```processing
import processing.serial.*;
//Serial soundSensor;
float x = 0;
float y = 0;
int val= 0;
boolean black = false;

void setup() {
  String val = Serial.list()[0];
  Serial port =new Serial (this, Serial.list()[3], 9600);
  size(800, 600);
  background(0);
}
void draw() {

  background(0);
  frameRate(8);

  noStroke();
  fill(255, 253, 240);
  ellipse(400, 0, 800, 400);
  fill(255, 242, 157);
  ellipse(400, 0, 405, 68);//light

  fill(random(255), random(255), random(255));
  ellipse(random(800), random(300, 600), 186, 31);
  ellipse(random(800), random(300, 600), 186, 31);
  ellipse(random(800), random(300, 600), 186, 31);//floor


  fill(88, 88, 88);
  ellipse(242, 543, 200, 70);
  fill(144, 93, 69);
  stroke(0);
  strokeWeight(3);
  rect(164, 430, 55, 130, 28);
  rect(278, 430, 55, 130, 28);
  rect(148, 263, 190, 218, 119, 119, 27, 27);
```

```
ellipse(161, 130, 60, 60);
ellipse(316, 130, 60, 60);
fill(207, 123, 84);
ellipse(161, 130, 37, 37);
ellipse(316, 130, 37, 37);
fill(144, 93, 69);
ellipse(240, 189, 170, 170);
fill(0);
triangle(211, 266, 211, 302, 247, 284);
triangle(283, 266, 283, 302, 247, 284);
fill(255);
ellipse(220, 174, 29, 29);
ellipse(257, 174, 29, 29);
fill(0);
ellipse(254, 175, 14, 14);
ellipse(223, 175, 14, 14);
ellipse(238, 204, 17, 17);
fill(255);
ellipse(238, 199, 12, 8);//bear-boy

noStroke();
fill(88, 88, 88);
ellipse(592, 543, 200, 70);
fill(144, 93, 69);
stroke(0);
strokeWeight(3);
rect(514, 430, 55, 130, 28);
rect(628, 430, 55, 130, 28);
rect(498, 263, 190, 218, 119, 119, 27, 27);
ellipse(511, 130, 60, 60);
ellipse(666, 130, 60, 60);
fill(207, 123, 84);
ellipse(511, 130, 37, 37);
ellipse(666, 130, 37, 37);
fill(144, 93, 69);
ellipse(590, 189, 170, 170);
fill(251, 130, 130);
triangle(561, 96, 561, 132, 597, 114);
```

```
    triangle(633, 96, 633, 132, 597, 114);
    fill(255);
    ellipse(570, 174, 29, 29);
    ellipse(607, 174, 29, 29);
    fill(0);
    ellipse(604, 175, 14, 14);
    ellipse(573, 175, 14, 14);
    ellipse(588, 204, 17, 17);
    fill(255);
    ellipse(238, 199, 12, 8);//bear-girl

    bearHand();

    if (val!=0) {
      fill(0, 0, 0, 220);
      noStroke();
      rect(0, 0, 800, 600);
      fill(random(255), random(255), random(255), 150);
      triangle(98, -88, 10, 512, 186, 512);
      fill(random(255), random(255), random(255), 150);
      triangle(208, -98, 100, 500, 316, 500);
      fill(random(255), random(255), random(255), 150);
      triangle(300, -128, 200, 540, 400, 540);
      fill(random(255), random(255), random(255), 150);
      triangle(400, -100, 320, 520, 480, 520);
      fill(random(255), random(255), random(255), 150);
      triangle(480, -130, 420, 560, 540, 560);
      fill(random(255), random(255), random(255), 200);
      triangle(600, -130, 520, 520, 680, 520);
      fill(random(255), random(255), random(255), 200);
      triangle(700, -160, 620, 540, 780, 540);
      if (x<40) {
        x = x + 30;
      } else {
        x = x - 30;
      }
    }
  }
```

```
void serialEvent(Serial arduinoPort) {
  String data = arduinoPort.readStringUntil('\n');
  if ( data != null) {
    data = trim(data);
    Integer roomData;
    try {
      roomData = Integer.parseInt( data);
    }
    catch  ( Exception ex) {
      println( ex );
      println("bad data = " + data);
      roomData = -1;
    }
    println(roomData);
    val = roomData;
  }
}
void bearHand() {

  stroke(249, 198, 182);
  strokeWeight(3);
  fill(144, 93, 69);
  stroke(0);
  strokeWeight(3);
  rect(95+x, 242, 43, 93, 20);
  rect(265+x, 242, 43, 93, 20);
  rect(435+x, 242, 43, 93, 20);
  rect(615+x, 242, 43, 93, 20);
}
```