

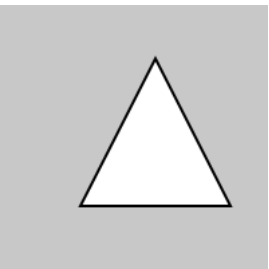
Reference > triangle()

triangle()

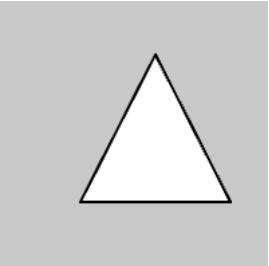
Draws a triangle.

A triangle is a three-sided shape defined by three points. The first two parameters specify the triangle's first point (x1, y1). The middle two parameters specify its second point (x2, y2). And the last two parameters specify its third point (x3, y3).

Examples



```
function setup() {  
  createCanvas(100, 100);  
  
  background(200);  
  
  triangle(30, 75, 58, 20, 86, 75);  
  
  describe('A white triangle with a black outline on a gray canvas.');
```



```
function setup() {  
  createCanvas(100, 100, WEBGL);  
  
  background(200);  
  
  triangle(-20, 25, 8, -30, 36, 25);  
  
  describe('A white triangle with a black outline on a gray canvas.');
```



```
function setup() {  
  createCanvas(100, 100, WEBGL);  
  
  describe('A white triangle spins around on a gray canvas.');
```

```
function draw() {  
  background(200);  
  
  // Rotate around the y-axis.  
  rotateY(frameCount * 0.01);  
  
  // Draw the triangle.  
  triangle(-20, 25, 8, -30, 36, 25);  
}
```



Syntax

```
triangle(x1, y1, x2, y2, x3, y3)
```



Parameters

x1	Number: x-coordinate of the first point.
y1	Number: y-coordinate of the first point.
x2	Number: x-coordinate of the second point.
y2	Number: y-coordinate of the second point.
x3	Number: x-coordinate of the third point.
y3	Number: y-coordinate of the third point.

This page is generated from the comments in [src/core/shape/2d_primitives.js](#). Please feel free to edit it and submit a pull request!

Related References

arc Draws an arc.	circle Draws a circle.	ellipse Draws an ellipse (oval).	line Draws a straight line between two points.
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p5.js

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