

Reference > draw()

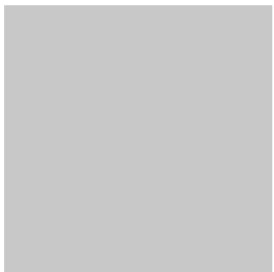
# draw()

Draws to the framebuffer by calling a function that contains drawing instructions.

The parameter, `callback`, is a function with the drawing instructions for the framebuffer. For example, calling `myBuffer.draw(myFunction)` will call a function named `myFunction()` to draw to the framebuffer. Doing so has the same effect as the following:

```
myBuffer.begin();  
myFunction();  
myBuffer.end();
```

## Examples



```
// Click the canvas to display the framebuffer.  
  
let myBuffer;  
  
function setup() {  
  createCanvas(100, 100, WEBGL);  
  
  // Create a p5.Framebuffer object.  
  myBuffer = createFramebuffer();  
  
  describe('An empty gray canvas. The canvas gets darker and a  
rotating, multicolor torus appears while the user presses and  
holds the mouse.');
```

```
}  
  
function draw() {  
  background(200);  
  
  // Draw to the p5.Framebuffer object.  
  myBuffer.draw(bagel);  
  
  // Display the p5.Framebuffer object while  
  // the user presses the mouse.  
  if (mouseIsPressed === true) {  
    image(myBuffer, -50, -50);  
  }  
}  
  
// Draw a rotating, multicolor torus.  
function bagel() {
```

## Syntax

```
draw(callback)
```

## Parameters

`callback`      Function: function that draws to the framebuffer.

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

<b>autoSized</b> Toggles the framebuffer's autosizing mode or returns the current mode.	<b>begin</b> Begins drawing shapes to the framebuffer.	<b>color</b> An object that stores the framebuffer's color data.	<b>createCamera</b> Creates a new p5.Camera object to use with the framebuffer.
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p5.js

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