

Crtanje putanja

metode

beginPath() - Početak crtanja krivulja

moveTo() – početna točka crtanja u koordinatnom sustavu

lineTo() – dodaje novu točku i određuje pravac između ove točke i slijedeće

stroke() - nacrtaj krivulju koju smo definirali

closePath()- zatvaranje nacrtane putanje

fill()- popuna putanje koja je nacrtana

setLineDash()- crtanje isprekidane linije

setLineDash([5]) - linija 5px i razmak 5px

setLineDash([1,2])- linija 1px, razmak 2px

setLineDash([5,5,2,2])- linija 5 , razmak 5, zatim linija 2, razmak 2

stroke() – nacrtaj putanju koju si definirao

svojstva

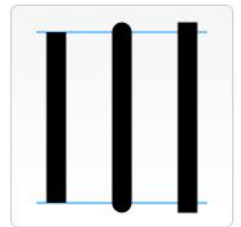
lineWidth – postavljamo debljinu linije u pikselima

lineCap - postavljamo stil kako linija završava (butt, round, square)

lineJoin – postavljamo tip ruba gdje se linije spajaju (miter, round, bevel)

strokeStyle – definiramo boju putanje

fillStyle -definiramo boju popune



kvadrat ili pravokutnik

x, y, width, height,

```
rect(188, 50, 200, 100);
```

`fillRect(188, 50, 200, 100)` - definiramo pravokutnik s popunom

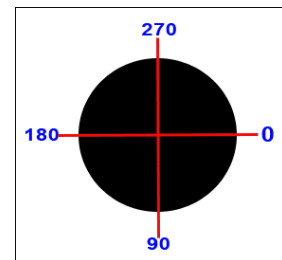
`strokeRect(188, 50, 200, 100)` - definiramo linije pravokutnika

krug

x, y, radius, start_angle, end_angle, anticlockwise

```
arc(75, 75, 50, start_angle, end_angle, true);
```

```
arc(100, 180, 40, 0, 2*Math.PI, true) - puni krug
```



false- clockwise
true-anticlockwise

Primjer

```
var start_degrees = 0;
```

```
var start_angle = ( Math.PI/180 ) * start_degrees;
```

```
var end_degrees = 180;
```

```
var end_angle = ( Math.PI/180 ) * end_degrees;
```

```
arc(100, 100, 50, start_angle, end_angle, false) – crtanje polukruga
```

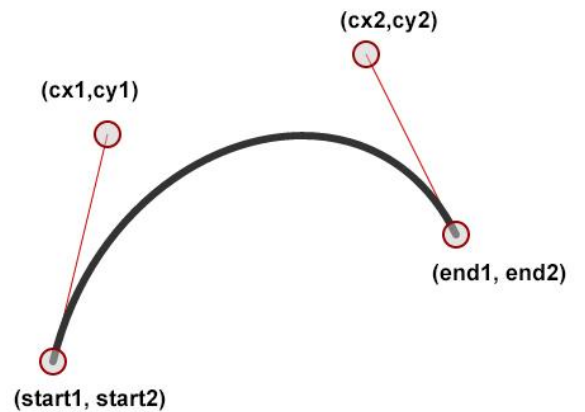
Crtaње Bezierovih krivulja

Imaju dvije kontrolne točke

<http://blogs.sitepointstatic.com/examples/tech/canvas-curves/bezier-curve.html>

```
ctx.moveTo(start1, start2);  
ctx.bezierCurveTo(cx1, cy1, cx2, cy2, end1, end2);
```

```
ctx.moveTo(188, 130);  
ctx.bezierCurveTo(140, 10, 388, 10, 388, 170);
```



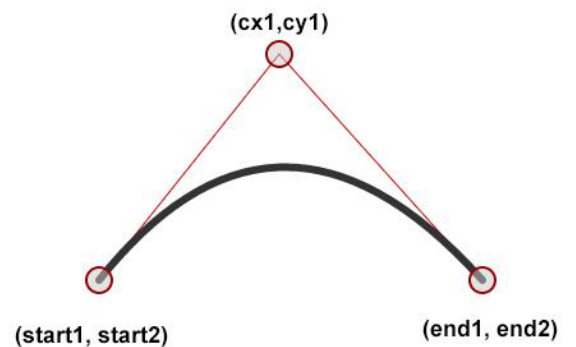
Crtaње Quadratic krivulja

Imaju jednu kontrolnu točku

<http://blogs.sitepointstatic.com/examples/tech/canvas-curves/quadratic-curve.html>

```
ctx.moveTo(start1, start2);  
ctx.quadraticCurveTo(cx1, cy1, end1, end2);
```

```
ctx.moveTo(100, 250);  
ctx.quadraticCurveTo(241, 73, 400, 250);
```



Generator za crtanje putanja

<https://canvature.appspot.com/>