

Reference > ellipse()

ellipse()

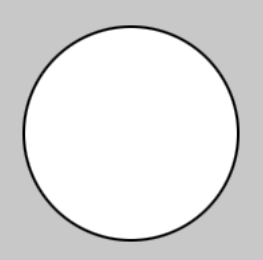
Draws an ellipse (oval).

An ellipse is a round shape defined by the `x`, `y`, `w`, and `h` parameters. `x` and `y` set the location of its center. `w` and `h` set its width and height. See `ellipseMode()` for other ways to set its position.

If no height is set, the value of width is used for both the width and height. If a negative height or width is specified, the absolute value is taken.

The fifth parameter, `detail`, is also optional. It determines how many vertices are used to draw the ellipse in WebGL mode. The default value is 25.

Examples

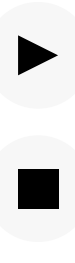
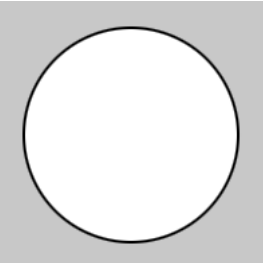


```
function setup() {
  createCanvas(100, 100);

  background(200);

  ellipse(50, 50, 80, 80);

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



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

  background(200);

  ellipse(50, 50, 80);

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



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

  background(200);

  ellipse(50, 50, 80, 40);

  describe('A white ellipse on a gray canvas.');
```



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

  background(200);

  ellipse(0, 0, 80, 40);

  describe('A white ellipse on a gray canvas.');
```



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

  background(200);

  // Use 6 vertices.
  ellipse(0, 0, 80, 40, 6);

  describe('A white hexagon on a gray canvas.');
```

Syntax

```
ellipse(x, y, w, [h])
```

```
ellipse(x, y, w, h, [detail])
```

Parameters

x	Number: x-coordinate of the center of the ellipse.
y	Number: y-coordinate of the center of the ellipse.
w	Number: width of the ellipse.
h	Number: height of the ellipse.
detail	Integer: optional parameter for WebGL mode only. This is to specify the number of vertices that makes up the perimeter of the ellipse. Default value is 25. Won't draw a stroke for a detail of more than 50.

This page is generated from the comments in `src/core/shape/2d_primitives.js`. Please feel free to edit it and submit a pull request!

Related References

arc Draws an arc.	circle Draws a circle.	ellipse Draws an ellipse (oval).	line Draws a straight line between two points.
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p5.js

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