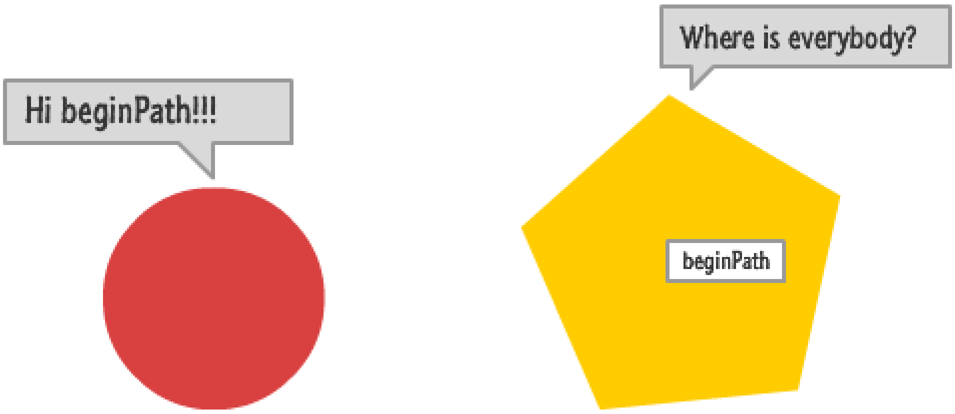
Creating an Individual Shape

What we need to do is create individual shapes - shapes whose properties don't bleed into each other and cause a weird mashup like you saw previously. The solution to our problem is pretty simple. Everybody, say hello to the `beginPath` method:



The `beginPath` method is called on your drawing context object (just like almost all of the methods we've seen so far!), and this method is responsible for telling your canvas that a new shape is about to be started. If we want to display multiple shapes, simply put a call to `beginPath` just before you are starting up your new shape.

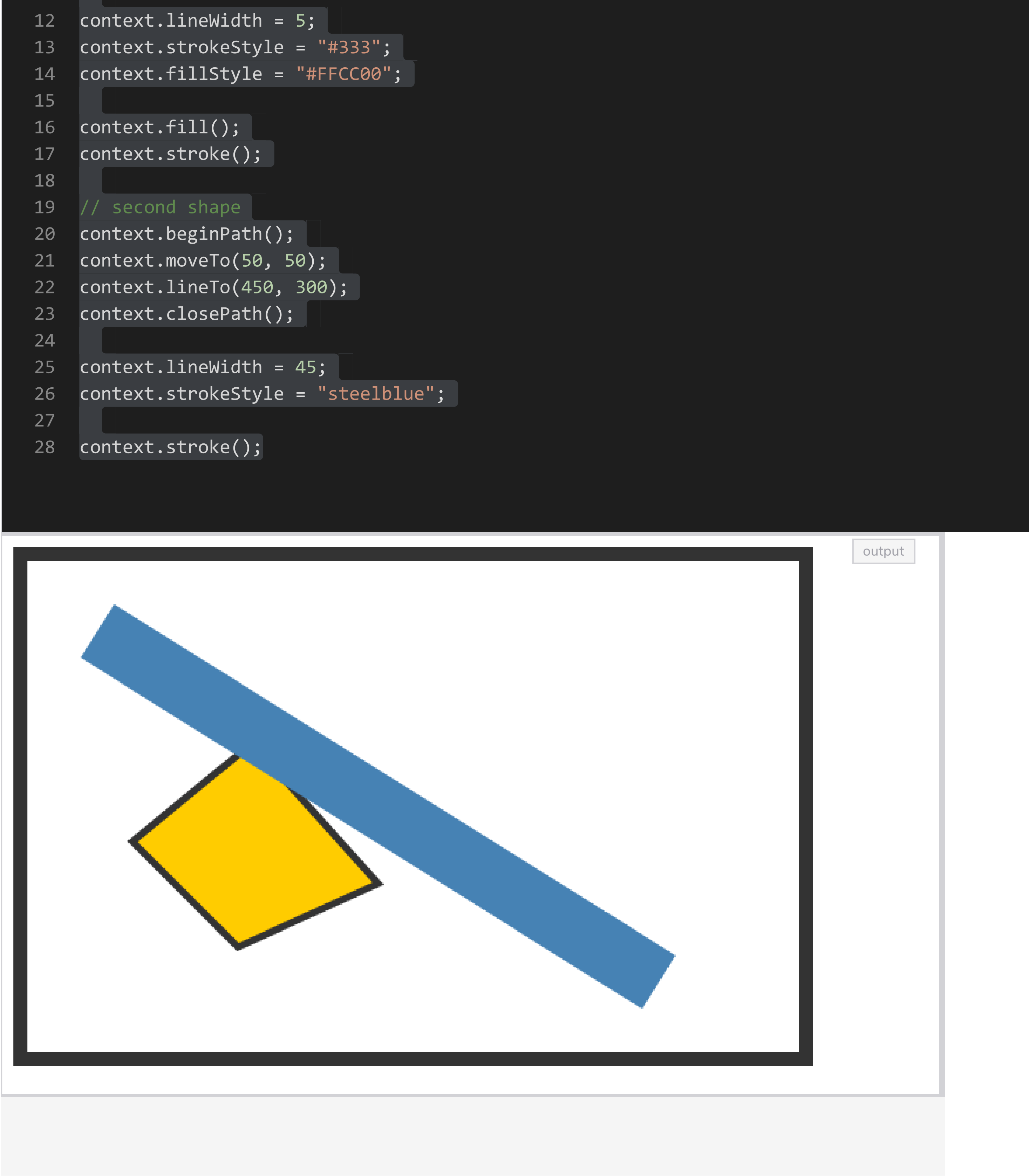
This means, the solution to our multiple shapes situation from earlier would look as follows:

HTML JavaScript

```javascript
var canvas = document.querySelector("#myCanvas");
var context = canvas.getContext("2d");

// first shape
context.beginPath();
context.moveTo(160, 130);
context.lineTo(75, 200);
context.lineTo(150, 275);
context.lineTo(250, 230);
context.closePath();

```



```
context.lineWidth = 5;
context.strokeStyle = "#333";
context.fillStyle = "#FFCC00";

context.fill();
context.stroke();

// second shape
context.beginPath();
context.moveTo(50, 50);
context.lineTo(450, 300);
context.closePath();

context.lineWidth = 45;
context.strokeStyle = "steelblue";

context.stroke();
```

Notice that all we did as add a `beginPath` method before each individual shape we wished to draw.

Pretty simple, right? Who knew that the solution to our problem was nothing more than a call to `beginPath`?