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noiseSeed()

Sets the seed value for the noise() function.

By default, noise() produces different results each time a sketch is run. Calling `noiseSeed()` with a constant argument, such as `noiseSeed(99)`, makes noise() produce the same results each time a sketch is run.

Examples

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

  background(200);

  // Set the noise seed for consistent results.
  noiseSeed(99);

  describe('A black rectangle that grows randomly, first to the right and then to the left.');
}

function draw() {
  // Set the noise level and scale.
  let noiseLevel = 100;
  let noiseScale = 0.005;

  // Scale the input coordinate.
  let nt = noiseScale * frameCount;

  // Compute the noise value.
  let x = noiseLevel * noise(nt);

  // Draw the line.
  line(x, 0, x, height);
}
```

Syntax

```
noiseSeed(seed)
```

Parameters

seed   Number: seed value.

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

Related References

noise
Returns random numbers that can be tuned to feel organic.

noiseDetail
Adjusts the character of the noise produced by the noise() function.

noiseSeed
Sets the seed value for the noise() function.

p5.js

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