

# bezierDetail()

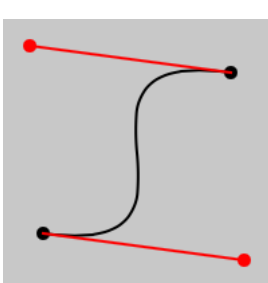
Sets the number of segments used to draw Bézier curves in WebGL mode.

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 Bézier curve. For example, calling `bezierDetail(5)` will use 5 segments to draw curves with the `bezier()` function. By default, `detail` is 20.

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

## Examples



```
// Draw the original curve.

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

  background(200);

  // Draw the anchor points in black.
  stroke(0);
  strokeWeight(5);
  point(85, 20);
  point(15, 80);

  // Draw the control points in red.
  stroke(255, 0, 0);
  point(10, 10);
  point(90, 90);

  // Draw a black bezier curve.
  noFill();
  stroke(0);
  strokeWeight(1);
  bezier(85, 20, 10, 10, 90, 90, 15, 80);

  // Draw red lines from the anchor points to the control
  points.
  stroke(255, 0, 0);
  line(85, 20, 10, 10);
  line(15, 80, 90, 90);

  describe(
    'A gray square with three curves. A black s-curve has two
    straight, red lines that extend from its ends. The endpoints
    of all the curves are marked with dots.'
```



```
// Draw the curve with less detail.

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

  background(200);

  // Set the curveDetail() to 5.
  bezierDetail(5);

  // Draw the anchor points in black.
  stroke(0);
  strokeWeight(5);
  point(35, -30, 0);
  point(-35, 30, 0);

  // Draw the control points in red.
  stroke(255, 0, 0);
  point(-40, -40, 0);
  point(40, 40, 0);

  // Draw a black bezier curve.
  noFill();
  stroke(0);
  strokeWeight(1);
  bezier(35, -30, 0, -40, -40, 0, 40, 40, 0, -35, 30, 0);

  // Draw red lines from the anchor points to the control
  points.
  stroke(255, 0, 0);
  line(35, -30, -40, -40);
  line(-35, 30, 40, 40);

  describe(
```

## Syntax

```
bezierDetail(detail)
```

## Parameters

`detail`                      Number: number of segments to use. Defaults to 20.

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

<b>bezier</b> Draws a Bézier curve.	<b>bezierDetail</b> Sets the number of segments used to draw Bézier curves in WebGL mode.	<b>bezierPoint</b> Calculates coordinates along a Bézier curve using interpolation.	<b>bezierTangent</b> Calculates coordinates along a line that's tangent to a Bézier curve.
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