

describeElement()

Creates a screen reader-accessible description of elements in the canvas.

Elements are shapes or groups of shapes that create meaning together. For example, a few overlapping circles could make an "eye" element.

The first parameter, `name`, is the name of the element.

The second parameter, `text`, is the description of the element.

The third parameter, `display`, is optional. It determines how the description is displayed. If `LABEL` is passed, as in `describe('A description.', LABEL)`, the description will be visible in a div element next to the canvas. Using `LABEL` creates unhelpful duplicates for screen readers. Only use `LABEL` during development. If `FALLBACK` is passed, as in `describe('A description.', FALLBACK)`, the description will only be visible to screen readers. This is the default mode.

Read [Writing accessible canvas descriptions](#) to learn more about making sketches accessible.

Examples



```
function setup() {
  background('pink');

  // Describe the first element
  // and draw it.
  describeElement('Circle', 'A yellow circle
in the top-left corner.');
  noStroke();
  fill('yellow');
  circle(25, 25, 40);

  // Describe the second element
  // and draw it.
  describeElement('Heart', 'A red heart in the
bottom-right corner.');
  fill('red');
  circle(66.6, 66.6, 20);
  circle(83.2, 66.6, 20);
  triangle(91.2, 72.6, 75, 95, 58.6, 72.6);

  // Add a general description of the canvas.
  describe('A red heart and yellow circle over
a pink background.');
}
```



```
function setup() {
  background('pink');

  // Describe the first element
  // and draw it. Display the
  // description for debugging.
  describeElement('Circle', 'A yellow circle
in the top-left corner.', LABEL);
  noStroke();
  fill('yellow');
  circle(25, 25, 40);

  // Describe the second element
  // and draw it. Display the
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  describeElement('Heart', 'A red heart in the
bottom-right corner.', LABEL);
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  // Add a general description of the canvas.
  describe('A red heart and yellow circle over
a pink background.');
}
```



Syntax

```
describeElement(name, text, [display])
```



Parameters

<code>name</code>	String: name of the element.
<code>text</code>	String: description of the element.
<code>display</code>	Constant: either <code>LABEL</code> or <code>FALLBACK</code> .

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

Related References

`cursor`
Changes the cursor's appearance.

`deltaTime`
A Number variable that tracks the number of milliseconds it took to draw the last frame.

`describe`
Creates a screen reader-accessible description of the canvas.

`describeElement`
Creates a screen reader-accessible description of elements in the canvas.

