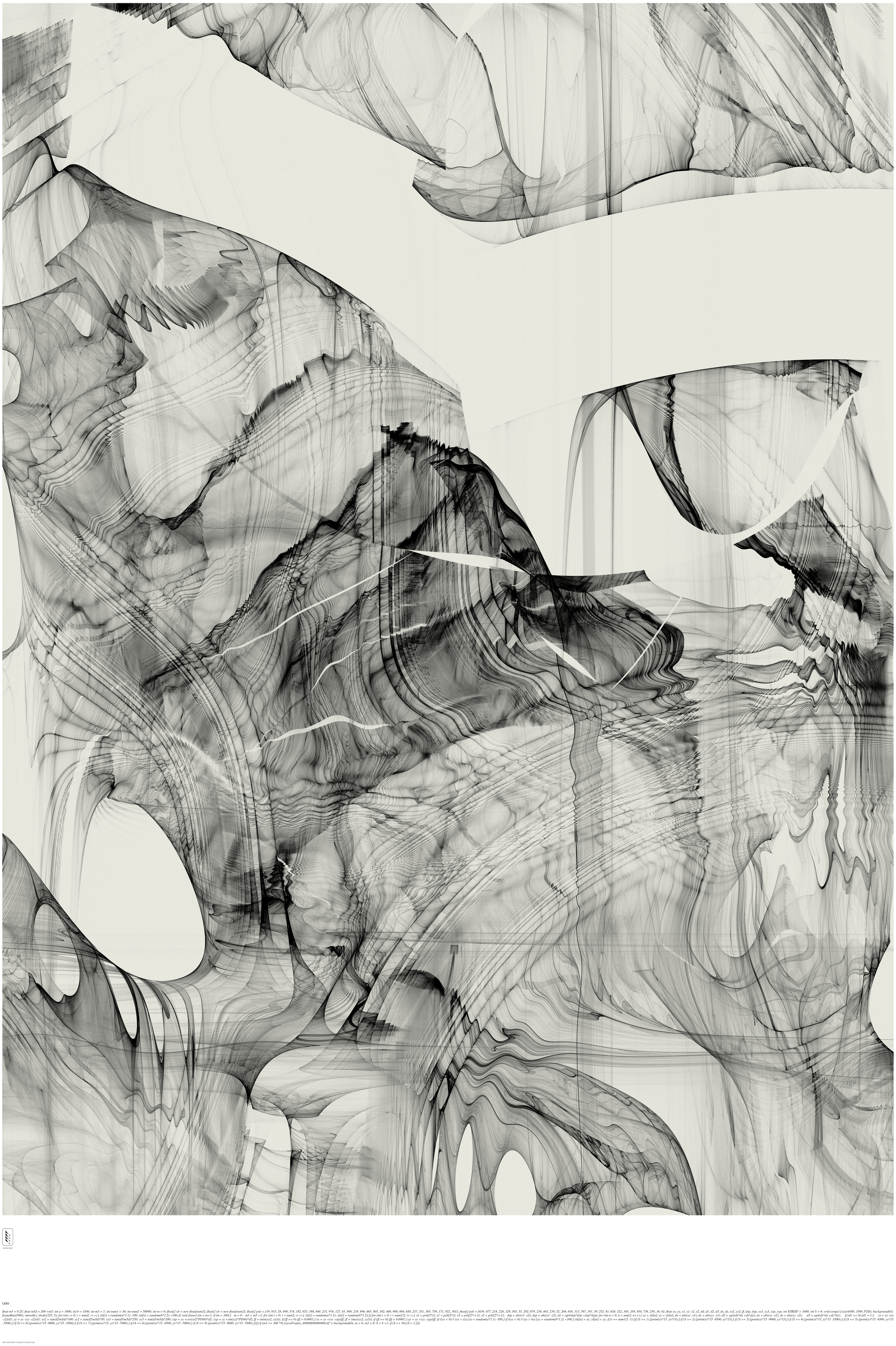

G001

```
float m5 = 0.25; float m5d = 200 +m5; int a = 1000; int b = 1100; int m3 = 1; int num1 = 30; int num2 = 50000; int m = 0; float[] xli = new float[num2]; float[] yli = new float[num2]; float[] pxli = {19, 915, 28, 490, 574, 182, 853, 388, 684, 231, 974, 127, 43, 908, 238, 894, 465, 805, 342, 448, 900, 884, 658, 237, 351, 365, 759, 171, 922, 301}; float[] pyli = {639, 477, 214, 228, 329, 503, 55, 292, 679, 238, 443, 239, 52, 204, 658, 313, 767, 191, 59, 252, 81, 624, 322, 545, 358, 450, 736, 250, 34, 4}; float xx, yy, x1, y1, x2, y2, dd, d1, d2, d3, dx, dy, xx2, yy2, ff, dxp, dyp, xx3, yy3, xxp, yyp; int STREIF = 1000; int S = 6; void setup() {size(4500, 3500, P2D); background(0); frameRate(990); smooth(); stroke(255, 5); for (int i = 0; i < num2; i++) { xli[i] = random(a*1.1) -100; yli[i] = random(b*1.2) +100;}} void draw() {m = m+1; if (m > 100) {  m = 0;  m3 = m3 +1; for (int i = 0; i < num2; i++) { xli[i] = random(a*1.1); yli[i] = random(b*1.2);}} for (int i = 0; i < num1/2; i++) { x1 = pxli[2*i]; y1 = pyli[2*i]; x2 = pxli[2*i+1]; y2 = pyli[2*i+1];  dxp = abs(x1 -x2); dyp = abs(y1 -y2); d1 = sqrt(dxp*dxp +dyp*dyp); for (int n = 0; n < num2; n++) { xx = xli[n]; yy = yli[n]; dx = abs(xx -x1); dy = abs(yy -y1); d2 = sqrt(dx*dx +dy*dy); dx = abs(xx -x2); dy = abs(yy -y2);  d3 = sqrt(dx*dx +dy*dy);  if (d1 == 0) {d1 = 1;}  xx = xx -(xx -x2)/d1; yy = yy -(yy -y2)/d1; xx2 = tan(d2/m5d)*100; yy2 = tan(d2/m5d)*50; xx3 = tan(d3/m5d)*250; yy3 = tan(d3/m5d)*200; xxp = xx +cos(xx2*PI/60)*d2; yyp = yy +sin(yy2*PI/60)*d2; ff = (min(xx2, xx3)); if (ff == 0) {ff = 0.0001;} xx = xx +(xx -xxp)/ff; ff = (max(yy2, yy3)); if (ff == 0) {ff = 0.0001;} yy = yy +(yy -yyp)/ff;  if ((xx < 0) || (xx > a)) {xx = random(a*1.1) -100;} if ((yy < 0) || (yy > b)) {yy = random(b*1.2) +100;} xli[n] = xx; yli[n] = yy;  if (i == num1/2 -1) {if (S == 1) {point(xx*15, yy*15);} if (S == 2) {point(xx*15 -4500, yy*15);} if (S == 3) {point(xx*15 -9000, yy*15);} if (S == 4) {point(xx*15, yy*15 -3500);} if (S == 5) {point(xx*15 -4500, yy*15 -3500);} if (S == 6) {point(xx*15 -9000, yy*15 -3500);} if (S == 7) {point(xx*15, yy*15 -7000);} if (S == 8) {point(xx*15 -4500, yy*15 -7000);} if (S == 9) {point(xx*15 -9000, yy*15 -7000);}}}} if (m3 >= 300 *9) {saveFrame(„##############.tif"); background(0); m = 0; m3 = 0; S = S +1; if (S == 10) {S = 1;}}}
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