emissiveMaterial()

Sets the emissive color of shapes' surface material.

The `emissiveMaterial()` color sets a color shapes display at full strength, regardless of lighting. This can give the appearance that a shape is glowing. However, emissive materials don't actually emit light that can affect surrounding objects.

`emissiveMaterial()` can be called three ways with different parameters to set the material's color.

The first way to call `emissiveMaterial()` has one parameter, `gray`. Grayscale values between 0 and 255, as in `emissiveMaterial(50)`, can be passed to set the material's color. Higher grayscale values make shapes appear brighter.

The second way to call `emissiveMaterial()` has one parameter, `color`. A p5.Color object, an array of color values, or a CSS color string, as in `emissiveMaterial('magenta')`, can be passed to set the material's color.

The third way to call `emissiveMaterial()` has four parameters, `v1`, `v2`, `v3`, and `alpha`. `alpha` is optional. RGBA, HSBA, or HSLA values can be passed to set the material's colors, as in `emissiveMaterial(255, 0, 0)` or `emissiveMaterial(255, 0, 0, 30)`. Color values will be interpreted using the current colorMode().

Note: `emissiveMaterial()` can only be used in WebGL mode.

Examples

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

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

  describe('A red cube drawn on a gray background.');
}

function draw() {
  background(200);

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

  // Turn on a white ambient light.
  ambientLight(255, 255, 255);

  // Add a red emissive material using RGB values.
  emissiveMaterial(255, 0, 0);

  // Draw the box.
  box();
}
```

Syntax

```
emissiveMaterial(v1, v2, v3, [alpha])
```

```
emissiveMaterial(gray)
```

```
emissiveMaterial(color)
```

Parameters

v1	Number: red or hue value in the current colorMode().
v2	Number: green or saturation value in the current colorMode().
v3	Number: blue, brightness, or lightness value in the current colorMode().
alpha	Number: alpha value in the current colorMode().
gray	Number: grayscale value between 0 (black) and 255 (white).
color	p5.Color|Number[]|String: color as a p5.Color object, an array of color values, or a CSS string.

This page is generated from the comments in src/webgl/material.js . Please feel free to edit it and submit a pull request!

Related References

copyToContext
Copies the shader from one drawing context to another.

inspectHooks
Logs the hooks available in this shader, and their current implementation.

modify
Returns a new shader, based on the original, but with custom snippets of shader code replacing default behaviour.

setUniform
Sets the shader's uniform (global) variables.