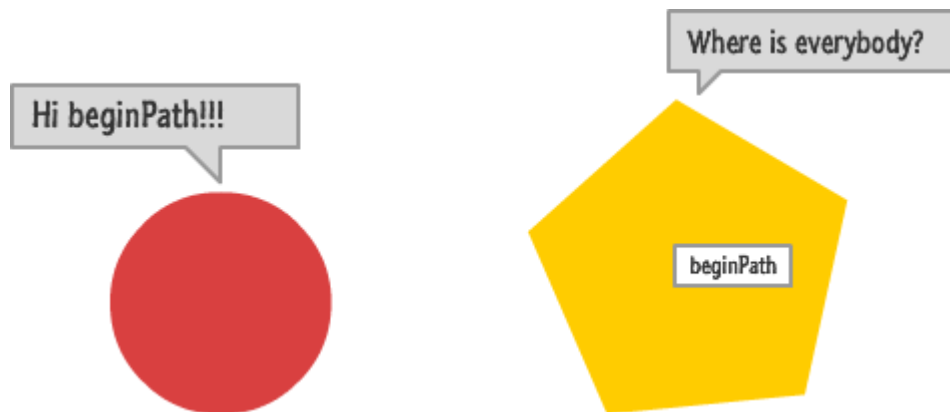


Creating an Individual Shape

What we need to do is create individual shapes - shapes whose properties don't bleed into each other and cause a weird mashup like you saw previously. The solution to our problem is pretty simple. Everybody, say hello to the `beginPath` method:



The `beginPath` method is called on your drawing context object (just like almost all of the methods we've seen so far!), and this method is responsible for telling your canvas that a new shape is about to be started. If we want to display multiple shapes, simply put a call to `beginPath` just before you are starting up your new shape.

This means, the solution to our multiple shapes situation from earlier would look as follows:

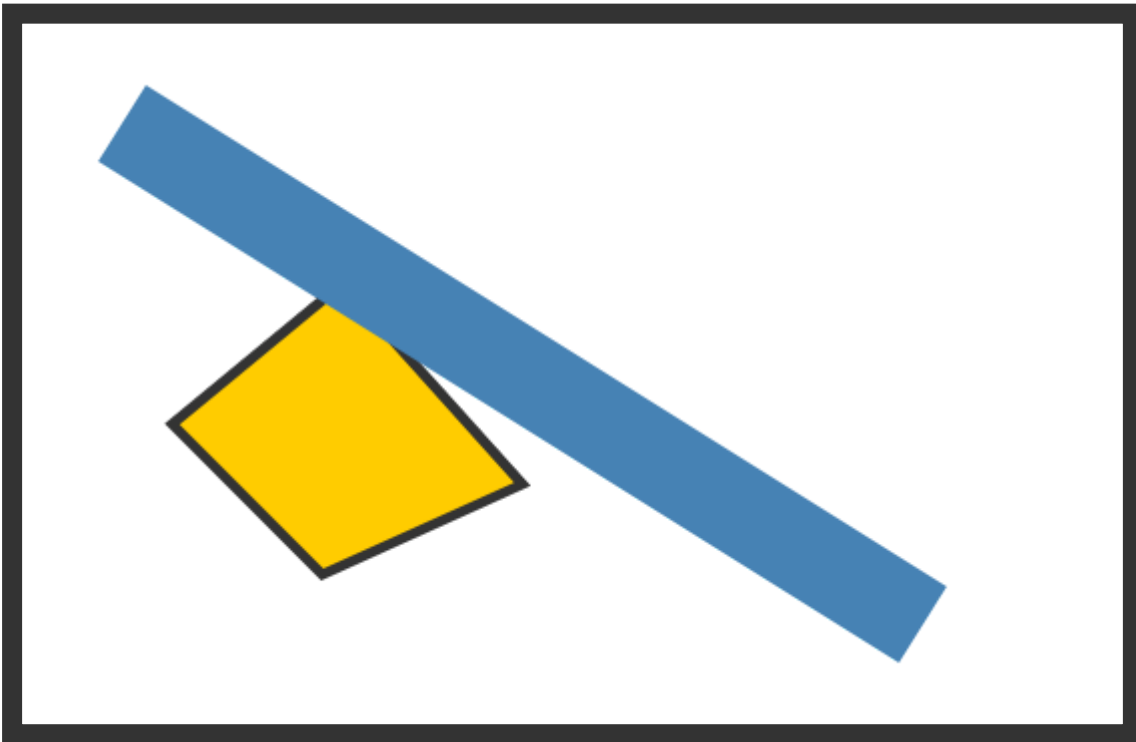
HTML JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 // first shape
5 context.beginPath();
6 context.moveTo(160, 130);
7 context.lineTo(75, 200);
8 context.lineTo(150, 275);
9 context.lineTo(250, 230);
10 context.closePath();
11
```

javascript

```
12 context.lineWidth = 5;
13 context.strokeStyle = "#333";
14 context.fillStyle = "#FFCC00";
15
16 context.fill();
17 context.stroke();
18
19 // second shape
20 context.beginPath();
21 context.moveTo(50, 50);
22 context.lineTo(450, 300);
23 context.closePath();
24
25 context.lineWidth = 45;
26 context.strokeStyle = "steelblue";
27
28 context.stroke();
```

output



Notice that all we did as add a `beginPath` method before each individual shape we wished to draw.

Pretty simple, right? Who knew that the solution to our problem was nothing more than a call to `beginPath`?