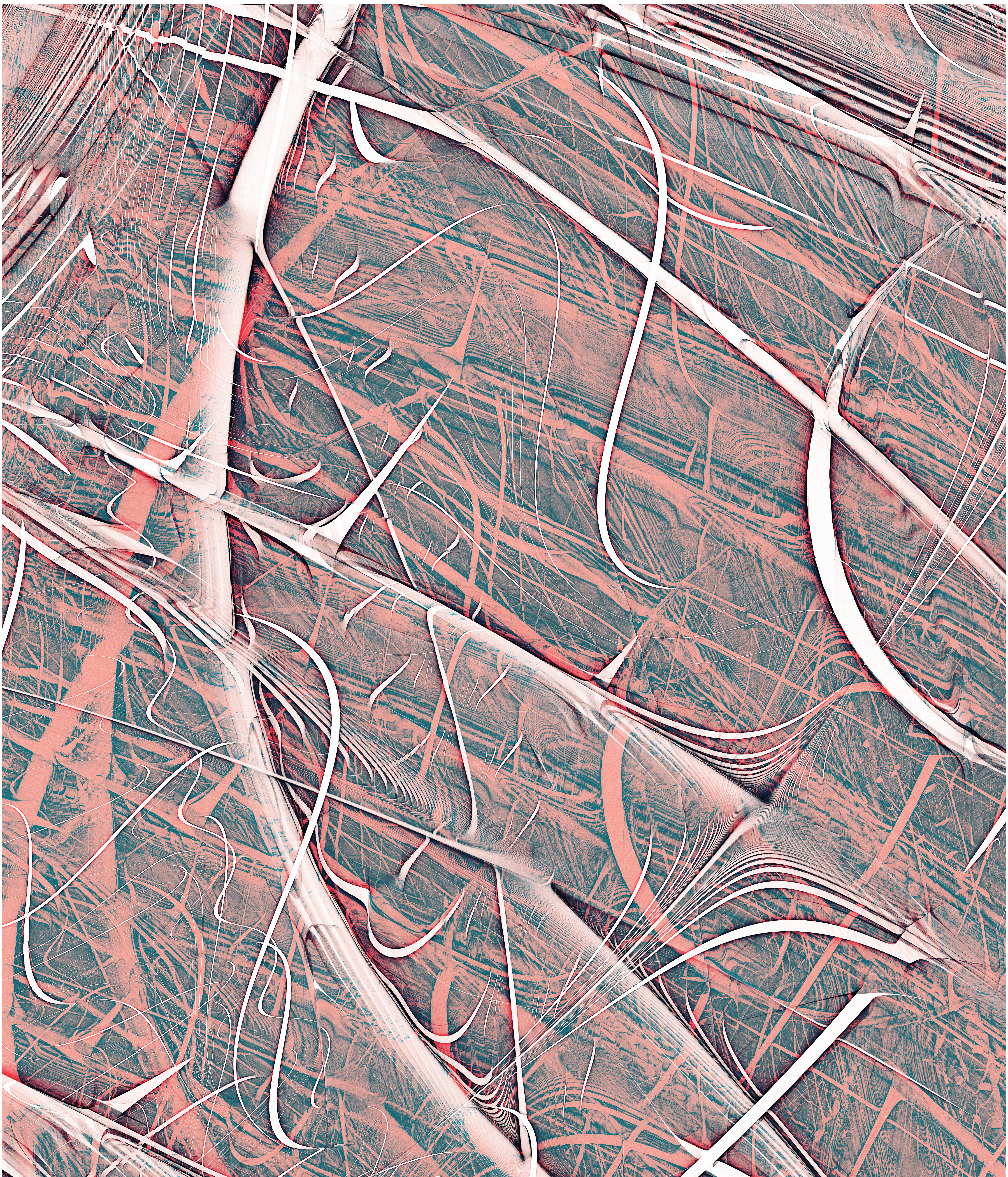

DEXTRO.ORG

G033

Ebene m1:

```
float a = 1024; float b = 768; float m3 = 0; int num1 = 10; int num2 = 50000; int m = 0; int m5 = 0; float[] xli = new float[num2]; float[] yli = new float[num2]; float[] pxli = {875.03, 794.71, 502.17, 546.29, 722.82, 995.08, 176.37, 681.15, 214.65, 146.34}; float[] pyli = {532.29, 600.06, 332.7, 529.11, 383.95, 49.86, 382.50, 259.45, 674.18, 625.89}; float[] d1li = new float[num1]; float x1, y1, x2, y2, ffx, ffy, fff, dx, dy, d1, d2, d3, xx, yy, xxc, yyc, xxp, yyp, xx2, yy2, xx3, yy3, ff; int Sx = 0; int Sy = 0; void setup() {size(2800, 4000, P2D); background(0); frameRate(900); smooth();
stroke(255, 5); for (int n = 0; n < num2; n++) {xli[n] = int(random(a/2)); yli[n] = random(b);} 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]; dx = abs(x1 -x2); dy = abs(y1 -y2); d1li[i] = sqrt(dx*dx +dy*dy);}} void draw() {m = m +1; if (m == 30) {m = 0; m3 = m3 +1; for (int n = 0; n < num2; n++) { xli[n] = int(random(a/2)); yli[n] = random(b/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]; d1 = d1li[i]; for (int n = 0; n < num2; n++) {xx = xli[n]; yy = yli[n];
xxc = xx; yyc = yy; 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; fff = d2/10; xxp = xx +cos(d3*PI/10)*fff; yyp = yy +sin(d3*PI/10)*fff; xx2 = tan(d2/100)*200; yy2 = sin(d2/1)*200; xx3 = cos(d3/2)*200; yy3 = atan(d3/30)*200; 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; 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 (i == num1/2-1) {ffy = (yy-296)*6 +1000; if ((ffy < 0) || (ffy > 960)) {xx = int(random(a/2));} ffy = ffy*5 -500; ffx = (xx-573)*6 +1000; if ((ffx < 0) || (ffx > 640)) {yy = random(b/2);} ffx = ffx*5; point(ffx*4 -Sx*2800, ffy*4 -Sy*4000);} xli[n] = xx; yli[n] = yy;}} if (m3 >= 3000) {saveFrame(„##############.tif“); background(0); m = 0; m3 = 0; Sx = Sx +1; if (Sx == 4) {Sx = 0; Sy = Sy +1; if (Sy == 4) {Sy = 0;}}}}
```

Ebene m4:

```
