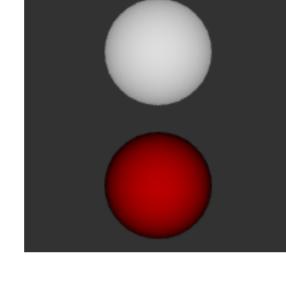


# noLights()

Removes all lights from the sketch.

Calling `noLights()` removes any lights created with `lights()`, `ambientLight()`, `directionalLight()`, `pointLight()`, or `spotLight()`. These functions may be called after `noLights()` to create a new lighting scheme.

## Examples



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

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

  describe('Two spheres drawn against a gray background. The top sphere is white and the bottom sphere is red.');
}

function draw() {
  background(50);

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

  // Turn on the lights.
  lights();

  // Style the spheres.
  noStroke();

  // Draw the top sphere.
  push();
  translate(0, -25, 0);
  sphere(20);
  pop();

  // Turn off the lights.
  noLights();

  // Add a red directional light that points into the screen.
}
```

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()`.

## p5.js

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