

bezierPoint()

Calculates coordinates along a Bézier curve using interpolation.

`bezierPoint()` calculates coordinates along a Bézier curve using the anchor and control points. It expects points in the same order as the `bezier()` function. `bezierPoint()` works one axis at a time. Passing the anchor and control points' x-coordinates will calculate the x-coordinate of a point on the curve. Passing the anchor and control points' y-coordinates will calculate the y-coordinate of a point on the curve.

The first parameter, `a`, is the coordinate of the first anchor point.

The second and third parameters, `b` and `c`, are the coordinates of the control points.

The fourth parameter, `d`, is the coordinate of the last anchor point.

The fifth parameter, `t`, is the amount to interpolate along the curve. 0 is the first anchor point, 1 is the second anchor point, and 0.5 is halfway between them.

Examples



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

  background(200);

  // Set the coordinates for the curve's anchor and control
  // points.
  let x1 = 85;
  let x2 = 10;
  let x3 = 90;
  let x4 = 15;
  let y1 = 20;
  let y2 = 10;
  let y3 = 90;
  let y4 = 80;

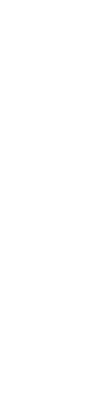
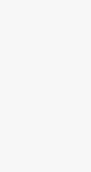
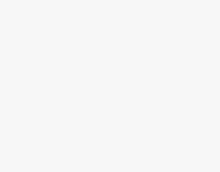
  // Style the curve.
  noFill();

  // Draw the curve.
  bezier(x1, y1, x2, y2, x3, y3, x4, y4);

  // Draw circles along the curve's path.
  fill(255);

  // Top-right.
  let x = bezierPoint(x1, x2, x3, x4, 0);
  let y = bezierPoint(y1, y2, y3, y4, 0);
  circle(x, y, 5);

  // Center.
  x = bezierPoint(x1, x2, x3, x4, 0.5);
  y = bezierPoint(y1, y2, y3, y4, 0.5);
  circle(x, y, 5);
}
```



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

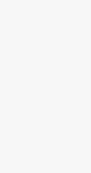
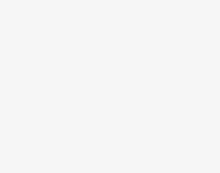
  describe('A black s-curve on a gray square. A white circle
  moves back and forth along the curve.');
}

function draw() {
  background(200);

  // Set the coordinates for the curve's anchor and control
  // points.
  let x1 = 85;
  let x2 = 10;
  let x3 = 90;
  let x4 = 15;
  let y1 = 20;
  let y2 = 10;
  let y3 = 90;
  let y4 = 80;

  // Draw the curve.
  noFill();
  bezier(x1, y1, x2, y2, x3, y3, x4, y4);

  // Calculate the circle's coordinates.
  let t = 0.5 * sin(frameCount * 0.01) + 0.5;
  let x = bezierPoint(x1, x2, x3, x4, t);
  let y = bezierPoint(y1, y2, y3, y4, t);
}
```



Syntax

```
bezierPoint(a, b, c, d, t)
```



Parameters

<code>a</code>	Number: coordinate of first anchor point.
<code>b</code>	Number: coordinate of first control point.
<code>c</code>	Number: coordinate of second control point.
<code>d</code>	Number: coordinate of second anchor point.
<code>t</code>	Number: amount to interpolate between 0 and 1.

Returns

Number: coordinate of the point on the curve.

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.

