p5*js

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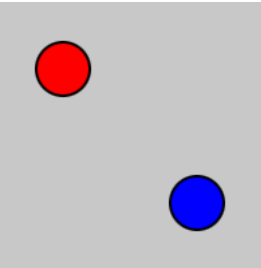♡ Donate

Reference › resetMatrix()

resetMatrix()

Clears all transformations applied to the coordinate system.

Examples

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

  describe(
    'Two circles drawn on a gray background. A blue circle is
at the top-left and a red circle is at the bottom-right.'
  );
}

function draw() {
  background(200);

  // Translate the origin to the center.
  translate(50, 50);

  // Draw a blue circle at the coordinates (25, 25).
  fill('blue');
  circle(25, 25, 20);

  // Clear all transformations.
  // The origin is now at the top-left corner.
  resetMatrix();

  // Draw a red circle at the coordinates (25, 25).
  fill('red');
  circle(25, 25, 20);
}
```

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

Related References

applyMatrix
Applies a transformation matrix to the coordinate system.

resetMatrix
Clears all transformations applied to the coordinate system.

rotate
Rotates the coordinate system.

rotateX
Rotates the coordinate system about the x-axis in WebGL mode.

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