

Reference

Curves

bezier()

bezierDetail()

bezierPoint()

bezierTangent()

curve()

curveDetail()

curvePoint()

curveTangent()

curveTightness()

Shape

Color

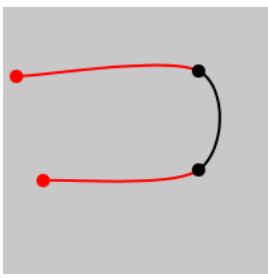
Typography

Image

Transform

Environment

Examples



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

  background(200);

  // Draw a black spline curve.
  noFill();
  strokeWeight(1);
  stroke(0);
  curve(5, 26, 73, 24, 73, 61, 15, 65);

  // Draw red spline curves from the anchor points to the
  control points.
  stroke(255, 0, 0);
  curve(5, 26, 5, 26, 73, 24, 73, 61);
  curve(73, 24, 73, 61, 15, 65, 15, 65);

  // Draw the anchor points in black.
  strokeWeight(5);
  stroke(0);
  point(73, 24);
  point(73, 61);

  // Draw the control points in red.
  stroke(255, 0, 0);
  point(5, 26);
  point(15, 65);

  describe(
    'A gray square with a curve drawn in three segments. The
    curve is a sideways U shape with red segments on top and
    bottom, and a black segment on the right. The endpoints of all
    the segments are marked with dots.'
```



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

  background(200);

  // Set the curveDetail() to 3.
  curveDetail(3);

  // Draw a black spline curve.
  noFill();
  strokeWeight(1);
  stroke(0);
  curve(-45, -24, 0, 23, -26, 0, 23, 11, 0, -35, 15, 0);

  // Draw red spline curves from the anchor points to the
  control points.
  stroke(255, 0, 0);
  curve(-45, -24, 0, -45, -24, 0, 23, -26, 0, 23, 11, 0);
  curve(23, -26, 0, 23, 11, 0, -35, 15, 0, -35, 15, 0);

  // Draw the anchor points in black.
  strokeWeight(5);
  stroke(0);
  point(23, -26);
  point(23, 11);

  // Draw the control points in red.
  stroke(255, 0, 0);
  point(-45, -24);
  point(-35, 15);

  describe(
```

Syntax

```
curveDetail(resolution)
```

Parameters

resolution

Number: number of segments to use. Defaults to 20.

This page is generated from the comments in `src/core/shape/curves.js`. Please feel free to edit it and submit a pull request!

Related References

<div>bezier</div> <div>Draws a Bézier curve.</div>	<div>bezierDetail</div> <div>Sets the number of segments used to draw Bézier curves in WebGL mode.</div>	<div>bezierPoint</div> <div>Calculates coordinates along a Bézier curve using interpolation.</div>	<div>bezierTangent</div> <div>Calculates coordinates along a line that's tangent to a Bézier curve.</div>
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