

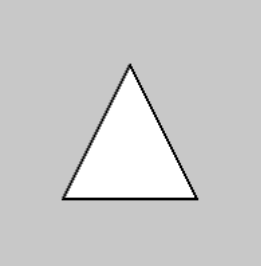
# color

An object that stores the framebuffer's color data.

Each framebuffer uses a **WebGLTexture** object internally to store its color data. The `myBuffer.color` property makes it possible to pass this data directly to other functions. For example, calling `texture(myBuffer.color)` or `myShader.setUniform('colorTexture', myBuffer.color)` may be helpful for advanced use cases.

Note: By default, a framebuffer's y-coordinates are flipped compared to images and videos. It's easy to flip a framebuffer's y-coordinates as needed when applying it as a texture. For example, calling `plane(myBuffer.width, -myBuffer.height)` will flip the framebuffer.

## Examples



```
function setup() {  
  createCanvas(100, 100, WEBGL);  
  
  background(200);  
  
  // Create a p5.Framebuffer object.  
  let myBuffer = createFramebuffer();  
  
  // Start drawing to the p5.Framebuffer object.  
  myBuffer.begin();  
  
  triangle(-25, 25, 0, -25, 25, 25);  
  
  // Stop drawing to the p5.Framebuffer object.  
  myBuffer.end();  
  
  // Use the p5.Framebuffer object's WebGLTexture.  
  texture(myBuffer.color);  
  
  // Style the plane.  
  noStroke();  
  
  // Draw the plane.  
  plane(myBuffer.width, myBuffer.height);  
  
  describe('A white triangle on a gray background.');
```

This page is generated from the comments in [src/webgl/p5.Framebuffer.js](#) . Please feel free to edit it and submit a pull request!

## Related References

### autoSized

Toggles the framebuffer's autosizing mode or returns the current mode.

### begin

Begins drawing shapes to the framebuffer.

### color

An object that stores the framebuffer's color data.

### createCamera

Creates a new p5.Camera object to use with the framebuffer.

### p5.js

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