Anthony's
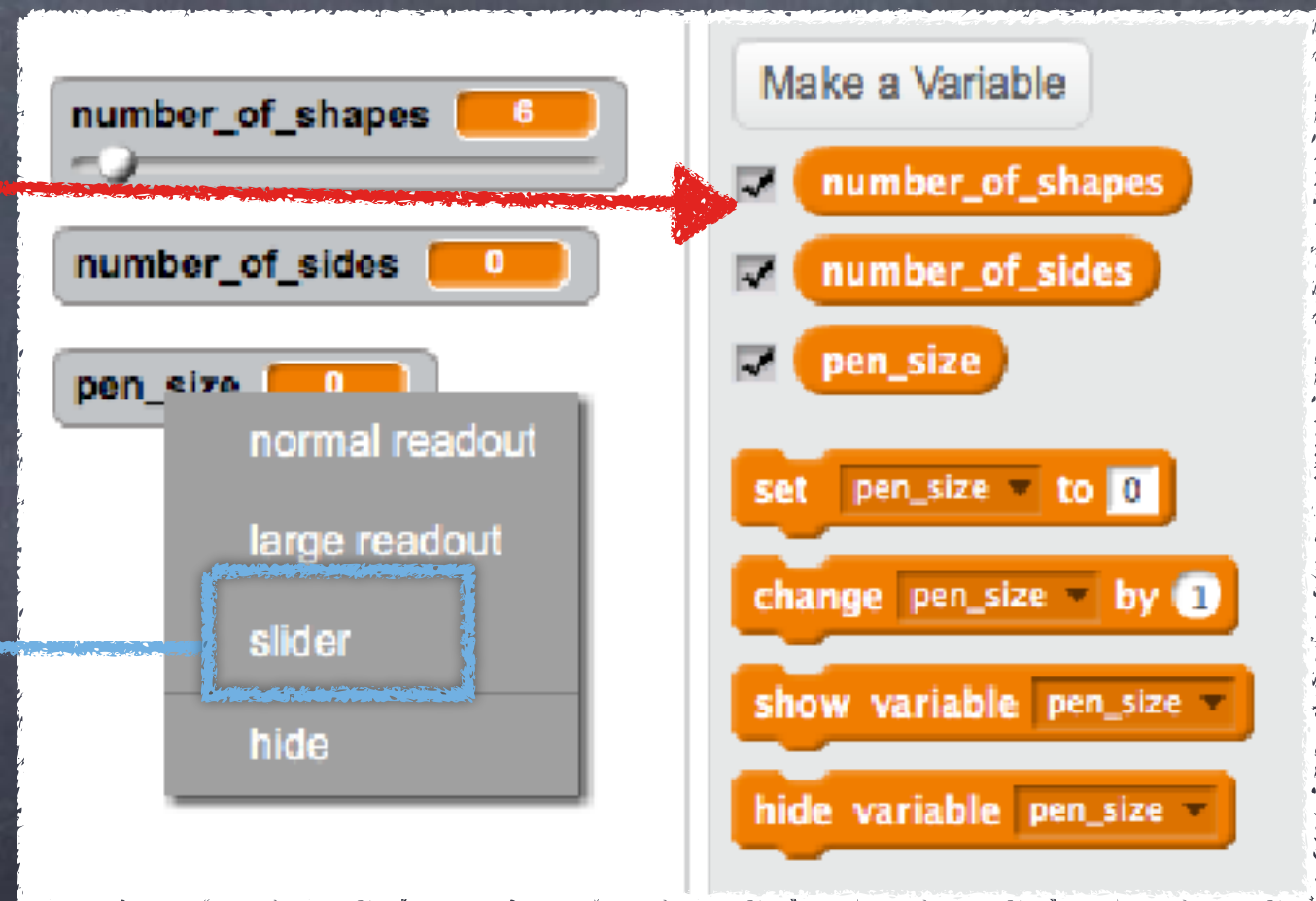