

Reference > noCanvas()

# noCanvas()

Removes the default canvas.

By default, a 100×100 pixels canvas is created without needing to call **createCanvas()**. **noCanvas ( )** removes the default canvas for sketches that don't need it.

## Examples

▶

■

```
function setup() {  
  noCanvas();  
}
```

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

## Related References

### createFramebuffer

Creates a new p5.Framebuffer object with the same WebGL context as the graphics buffer.

### remove

Removes the graphics buffer from the web page.

### reset

Resets the graphics buffer's transformations and lighting.

### blendMode

Sets the way colors blend when added to the canvas.

### p5.js

### Resources

- Reference
- Tutorials
- Examples
- Contribute
- Community
- About
- Start Coding
- Donate

### Information

- Download
- Contact
- Copyright
- Privacy Policy
- Terms of Use

### Socials

- GitHub ↗
- Instagram ↗
- X ↗
- YouTube ↗
- Discord ↗
- Forum ↗

