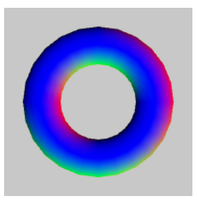
normalMaterial()

Sets the current material as a normal material.

A normal material sets surfaces facing the x-axis to red, those facing the y-axis to green, and those facing the z-axis to blue. Normal material isn't affected by light. It's often used as a placeholder material when debugging.

Note: `normalMaterial()` 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 multicolor torus drawn on a gray background.');
}

function draw() {
  background(200);

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

  // Style the torus.
  normalMaterial();

  // Draw the torus.
  torus(30);
}
```

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.