Creating a Shape Node from an Array of Points

Create jagged or smooth shapes from the same array of points.

Overview

An SKShapeNode object can be initialized with an array of points describing a path. The init(splinePoints:count:) method can smoothly interpolate between these points to create a curve rather than the series of straight lines created by init(points:count:). The following code shows how to create two shape nodes using the same array of points for both initializers.

```
var points = [CGPoint(x: 0, y: 0),
              CGPoint(x: 100, y: 100),
              CGPoint(x: 200, y: -50),
              CGPoint(x: 300, y: 30),
              CGPoint(x: 400, y: 20)]
let linearShapeNode = SKShapeNode(points: &points,
                                  count: points.count)
let splineShapeNode = SKShapeNode(splinePoints: &points,
                                  count: points.count)
```

The following image shows linearShapeNode in blue and splineShapeNode in red.