lights()

Places an ambient and directional light in the scene. The lights are set to ambientLight(128, 128, 128) and directionalLight(128, 128, 128, 0, 0, -1).

Note: lights need to be called (whether directly or indirectly) within draw() to remain persistent in a looping program. Placing them in setup() will cause them to only have an effect the first time through the loop.

Examples

```
// Click and drag the mouse to view the scene from differe
angles.
// Double-click to turn on the lights.

let isLit = false;

function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white box drawn against a gray background. The
quality of the light changes when the user double-clicks.');
}

function draw() {
  background(50);

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

  // Control the lights.
  if (isLit === true) {
    lights();
  }

  // Draw the box.
  box();
}

// Turn on the lights when the user double-clicks.
function doubleClicked() {
  isLit = true;
}
```

```
// Click and drag the mouse to view the scene from differe
angles.

function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white box drawn against a gray background.');
}

function draw() {
  background(50);

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

  // Turn on the lights.
  ambientLight(128, 128, 128);
  directionalLight(128, 128, 128, 0, 0, -1);

  // Draw the box.
  box();
}
```

This page is generated from the comments in src/webgl/light.js . Please feel free to edit it and submit a pull request!

Related References

ambientLight
Creates a light that shines from all directions.

directionalLight
Creates a light that shines in one direction.

imageLight
Creates an ambient light from an image.

lightFalloff
Sets the falloff rate for pointLight() and spotLight().