int m = 0; int m3 = 1; int a = 1024; int b = 768; int num1 = 6; int num2 = 50000; float[] xli = new float[num2]; float[] yli = new float[num2]; float[] d1li = new float[num1]; float[] pxli = {289.73, 409.81, 722.05, 916.74, 905.79, 206.06}; float[] pyli = {74.14, 480.01, 487.14, 389.18, 480.05, 371.64}; int m5 = 0; float x1, y1, x2, y2, d1, d2, d3, dx, dy, ffx, ffy, xx, yy, dd, xxp, yyp, xx2, yy2, xx3, yy3, xxc, yyc, ff, fff, ffff, w, V2, V3; float fek = 200; int ble = 5; int Sx; int Sy; void setup() {size(3500, 3033, P2D); background(0); frameRate(900); stroke(255, ble); smooth(); for (int
i = 0; i < num2; i++) {xli[i] = random(a/2); yli[i] = random(b/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]; dx = abs(x1 -x2); dy = abs(y1 -y2); d1 = sqrt(dx*dx +dy*dy); if (d1 == 0) {d1 = 1;} d1li[i] = d1;}} void draw() {m = m +1; if (m == 5) {m = 0; m3 = m3 +1; for (int i = 0; i < num2; i++) {xli[i] = random(a/2) -140; yli[i] = random(b/2)/1.2 -150;}} 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]; d1 = d1li[i]; d1 = sin(d1/100)*10; for (int n = 0; n <
num2; n++) {xx = xli[n]; yy = yli[n]; xxc = xx; yyc = yy; dx = abs(xx -x1); dy = abs(yy -y1); d2 = sqrt(dx*dx +dy*dy); d2 = tan(d2/30)*10; dd = sqrt(dx*dx +dy*dy); if (dx == 0) {dx = 0.001;} if (dy == 0) {dy = 0.001;} if ((dx >= 0) && (dy >= 0)) {w = atan(dy/dx)*(180/PI) +180;} if ((dx < 0) && (dy >= 0)) {w = atan(dy/dx)*(180/PI);} if ((dx < 0) && (dy < 0)) {w = atan(dy/dx)*(180/PI);} if ((dx >= 0) && (dy < 0)) {w = atan(dy/dx)*(180/PI) +180;} V2 = sin(w*PI/3); d2 = d2 +V2*10; V3 = atan(w*PI/9); d2 = d2 +V3*10; dx = abs(xx -x2); dy = abs(yy -y2); d3 =
sqrt(dx*dx +dy*dy); d3 = tan(d3/100)*10; if (d1 == 0) {d1 = 1;} xx = xx -(xx -x2)/d1; yy = yy -(yy -y2)/d1; fff = d2/10; xxp = xx +cos(d3*PI/10)*fff; yyp = yy +sin(d3*PI/10)*fff; ff = d2/d3*10; if (ff == 0) {ff = 0.001;} xx2 = tan(ff/100)*fek; ffff = d2; if (ffff == 0) {ffff = 0.001;} ff = d3/ffff*10; if (ff == 0) {ff = 0.001;} yy2 = sin(ff)*fek; xx3 = cos(d3/2)*fek; yy3 = atan(d3/30)*fek; 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; 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 ((i == num1/2-1) && (m == 4)) {ffy = ((yy-296)*6 +1000)*1.6; ffx = ((xx-573)*6 +1000)*1.6 +1300; point(ffx*7 -Sx*3500, ffy*7 -Sx*3033);} xli[n] = xx; yli[n] = yy;}} if (m3 == 49000) {saveFrame(„################.tif“); m = 0; m3 = 0; background(0); Sx = Sx +1; if (Sx == 4) {Sx = 0; Sy = Sy +1; if (Sy == 3) {exit();}}}}
```

1994-2020 Walter Gorgosilits (Dextro.org)