

noErase()

Ends erasing that was started with `erase()`.

The `fill()`, `stroke()`, and `blendMode()` settings will return to what they were prior to calling `erase()`.

Examples



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

  background(235, 145, 15);

  // Draw the left rectangle.
  noStroke();
  fill(30, 45, 220);
  rect(30, 10, 10, 80);

  // Erase a circle.
  erase();
  circle(50, 50, 60);
  noErase();

  // Draw the right rectangle.
  rect(70, 10, 10, 80);

  describe('An orange canvas with two tall blue rectangles. A circular hole in the center erases the rectangle on the left but not the one on the right.');
```

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

Related References

background

Sets the color used for the background of the canvas.

beginClip

Starts defining a shape that will mask any shapes drawn afterward.

clear

Clears the pixels on the canvas.

clip

Defines a shape that will mask any shapes drawn afterward.

p5.js

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