

curveDetail()

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

In WebGL mode, smooth shapes are drawn using many flat segments. Adding more flat segments makes shapes appear smoother.

The parameter, `detail`, is the number of segments to use while drawing a spline curve. For example, calling `curveDetail(5)` will use 5 segments to draw curves with the `curve()` function. By default, `detail` is 20.

Note: `curveDetail()` has no effect in 2D mode.

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);

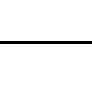
  // Draw the anchor points in black.
  strokeWeight(5);
  stroke(0);
  point(23, -26);
  point(23, 11);

  // 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.

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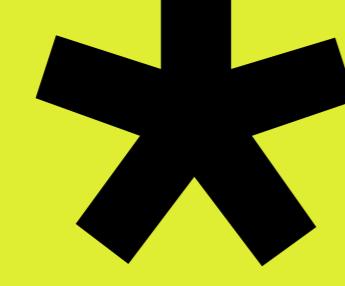
Related References

[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.



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