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# random3D()

Creates a new 3D unit vector with a random heading.

## Examples

```
function setup() {  
  // Create a p5.Vector object.  
  let v = p5.Vector.random3D();  
  
  // Prints "p5.Vector Object : [x, y, z]" to the console  
  // where x, y, and z are small random numbers.  
  print(v.toString());  
}
```

## Returns

p5.Vector: new p5.Vector object.

This page is generated from the comments in [src/math/p5.Vector.js](#). Please feel free to edit it and submit a pull request!

## Related References

add

Adds to a vector's x, y, and z components.

angleBetween

Calculates the angle between two vectors.

array

Returns the vector's components as an array of numbers.

clampToZero

Replaces the components of a p5.Vector that are very close to zero with zero.

p5.js

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