

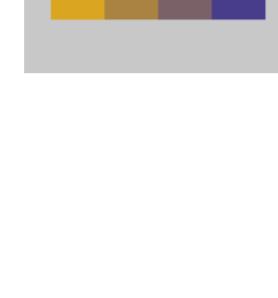
lerpColor()

Blends two colors to find a third color between them.

The `amt` parameter specifies the amount to interpolate between the two values. 0 is equal to the first color, 0.1 is very near the first color, 0.5 is halfway between the two colors, and so on. Negative numbers are set to 0. Numbers greater than 1 are set to 1. This differs from the behavior of `lerp`. It's necessary because numbers outside of the interval [0, 1] will produce strange and unexpected colors.

The way that colors are interpolated depends on the current `colorMode()`.

Examples



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

  background(200);

  // Create p5.Color objects to interpolate between.
  let from = color(218, 165, 32);
  let to = color(72, 61, 139);

  // Create intermediate colors.
  let interA = lerpColor(from, to, 0.33);
  let interB = lerpColor(from, to, 0.66);

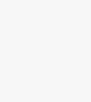
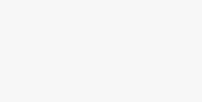
  // Draw the left rectangle.
  noStroke();
  fill(from);
  rect(10, 20, 20, 60);

  // Draw the left-center rectangle.
  fill(interA);
  rect(30, 20, 20, 60);

  // Draw the right-center rectangle.
  fill(interB);
  rect(50, 20, 20, 60);

  // Draw the right rectangle.
  fill(to);
  rect(70, 20, 20, 60);

  describe()
}
```



Syntax

```
lerpColor(c1, c2, amt)
```



Parameters

c1 p5.Color: interpolate from this color (any value created by the `color()` function).
 c2 p5.Color: interpolate to this color (any value created by the `color()` function).
 amt Number: number between 0 and 1.

Returns

p5.Color: interpolated color.

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

Related References

[setAlpha](#)
 Sets the alpha (transparency) value of a color.

[setBlue](#)
 Sets the blue component of a color.

[setGreen](#)
 Sets the green component of a color.

[setRed](#)
 Sets the red component of a color.

