

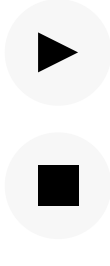
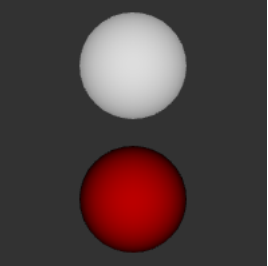
Reference > noLights()

# noLights()

Removes all lights from the sketch.

Calling `noLights()` removes any lights created with `lights()`, `ambientLight()`, `directionalLight()`, `pointLight()`, or `spotLight()`. These functions may be called after `noLights()` to create a new lighting scheme.

## Examples



```
// Click and drag the mouse to view the scene from different angles.

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

  describe('Two spheres drawn against a gray background. The top sphere is white and the bottom sphere is red.');
```

```
function draw() {
  background(50);

  // Enable orbiting with the mouse.
  orbitControl();

  // Turn on the lights.
  lights();

  // Style the spheres.
  noStroke();

  // Draw the top sphere.
  push();
  translate(0, -25, 0);
  sphere(20);
  pop();

  // Turn off the lights.
  noLights();

  // Add a red directional light that points into the screen.
```

This page is generated from the comments in [src/webgl/light.js](#) . Please feel free to edit it and submit a pull request!

## Related References

### ambientLight

Creates a light that shines from all directions.

### directionalLight

Creates a light that shines in one direction.

### imageLight

Creates an ambient light from an image.

### lightFalloff

Sets the falloff rate for `pointLight()` and `spotLight()`.

### p5.js

### Resources

- Reference
- Tutorials
- Examples
- Contribute
- Community
- About
- Start Coding
- Donate

### Information

- Download
- Contact
- Copyright
- Privacy Policy
- Terms of Use

### Socials

- GitHub ↗
- Instagram ↗
- X ↗
- YouTube ↗
- Discord ↗
- Forum ↗

