

Reference > clear()

# clear()

Clears the pixels on the canvas.

`clear()` makes every pixel 100% transparent. Calling `clear()` doesn't clear objects created by `createX()` functions such as `createGraphics()`, `createVideo()`, and `createImg()`. These objects will remain unchanged after calling `clear()` and can be redrawn.

In WebGL mode, this function can clear the screen to a specific color. It interprets four numeric parameters as normalized RGBA color values. It also clears the depth buffer. If you are not using the WebGL renderer, these parameters will have no effect.

## Examples



```
function setup() {  
  createCanvas(100, 100);  
  
  background(200);  
  
  describe('A gray square. White circles are drawn as the user  
moves the mouse. The circles disappear when the user presses  
the mouse.');
```

```
function draw() {  
  circle(mouseX, mouseY, 20);  
}
```

```
function mousePressed() {  
  clear();  
  background(200);  
}
```



```
let pg;
```

```
function setup() {  
  createCanvas(100, 100);  
  background(200);  
  
  pg = createGraphics(60, 60);  
  pg.background(200);  
  pg.noStroke();  
  pg.circle(pg.width / 2, pg.height / 2, 15);  
  image(pg, 20, 20);  
  
  describe('A white circle drawn on a gray square. The square  
gets smaller when the mouse is pressed.');
```

```
function mousePressed() {  
  clear();  
  image(pg, 20, 20);  
}
```



## Syntax

```
clear([r], [g], [b], [a])
```



## Parameters

r	Number: normalized red value.
g	Number: normalized green value.
b	Number: normalized blue value.
a	Number: normalized alpha value.

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## Related References

### background

Sets the color used for the background 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.

### p5.js

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