

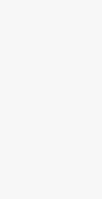
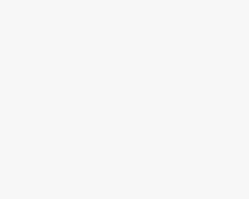
# lightness()

Gets the lightness value of a color.

`lightness()` extracts the HSL lightness value from a `p5.Color` object, an array of color components, or a CSS color string.

By default, `lightness()` returns a color's HSL lightness in the range 0 to 100. If the `colorMode()` is set to HSL, it returns the lightness value in the given range.

## Examples



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

  background(50);

  // Use HSL color.
  colorMode(HSL);

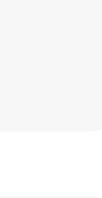
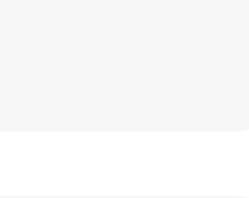
  // Create a p5.Color object using HSL values.
  let c = color(0, 100, 75);

  // Draw the left rectangle.
  noStroke();
  fill(c);
  rect(15, 15, 35, 70);

  // Set 'lightValue' to 75.
  let lightValue = lightness(c);

  // Draw the right rectangle.
  fill(lightValue);
  rect(50, 15, 35, 70);

  describe('Two rectangles. The left one is salmon pink and
  the right one is gray.');
}
```



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

  background(50);

  // Use HSL color.
  colorMode(HSL);

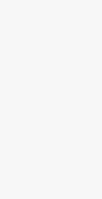
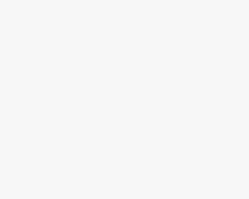
  // Create a color array.
  let c = [0, 100, 75];

  // Draw the left rectangle.
  noStroke();
  fill(c);
  rect(15, 15, 35, 70);

  // Set 'lightValue' to 75.
  let lightValue = lightness(c);

  // Draw the right rectangle.
  fill(lightValue);
  rect(50, 15, 35, 70);

  describe('Two rectangles. The left one is salmon pink and
  the right one is gray.');
}
```



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

  background(50);

  // Use HSL color.
  colorMode(HSL);

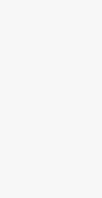
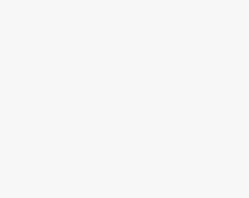
  // Create a CSS color string.
  let c = 'rgb(255, 128, 128)';

  // Draw the left rectangle.
  noStroke();
  fill(c);
  rect(15, 15, 35, 70);

  // Set 'lightValue' to 75.
  let lightValue = lightness(c);

  // Draw the right rectangle.
  fill(lightValue);
  rect(50, 15, 35, 70);

  describe('Two rectangles. The left one is salmon pink and
  the right one is gray.');
}
```



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

  background(50);

  // Use HSL color with values in the range 0-255.
  colorMode(HSL, 255);

  // Create a p5.Color object using HSL values.
  let c = color(0, 255, 191.5);

  // Draw the left rectangle.
  noStroke();
  fill(c);
  rect(15, 15, 35, 70);

  // Set 'lightValue' to 191.5.
  let lightValue = lightness(c);

  // Draw the right rectangle.
  fill(lightValue);
  rect(50, 15, 35, 70);

  describe('Two rectangles. The left one is salmon pink and
  the right one is gray.');
}
```

## Syntax

```
lightness(color)
```

## Parameters

`color` `p5.Color|Number[]|String|p5.Color` object, array of color components, or CSS color string.

## Returns

Number: the lightness value.

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.

`Start Coding`

`Donate Coding`

`Information`

`Download`

`Contact`

`Copyright`

`Privacy Policy`

`Terms of Use`

`Socials`

`GitHub ↗`

`Instagram ↗`

`YouTube ↗`

`Discord ↗`

Donate Today! Support p5.js and the Processing Foundation.

