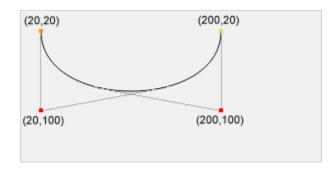


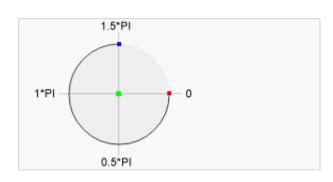
Canvas



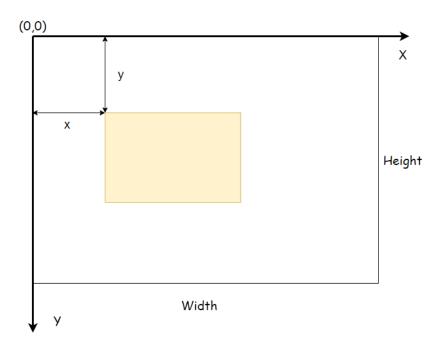
Primjer Bezierove krivulje Početna točka: moveTo(20,20)

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!