

resizeCanvas()

Resizes the canvas to a given width and height.

`resizeCanvas()` immediately clears the canvas and calls `redraw()`. It's common to call `resizeCanvas()` within the body of `windowResized()` like so:

```
function windowResized() {
  resizeCanvas(windowWidth, windowHeight);
}
```

The first two parameters, `width` and `height`, set the dimensions of the canvas. They also set the values of the `width` and `height` system variables. For example, calling `resizeCanvas(300, 500)` resizes the canvas to 300×500 pixels, then sets `width` to 300 and `height` 500.

The third parameter, `noRedraw`, is optional. If `true` is passed, as in `resizeCanvas(300, 500, true)`, then the canvas will be canvas to 300×500 pixels but the `redraw()` function won't be called immediately. By default, `redraw()` is called immediately when `resizeCanvas()` finishes executing.

Examples



// Double-click to resize the canvas.

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

  describe(
    'A white circle drawn on a gray background. The canvas
    shrinks by half the first time the user double-clicks.'
  );
}

function draw() {
  background(180);

  // Draw a circle at the center of the canvas.
  circle(width / 2, height / 2, 20);
}

// Resize the canvas when the user double-clicks.
function doubleClicked() {
  resizeCanvas(50, 50);
}
```

// Resize the web browser to change the canvas size.

```
function setup() {
  createCanvas(windowWidth, windowHeight);

  describe('A white circle drawn on a gray
background.');
}

function draw() {
  background(180);

  // Draw a circle at the center of the canvas.
  circle(width / 2, height / 2, 20);
}

// Always resize the canvas to fill the
// browser window.
function windowResized() {
  resizeCanvas(windowWidth, windowHeight);
}
```

Syntax

```
resizeCanvas(width, height, [noRedraw])
```



Parameters

<code>width</code>	Number: width of the canvas.
<code>height</code>	Number: height of the canvas.
<code>noRedraw</code>	Boolean: whether to delay calling <code>redraw()</code> . Defaults to <code>false</code> .

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

Related References

[createFramebuffer](#)
Creates a new p5.Framebuffer object with the same WebGL context as the graphics buffer.

[remove](#)
Removes the graphics buffer from the web page.

[reset](#)
Resets the graphics buffer's transformations and lighting.

[blendMode](#)
Sets the way colors blend when added to the canvas.

