

# 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();  
}  
■
```



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## 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

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