

# ellipseMode()

Changes where ellipses, circles, and arcs are drawn.

By default, the first two parameters of `ellipse()`, `circle()`, and `arc()` are the x- and y-coordinates of the shape's center. The next parameters set the shape's width and height. This is the same as calling `ellipseMode(CENTER)`.

`ellipseMode(RADIUS)` also uses the first two parameters to set the x- and y-coordinates of the shape's center. The next parameters are half of the shapes's width and height. Calling `ellipse(0, 0, 10, 15)` draws a shape with a width of 20 and height of 30.

`ellipseMode(CORNER)` uses the first two parameters as the upper-left corner of the shape. The next parameters are its width and height.

`ellipseMode(CORNERS)` uses the first two parameters as the location of one corner of the ellipse's bounding box. The next parameters are the location of the opposite corner.

The argument passed to `ellipseMode()` must be written in ALL CAPS because the constants `CENTER`, `RADIUS`, `CORNER`, and `CORNERS` are defined this way. JavaScript is a case-sensitive language.

## Examples



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

  background(200);

  // White ellipse.
  ellipseMode(RADIUS);
  fill(255);
  ellipse(50, 50, 30, 30);

  // Gray ellipse.
  ellipseMode(CENTER);
  fill(100);
  ellipse(50, 50, 30, 30);

  describe('A white circle with a gray circle at its center. Both circles have black outlines.');
```



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

  background(200);

  // White ellipse.
  ellipseMode(CORNER);
  fill(255);
  ellipse(25, 25, 50, 50);

  // Gray ellipse.
  ellipseMode(CORNERS);
  fill(100);
  ellipse(25, 25, 50, 50);

  describe('A white circle with a gray circle at its top-left corner. Both circles have black outlines.');
```

## Syntax

```
ellipseMode(mode)
```

## Parameters

mode                      Constant: either CENTER, RADIUS, CORNER, or CORNERS

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## 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.

