vertices

An array with the geometry's vertices.

The geometry's vertices are stored as p5.Vector objects in the `myGeometry.vertices` array. The geometry's first vertex is the p5.Vector object at `myGeometry.vertices[0]`, its second vertex is `myGeometry.vertices[1]`, its third vertex is `myGeometry.vertices[2]`, and so on.

Examples

```
// Click and drag the mouse to view the scene from differe
angles.

let myGeometry;

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

  // Create a p5.Geometry object.
  myGeometry = new p5.Geometry();

  // Create p5.Vector objects to position the vertices.
  let v0 = createVector(-40, 0, 0);
  let v1 = createVector(0, -40, 0);
  let v2 = createVector(40, 0, 0);

  // Add the vertices to the p5.Geometry object's vertices
array.
  myGeometry.vertices.push(v0, v1, v2);

  describe('A white triangle drawn on a gray background.');
}

function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();
```

```
// Click and drag the mouse to view the scene from differe
angles.

let myGeometry;

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

  // Create a p5.Geometry object.
  beginGeometry();
  torus(30, 15, 10, 8);
  myGeometry = endGeometry();

  describe('A white torus rotates slowly against a dark gray
background. Red spheres mark its vertices.');
}

function draw() {
  background(50);

  // Enable orbiting with the mouse.
  orbitControl();

  // Turn on the lights.
  lights();

  // Rotate the coordinate system.
  rotateY(frameCount * 0.01);

  // Style the p5.Geometry object.
  fill(255);
```

This page is generated from the comments in src/webgl/p5.Geometry.js . Please feel free to edit it and submit a pull request!

Related References

calculateBoundingBox
Calculates the position and size of the smallest box that contains the geometry.

clearColors
Removes the geometry's internal colors.

computeFaces
Computes the geometry's faces using its vertices.

computeNormals
Calculates the normal vector for each vertex on the geometry.