

createVideo()

Creates a `<video></video>` element for simple audio/video playback.

`createVideo()` returns a new [p5.MediaElement](#) object. Videos are shown by default. They can be hidden by calling `video.hide()` and drawn to the canvas using `image()`.

The first parameter, `src`, is the path the video. If a single string is passed, as in `'/assets/topsecret.mp4'`, a single video is loaded. An array of strings can be used to load the same video in different formats. For example,

`['/assets/topsecret.mp4', '/assets/topsecret.ogv', '/assets/topsecret.webm']`. This is useful for ensuring that the video can play across different browsers with different capabilities. See [MDN](#) for more information about supported formats.

The second parameter, `callback`, is optional. It's a function to call once the video is ready to play.

Examples

```
▶   function setup() {
      noCanvas();

      // Load a video and add it to the page.
      // Note: this may not work in some browsers.
      let video = createVideo('/assets/small.mp4');

      // Show the default video controls.
      video.showControls();

      describe('A video of a toy robot with
playback controls beneath it.');
    }
```

```
▶   function setup() {
      noCanvas();

      // Load a video and add it to the page.
      // Provide an array options for different
      file formats.
      let video = createVideo(
        ['/assets/small.mp4', '/assets/small.ogv',
        '/assets/small.webm']
      );

      // Show the default video controls.
      video.showControls();

      describe('A video of a toy robot with
playback controls beneath it.');
    }
```

```
▶   let video;

function setup() {
  noCanvas();

  // Load a video and add it to the page.
  // Provide an array options for different
  file formats.
  // Call mute() once the video loads.
  video = createVideo(
    ['/assets/small.mp4', '/assets/small.ogv',
    '/assets/small.webm'],
    muteVideo
  );

  // Show the default video controls.
  video.showControls();

  describe('A video of a toy robot with
playback controls beneath it.');
}

// Mute the video once it loads.
function muteVideo() {
  video.volume(0);
}
```

Syntax

```
createVideo(src, [callback])
```

Parameters

`src` String|String[]: path to a video file, or an array of paths for supporting different browsers.
`callback` Function: function to call once the video is ready to play.

Returns

[p5.MediaElement](#): new [p5.MediaElement](#) object.

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

Related References

[addClass](#)
 Adds a class to the element.

[attribute](#)
 Adds an attribute to the element.

[center](#)
 Centers the element either vertically,

[child](#)
 Attaches the element as a child of

another element.

