lerpColor()

Blends two colors to find a third color between them.

The `amt` parameter specifies the amount to interpolate between the two values. 0 is equal to the first color, 0.1 is very near the first color, 0.5 is halfway between the two colors, and so on. Negative numbers are set to 0. Numbers greater than 1 are set to 1. This differs from the behavior of lerp. It's necessary because numbers outside of the interval [0, 1] will produce strange and unexpected colors.

The way that colors are interpolated depends on the current colorMode().

Examples

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

  background(200);

  // Create p5.Color objects to interpolate between.
  let from = color(218, 165, 32);
  let to = color(72, 61, 139);

  // Create intermediate colors.
  let interA = lerpColor(from, to, 0.33);
  let interB = lerpColor(from, to, 0.66);

  // Draw the left rectangle.
  noStroke();
  fill(from);
  rect(10, 20, 20, 60);

  // Draw the left-center rectangle.
  fill(interA);
  rect(30, 20, 20, 60);

  // Draw the right-center rectangle.
  fill(interB);
  rect(50, 20, 20, 60);

  // Draw the right rectangle.
  fill(to);
  rect(70, 20, 20, 60);

  describe(
```

Syntax

```
lerpColor(c1, c2, amt)
```

Parameters

c1	p5.Color: interpolate from this color (any value created by the color() function).
c2	p5.Color: interpolate to this color (any value created by the color() function).
amt	Number: number between 0 and 1.

Returns

p5.Color: interpolated color.

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.