p5*js

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smooth()

Draws certain features with smooth (antialiased) 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
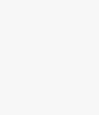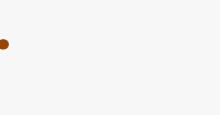
```
let heart;

// Load a pixelated heart image from an image data string.
function preload() {
  heart =
loadImage('data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAcAAA
AHCAYAAADEUlfTAAAAAXNSR0IArs4c6QAAAEZJREFUGFFd9jcsNACAIQ9tB2MeR3
YdBMBBq8CIXPi2vBICIiOwkOedatllqWO6Y8yOWoyuNf1GZwgmf+RRG2YXr+xVF
mA8HZ9Mx/KGPMtcAAAASUVORK5CYII=');
}

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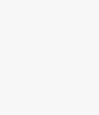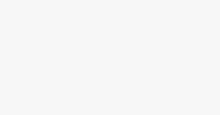
```
function setup() {
  createCanvas(100, 100, WEBGL);

  background(200);

  circle(0, 0, 80);

  describe('A white circle on a gray background.');
}
```
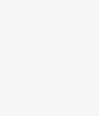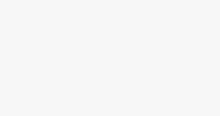
```
function setup() {
  createCanvas(100, 100, WEBGL);

  // 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.

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