

# pixelDensity()

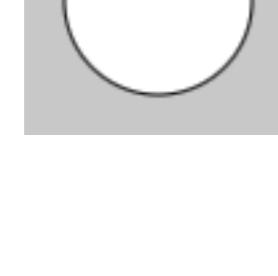
Sets the pixel density or returns the current density.

Computer displays are grids of little lights called *pixels*. A display's *pixel density* describes how many pixels it packs into an area. Displays with smaller pixels have a higher pixel density and create sharper images.

`pixelDensity()` sets the pixel scaling for high pixel density displays. By default, the pixel density is set to match the display's density. Calling `pixelDensity(1)` turns this off.

Calling `pixelDensity()` without an argument returns the current pixel density.

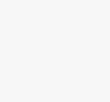
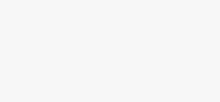
## Examples



```
function setup() {
  // Set the pixel density to 1.
  pixelDensity(1);

  // Create a canvas and draw
  // a circle.
  createCanvas(100, 100);
  background(200);
  circle(50, 50, 70);

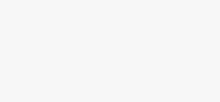
  describe('A fuzzy white circle on a gray canvas.');
}
```



```
function setup() {
  // Set the pixel density to 3.
  pixelDensity(3);

  // Create a canvas, paint the
  // background, and draw a
  // circle.
  createCanvas(100, 100);
  background(200);
  circle(50, 50, 70);

  describe('A sharp white circle on a gray canvas.');
}
```



## Syntax

`pixelDensity([val])`



`pixelDensity()`



## Parameters

`val` Number: desired pixel density.

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

## Related References

**cursor**  
Changes the cursor's appearance.

**deltaTime**  
A Number variable that tracks the number of milliseconds it took to draw the last frame.

**describe**  
Creates a screen reader-accessible description of the canvas.

**describeElement**  
Creates a screen reader-accessible description of elements in the canvas.