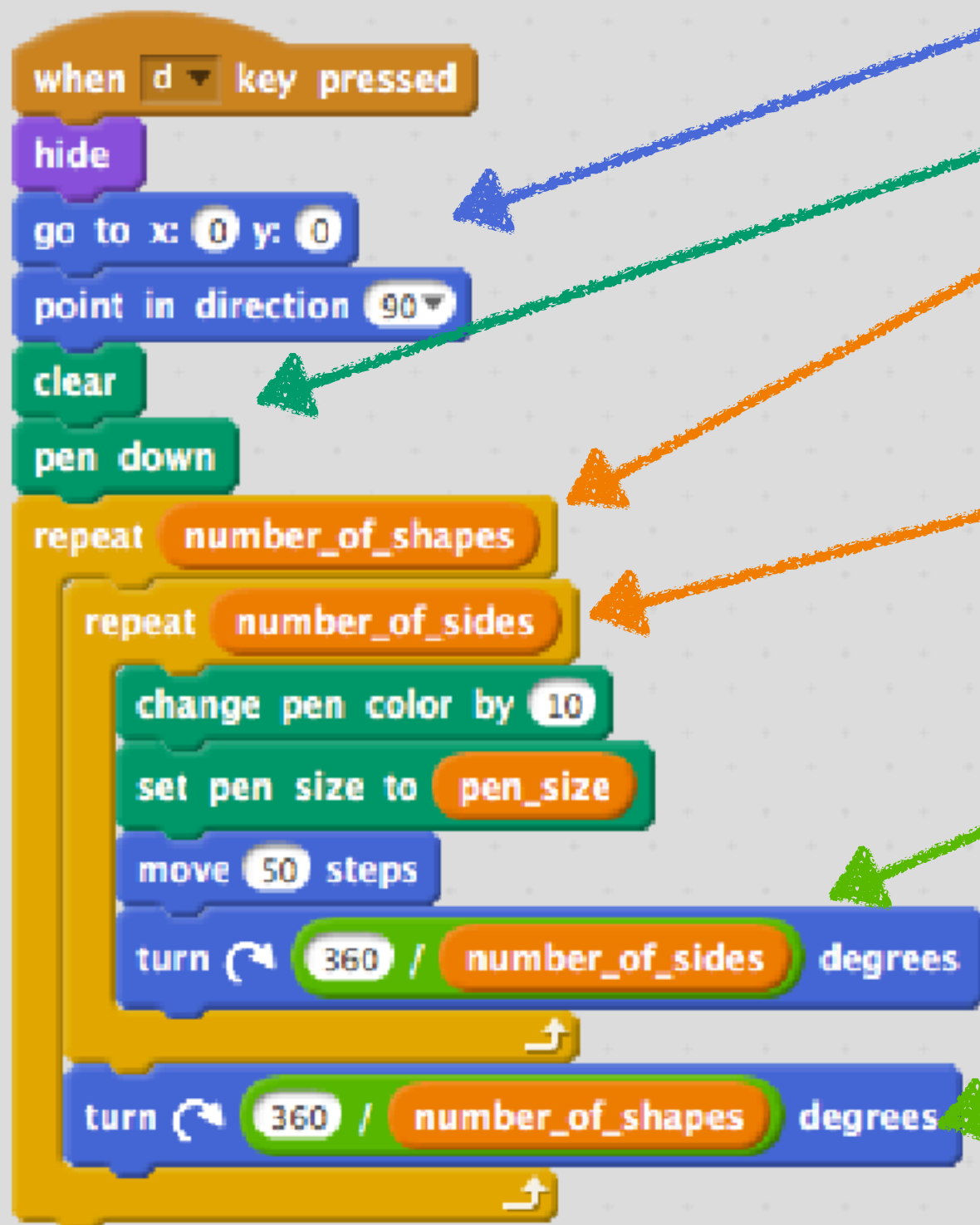
Drawing Machine

