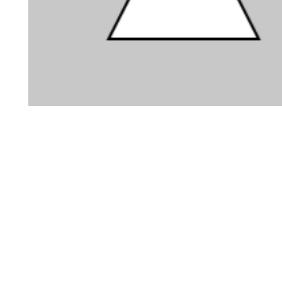


# triangle()

Draws a triangle.

A triangle is a three-sided shape defined by three points. The first two parameters specify the triangle's first point (`x1, y1`). The middle two parameters specify its second point (`x2, y2`). And the last two parameters specify its third point (`x3, y3`).

## Examples

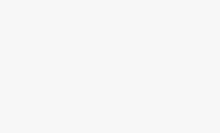


```
function setup() {
  createCanvas(100, 100);

  background(200);

  triangle(30, 75, 58, 20, 86, 75);

  describe('A white triangle with a black outline on a gray
  canvas.');
}
```

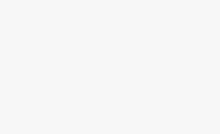


```
function setup() {
  createCanvas(100, 100, WEBGL);

  background(200);

  triangle(-20, 25, 8, -30, 36, 25);

  describe('A white triangle with a black outline on a gray
  canvas.');
}
```



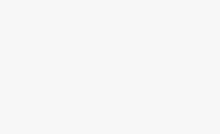
```
function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white triangle spins around on a gray canvas.');

  function draw() {
    background(200);

    // Rotate around the y-axis.
    rotateY(frameCount * 0.01);

    // Draw the triangle.
    triangle(-20, 25, 8, -30, 36, 25);
  }
}
```



## Syntax

```
triangle(x1, y1, x2, y2, x3, y3)
```



## Parameters

<code>x1</code>	Number: x-coordinate of the first point.
<code>y1</code>	Number: y-coordinate of the first point.
<code>x2</code>	Number: x-coordinate of the second point.
<code>y2</code>	Number: y-coordinate of the second point.
<code>x3</code>	Number: x-coordinate of the third point.
<code>y3</code>	Number: y-coordinate of the third point.

This page is generated from the comments in [src/core/shape/2d\\_primitives.js](#). Please feel free to edit it and submit a pull request!

## Related References

[arc](#)  
Draws an arc.

[circle](#)  
Draws a circle.

[ellipse](#)  
Draws an ellipse (oval).

[line](#)  
Draws a straight line between two points.

