

Reference > noSmooth()

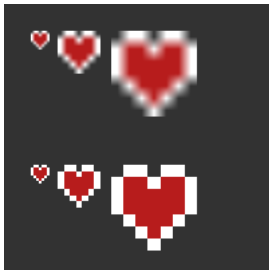
noSmooth()

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,iVBORw0KGgoAAAANSUhEUgAAAcAAAHCAyAAADEUlfTAAAAAXNSR0IArs4c6QAAAEZJREFUGFd9jcsNACAIQ9tB2MeR3YdBMBBq8CIXPi2vBICIiOwkOedat1lqWO6Y8yOWoyuNf1GZwgmf+RRG2YXr+xVFmA8HZ9Mx/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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