



Z

The z component of the vector

This page is generated from the comments in [src/math/p5.Vector.js](#). Please feel free to edit it and submit a pull request!

[Start Coding](#)[Donate](#)

Related References

Vector

[add\(\)](#)
[angleBetween\(\)](#)
[array\(\)](#)
[clampToZero\(\)](#)
[copy\(\)](#)
[cross\(\)](#)
[dist\(\)](#)
[div\(\)](#)
[dot\(\)](#)
[equals\(\)](#)
[fromAngle\(\)](#)
[fromAngles\(\)](#)
[heading\(\)](#)
[lerp\(\)](#)
[limit\(\)](#)
[mag\(\)](#)
[magSq\(\)](#)
[mult\(\)](#)
[normalize\(\)](#)
[random\(\)](#)

add

Adds to a vector's x, y, and z components.

angleBetween

Calculates the angle between two vectors.

array

Returns the vector's components as an array of numbers.

clampToZero

Replaces the components of a p5.Vector that are very close to zero with zero.

p5.js

Resources

[Reference](#)
[Tutorials](#)
[Examples](#)
[Contribute](#)
[Community](#)
[About](#)
[Start Coding](#)
[Donate](#)

Information

[Download](#)
[Contact](#)
[Copyright](#)
[Privacy Policy](#)
[Terms of Use](#)

Socials

[GitHub](#) ↗
[Instagram](#) ↗
[X](#) ↗
[YouTube](#) ↗
[Discord](#) ↗
[Forum](#) ↗

