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Principles Art Project

1. Describe each of your three rules (30pts)

   Rule #1 has 5 lines connecting to a certain point in the canvas and to each "ball." Each point where a ball would have been in the original code, there is a point where 5 different colored lines converge.

   Rule #2 is essentially replacing the balls from the original code with a continuous line that draws on the canvas. The lines have the same motion as the balls and leaves a trail where they have been.

   Rule #3 is three sets of multicolored, semi-transparent balls restricted on their y axis and moving back and forth on their x axis. As the balls go from left to right they increase in size via their diameter.

2. Show code for each rule (30pts)

   Only code changed for each rule is under the render function:

   Rule #1:

```
stroke(255,69,69,100);
   line(this.loc.x, this.loc.y,400,400);
   stroke(255,69,255,100);
   line(this.loc.x, this.loc.y,0,0);
   stroke(255,255,69,100);
   line(this.loc.x, this.loc.y,800,800);
   stroke(24,255,69,100);
   line(this.loc.x, this.loc.y,0,800);
   stroke(22,255,169,100);
   line(this.loc.x, this.loc.y,800,0);
```

   Rule #2:

```
stroke(78,99,240,100);
   line(this.loc.x, this.loc.y,this.loc.x,this.loc.y);
```

   Rule #3:

```
 fill(random(255),random(255),random(255),100);
   ellipse(this.loc.y, 400, 30+this.loc.y);
   fill(random(255),random(255),random(255),100);
   ellipse(this.loc.x, 100, 30+this.loc.x);
   fill(random(255),random(255),random(255),100);
   ellipse(this.loc.x, 600, 30+this.loc.x);
```

3. Show screen shot for each rule (30pts)