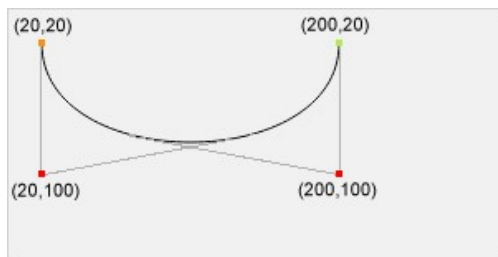




HTML Grafika

Canvas



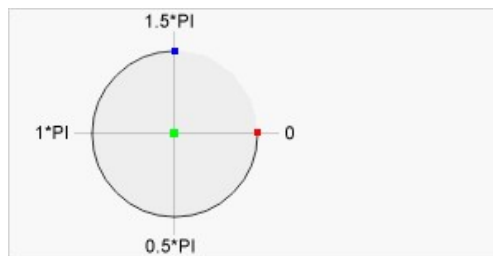
Primjer Bezierove krivulje

Početna točka:

`moveTo(20,20)`

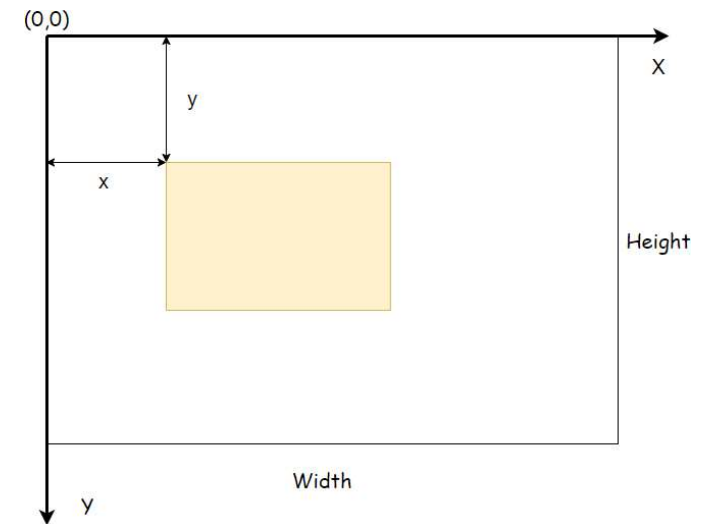
Krivulja:

`bezierCurveTo(20, 100, 200, 100, 200, 20)`



Primjer dijela kruga

`ctx.arc(centar-x, centar-y, radius, 0, 1.5 * Math.PI)`



2D canvas



Hvala na
pažnji!