

Reference > fill()

# fill()

Sets the color used to fill shapes.

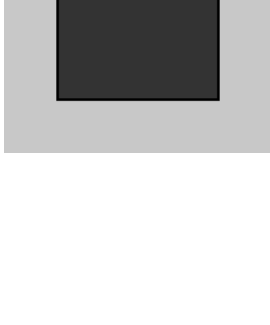
Calling `fill(255, 165, 0)` or `fill('orange')` means all shapes drawn after the fill command will be filled with the color orange.

The version of `fill()` with one parameter interprets the value one of three ways. If the parameter is a `Number`, it's interpreted as a grayscale value. If the parameter is a `String`, it's interpreted as a CSS color string. A `p5.Color` object can also be provided to set the fill color.

The version of `fill()` with three parameters interprets them as RGB, HSB, or HSL colors, depending on the current `colorMode()`. The default color space is RGB, with each value in the range from 0 to 255.

The version of `fill()` with four parameters interprets them as `RGBA`, `HSBA`, or `HSLA` colors, depending on the current `colorMode()`. The last parameter sets the alpha (transparency) value.

## Examples



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

  background(200);

  // A grayscale value.
  fill(51);
  square(20, 20, 60);

  describe('A dark charcoal gray square with a black outline.');
```



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

  background(200);

  // R, G & B values.
  fill(255, 204, 0);
  square(20, 20, 60);

  describe('A yellow square with a black outline.');
```



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

  background(200);

  // R, G, B, and Alpha values.
  fill(255, 0, 0, 128);
  square(20, 20, 60);

  describe('A semi-transparent red square with a black outline.');
```



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

  background(100);

  // Use HSB color.
  colorMode(HSB);

  // H, S & B values.
  fill(255, 204, 100);
  square(20, 20, 60);

  describe('A royal blue square with a black outline.');
```



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

  background(200);

  // A CSS named color.
  fill('red');
  square(20, 20, 60);

  describe('A red square with a black outline.');
```



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

  background(200);

  // Three-digit hex RGB notation.
  fill('#fae');
  square(20, 20, 60);

  describe('A pink square with a black outline.');
```



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

  background(200);

  // Six-digit hex RGB notation.
  fill('#A251FA');
  square(20, 20, 60);

  describe('A purple square with a black outline.');
```



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

  background(200);

  // Integer RGB notation.
  fill('rgb(0, 255, 0)');
  square(20, 20, 60);

  describe('A bright green square with a black outline.');
```



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

  background(200);

  // Integer RGBA notation.
  fill('rgba(0, 255, 0, 0.25)');
  square(20, 20, 60);

  describe('A soft green rectangle with a black outline.');
```



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

  background(200);

  // Percentage RGB notation.
  fill('rgb(100%, 0%, 10%)');
  square(20, 20, 60);

  describe('A red square with a black outline.');
```



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

  background(200);

  // Percentage RGBA notation.
  fill('rgba(100%, 0%, 100%, 0.5)');
  square(20, 20, 60);

  describe('A dark fuchsia square with a black outline.');
```



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

  background(200);

  // A p5.Color object.
  let c = color(0, 0, 255);
  fill(c);
  square(20, 20, 60);

  describe('A blue square with a black outline.');
```

## Syntax

- `fill(v1, v2, v3, [alpha])`
- `fill(value)`
- `fill(gray, [alpha])`
- `fill(values)`
- `fill(color)`

## Parameters

v1	Number: red value if color mode is RGB or hue value if color mode is HSB.
v2	Number: green value if color mode is RGB or saturation value if color mode is HSB.
v3	Number: blue value if color mode is RGB or brightness value if color mode is HSB.
alpha	Number: alpha value, controls transparency (0 - transparent, 255 - opaque).
value	String: a color string.
gray	Number: a grayscale value.
values	Number[]: an array containing the red, green, blue & alpha components of the color.
color	p5.Color: the fill color.

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

## Related References

<b>background</b> Sets the color used for the background of the canvas.	<b>beginClip</b> Starts defining a shape that will mask any shapes drawn afterward.	<b>clear</b> Clears the pixels on the canvas.	<b>clip</b> Defines a shape that will mask any shapes drawn afterward.
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