Data to draw with

Create your variables

Right click
On a variable
And pick slider

Starting position
Clear the canvas
Repeat for the number of shapes you want to draw
Repeat for the number of sides you want on your shape
Divide the a full circle (360 degrees) by the number of sides
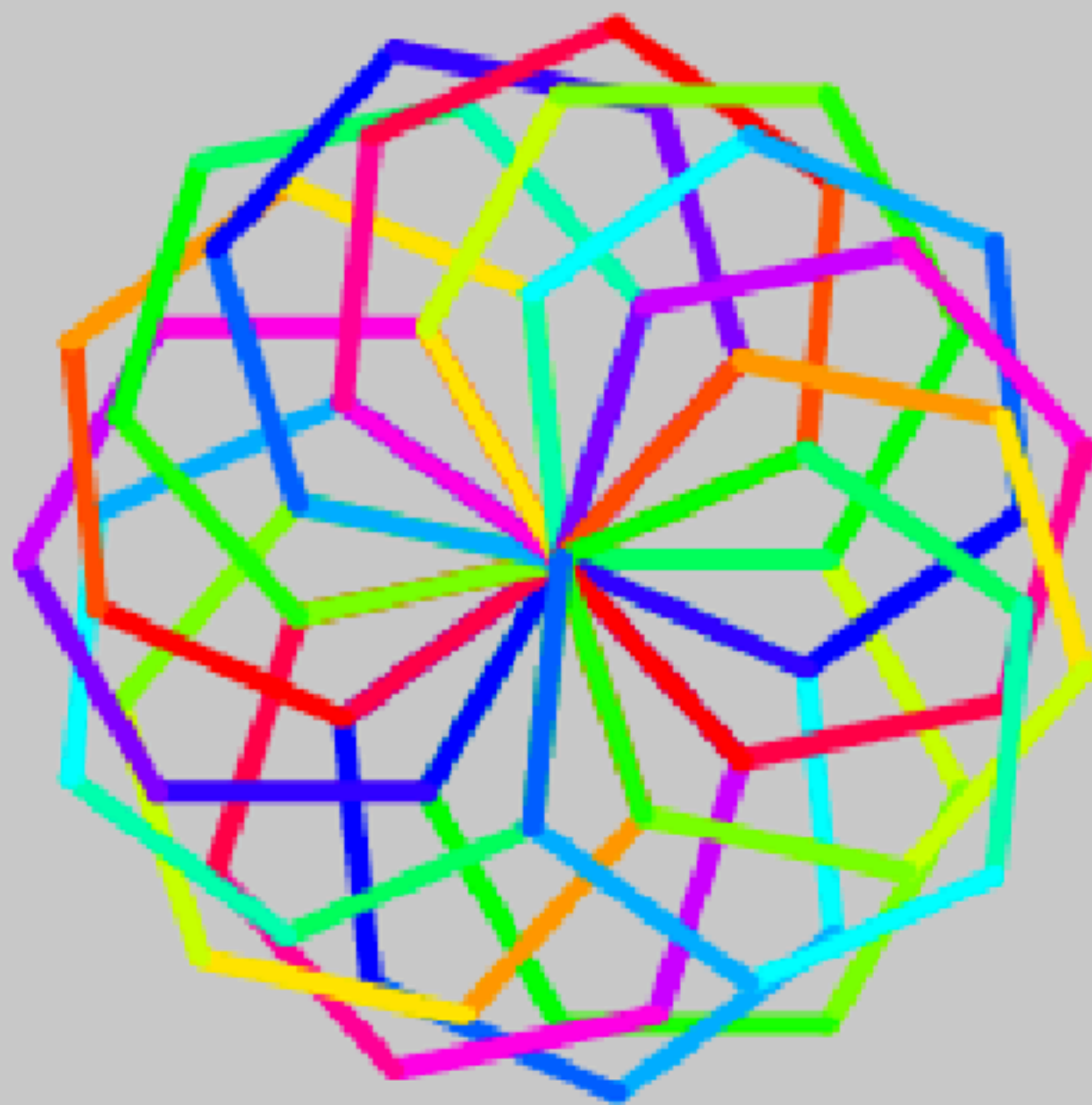Divide the a full circle (360 degrees) by the number of shapes

Special thanks to Anthony
for sharing his code!

number_of_shapes 15

number_of_sides 6

pen_size 4