plane()

Draws a plane.

A plane is a four-sided, flat shape with every angle measuring 90°. It's similar to a rectangle and offers advanced drawing features in WebGL mode.

The first parameter, `width`, is optional. If a `Number` is passed, as in `plane(20)`, it sets the plane's width and height. By default, `width` is 50.

The second parameter, `height`, is also optional. If a `Number` is passed, as in `plane(20, 30)`, it sets the plane's height. By default, `height` is set to the plane's `width`.

The third parameter, `detailX`, is also optional. If a `Number` is passed, as in `plane(20, 30, 5)` it sets the number of triangle subdivisions to use along the x-axis. All 3D shapes are made by connecting triangles to form their surfaces. By default, `detailX` is 1.

The fourth parameter, `detailY`, is also optional. If a `Number` is passed, as in `plane(20, 30, 5, 7)` it sets the number of triangle subdivisions to use along the y-axis. All 3D shapes are made by connecting triangles to form their surfaces. By default, `detailY` is 1.

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

Examples

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

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

  describe('A white plane on a gray background.');
}

function draw() {
  background(200);

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

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

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

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

  describe('A white plane on a gray background.');
}

function draw() {
  background(200);

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

  // Draw the plane.
  // Set its width and height to 30.
  plane(30);
}
```

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

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

  describe('A white plane on a gray background.');
}

function draw() {
  background(200);

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

  // Draw the plane.
  // Set its width to 30 and height to 50.
  plane(30, 50);
}
```

Syntax

```
plane([width], [height], [detailX], [detailY])
```

Parameters

width	Number: width of the plane.
height	Number: height of the plane.
detailX	Integer: number of triangle subdivisions along the x-axis.
detailY	Integer: number of triangle subdivisions along the y-axis.

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Related References

calculateBoundingBox
Calculates the position and size of the smallest box that contains the geometry.

clearColors
Removes the geometry's internal colors.

computeFaces
Computes the geometry's faces using its vertices.

computeNormals
Calculates the normal vector for each vertex on the geometry.