interprets them as `RGBA`, `HSBA`, or `HSLA` colors, depending on the current `colorMode()`. The last parameter sets the alpha (transparency) value.

Examples



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

  background(200);

  // A grayscale value.
  fill(51);
  square(20, 20, 60);

  describe('A dark charcoal gray square with a black outline.');
}
```

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

  background(200);

  // R, G & B values.
  fill(255, 204, 0);
  square(20, 20, 60);

  describe('A yellow square with a black outline.');
}
```

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

  background(200);

  // R, G, B, and Alpha values.
  fill(255, 0, 0, 128);
  square(20, 20, 60);

  describe('A semi-transparent red square with a black outline.');
}
```

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

  background(200);

  // Use HSB color.
  colorMode(HSB);

  // H, S & B values.
  fill(255, 204, 100);
  square(20, 20, 60);

  describe('A royal blue square with a black outline.');
}
```

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

  background(200);

  // A CSS named color.
  fill('red');
  square(20, 20, 60);

  describe('A red square with a black outline.');
}
```

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

  background(200);

  // Three-digit hex RGB notation.
  fill('#fae');
  square(20, 20, 60);

  describe('A pink square with a black outline.');
}
```

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

  background(200);

  // Six-digit hex RGB notation.
  fill('#A251FA');
  square(20, 20, 60);

  describe('A purple square with a black outline.');
}
```

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

  background(200);

  // Integer RGB notation.
  fill('rgb(0, 255, 0)');
  square(20, 20, 60);

  describe('A bright green square with a black outline.');
}
```

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

  background(200);

  // Percentage RGB notation.
  fill('rgb(100%, 0%, 10%)');
  square(20, 20, 60);

  describe('A red square with a black outline.');
}
```

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

  background(200);

  // Percentage RGBA notation.
  fill('rgba(100%, 0%, 100%, 0.5)');
  square(20, 20, 60);

  describe('A dark fuchsia square with a black outline.');
}
```

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

  background(200);

  // A p5.Color object.
  let c = color(0, 0, 255);
  fill(c);
  square(20, 20, 60);

  describe('A blue square with a black outline.');
}
```

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Reference

Setting

background()

beginClip()

clear()

clip()

colorMode()

endClip()

erase()

fill()

noErase()

noFill()

noStroke()

stroke()

Shape

Color

Typography

Image

Syntax

```
fill(v1, v2, v3, [alpha])
```

```
fill(value)
```

```
fill(gray, [alpha])
```

```
fill(values)
```

```
fill(color)
```

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of the canvas.

beginClip

Starts defining a shape that will mask

any shapes drawn afterward.

clear

Clears the pixels on the canvas.

clip

Defines a shape that will mask any

shapes drawn afterward.

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