

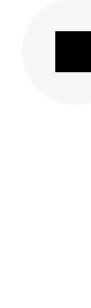
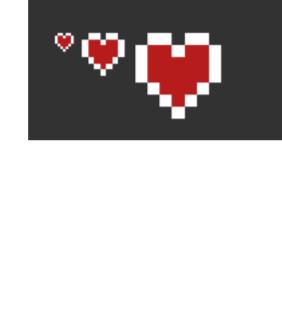
# noSmooth()

Draws certain features with jagged (aliased) edges.

`smooth()` is active by default. In 2D mode, `noSmooth()` is helpful for scaling up images without blurring. The functions don't affect shapes or fonts.

In WebGL mode, `noSmooth()` causes all shapes to be drawn with jagged (aliased) edges. The functions don't affect images or fonts.

## Examples



```
let heart;

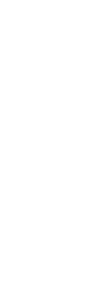
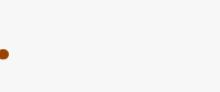
// Load a pixelated heart image from an image data string.
function preload() {
    heart =
    loadImage('data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAAcAAA
    AHCAZAADEUlftAAAAAXNSR0IArs4c6QAAAEZJREFUGFd9jcsNACAIQ9tB2MeR3
    YdMBBBq8CIXPi2vBICIIowkOedadllqWO6Y8yOWoyuNf1GZwgmf+RRG2YXr+xVF
    mA8HZ9Mx/KGPMtcAAAAASUVORK5CYII=');
}

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

    background(50);

    // Antialiased hearts.
    image(heart, 10, 10);
    image(heart, 20, 10, 16, 16);
    image(heart, 40, 10, 32, 32);

    // Aliased hearts.
    noSmooth();
    image(heart, 10, 60);
    image(heart, 20, 60, 16, 16);
    image(heart, 40, 60, 32, 32);
}
```

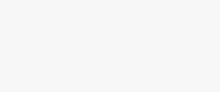


```
function setup() {
    createCanvas(100, 100, WEBGL);

    background(200);

    circle(0, 0, 80);

    describe('A white circle on a gray background.');
}
```



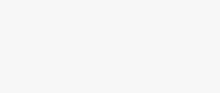
```
function setup() {
    createCanvas(100, 100, WEBGL);

    // Disable smoothing.
    noSmooth();

    background(200);

    circle(0, 0, 80);

    describe('A pixelated white circle on a gray background.');
}
```



This page is generated from the comments in [src/core/shape/attributes.js](#). Please feel free to edit it and submit a pull request!

## Related References

### ellipseMode

Changes where ellipses, circles, and arcs are drawn.

### noSmooth

Draws certain features with jagged (aliased) edges.

### rectMode

Changes where rectangles and squares are drawn.

### smooth

Draws certain features with smooth (antialiased) edges.

p5.js

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