

Conclusion

Drawing Beziér curves on the canvas is not very fun. The reason is that you are often drawing blind. In various image editing tools, when you edit Beziér curves (via the more common Path features), you get immediate visual feedback on how your curve looks and what adjustments you can quickly make. When using the `quadraticCurveTo` and `bezierCurveTo` methods, changing various x and y values to get your curve looking right is pretty tedious because you will need to refresh your page to see how your curves ultimately look. That is no fun. To make all of this more digestible, one solution I employ is to the awesome [Mathlets: Beziér Curves](#) tool that makes editing and visualizing these curves much easier.