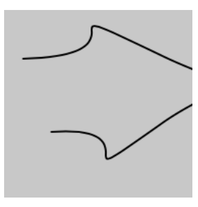
curveTightness()

Adjusts the way curve() and curveVertex() draw.

Spline curves are like cables that are attached to a set of points. `curveTightness()` adjusts how tightly the cable is attached to the points.

The parameter, `tightness`, determines how the curve fits to the vertex points. By default, `tightness` is set to 0. Setting tightness to 1, as in `curveTightness(1)`, connects the curve's points using straight lines. Values in the range from –5 to 5 deform curves while leaving them recognizable.

Examples



```
// Move the mouse left and right to see the curve change.

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

  describe('A black curve forms a sideways U shape. The curve deforms as the user moves the mouse from left to right');
}

function draw() {
  background(200);

  // Set the curve's tightness using the mouse.
  let t = map(mouseX, 0, 100, -5, 5, true);
  curveTightness(t);

  // Draw the curve.
  noFill();
  beginShape();
  curveVertex(10, 26);
  curveVertex(10, 26);
  curveVertex(83, 24);
  curveVertex(83, 61);
  curveVertex(25, 65);
  curveVertex(25, 65);
  endShape();
}
```

Syntax

```
curveTightness(amount)
```

Parameters

amount	Number: amount of tightness.

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

bezier
Draws a Bézier curve.

bezierDetail
Sets the number of segments used to draw Bézier curves in WebGL mode.

bezierPoint
Calculates coordinates along a Bézier curve using interpolation.

bezierTangent
Calculates coordinates along a line that's tangent to a Bézier curve.