

# emissiveMaterial()

The `emissiveMaterial()` color sets a color shade regardless of lighting. This can give the appearance

`emissiveMaterial()` can be called three ways with different parameters to set the material's color.

The first way to call `emissiveMaterial()` has one parameter, `gray`. Grayscale values between 0 and 255, as in `emissiveMaterial(50)`, can be passed to set the

The second way to call `emissiveMaterial()` has one parameter, `color`. A `p5.Color` object, an array of color values, or a CSS color string, as in `emissiveMaterial('magenta')`, can be passed to set the material's color.

The third way to call `emissiveMaterial()` has four parameters, `v1`, `v2`, `v3`, and `alpha`. `alpha` is optional. RGBA, HSBA, or HSLA values can be passed to set the material's colors, as in `emissiveMaterial(255, 0, 0)` or

current `colorMode()`.

Note: `emissiveMaterial()` can only be used in WebGL mode.

 // Click and drag the mouse to

```
describe('A red cube drawn on a gray background.')
}

function draw() {
  background(200);

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

  // Turn on a white ambient light.
  ambientLight(255, 255, 255);

  // Add a red emissive material using RGB values.
  emissiveMaterial(255, 0, 0);

  // Draw the box.
  box();
}

al(v1, v2, v3, [alpha])
```

v1 Number: red  
v2 Number: green

color p5.Color|Num

gray  
color

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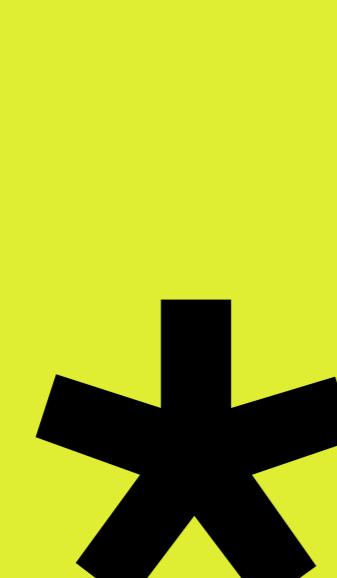
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Copies the shader from one drawing context to another.	Logs the hooks available in this shader, and their current implementation.	Returns a new shader, based on the original, but with custom snippets of shader code replacing default behaviour.	Sets the shader's uniforms.
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