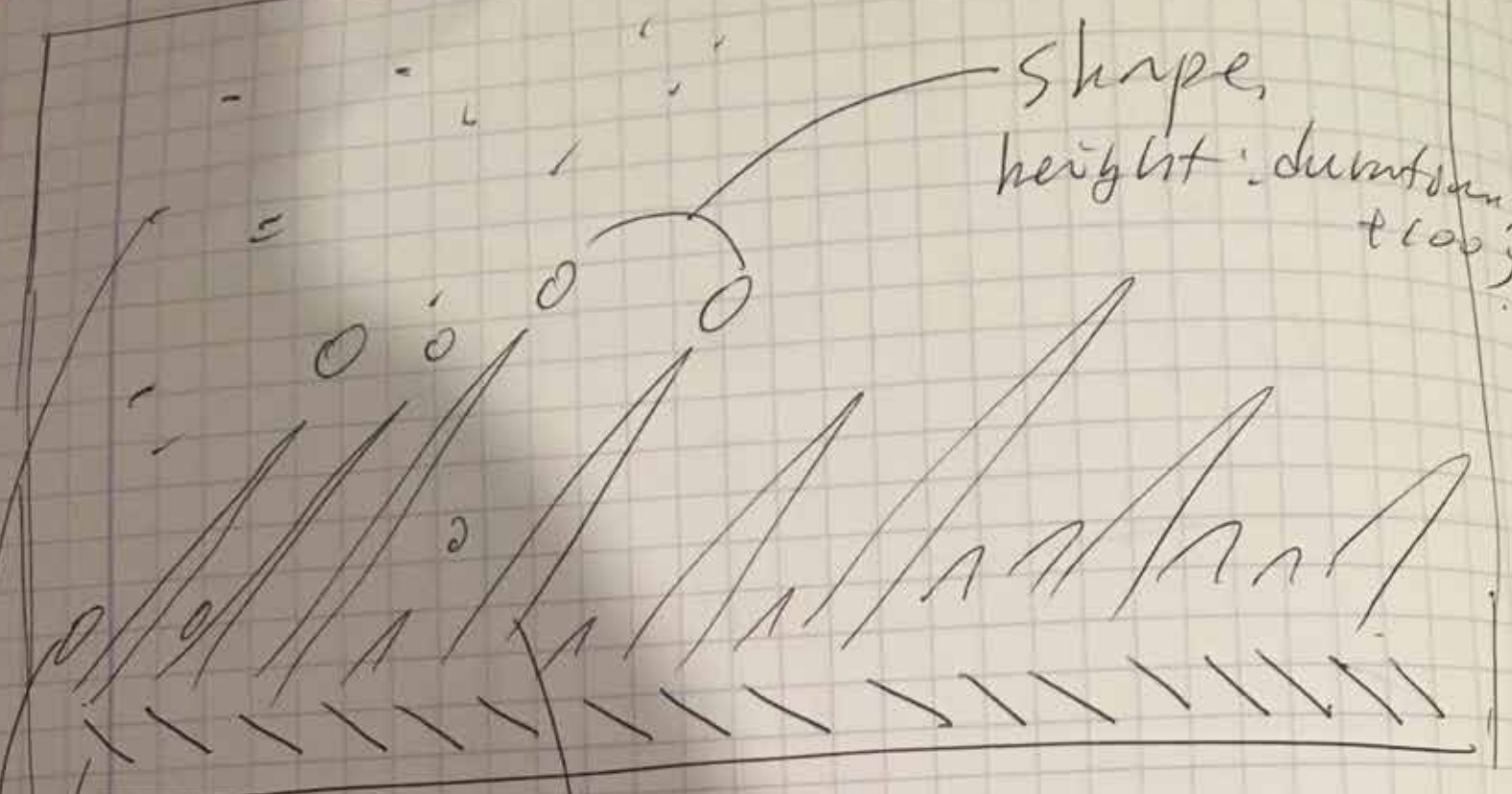


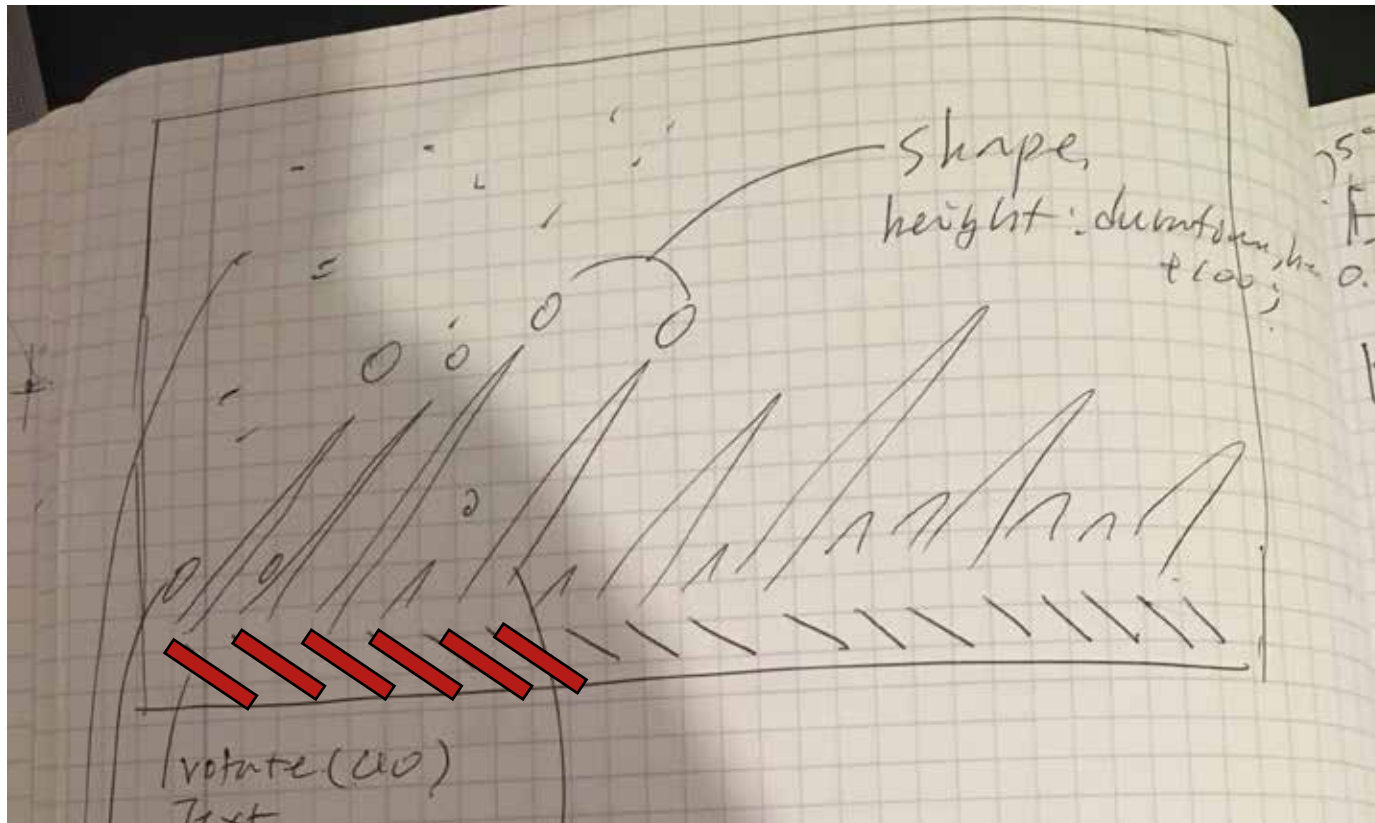
A woman with brown hair, wearing a patterned long-sleeved shirt and light-colored pants, is leaning over a large, silver telescope mounted on a black tripod. She is adjusting the telescope's eyepiece or a component near the base. The scene is set at night, with dark foliage in the background. The text "SPACE TELESCOPE" is overlaid in large, white, bold, sans-serif capital letters across the center of the image.

SPACE TELESCOPE



rotate(40)
Text

50
F
0.
F



Text : City

rotate(vielleicht 40?);

cityName = data.charAt(0).toUpperCase() +
data.slice(1);

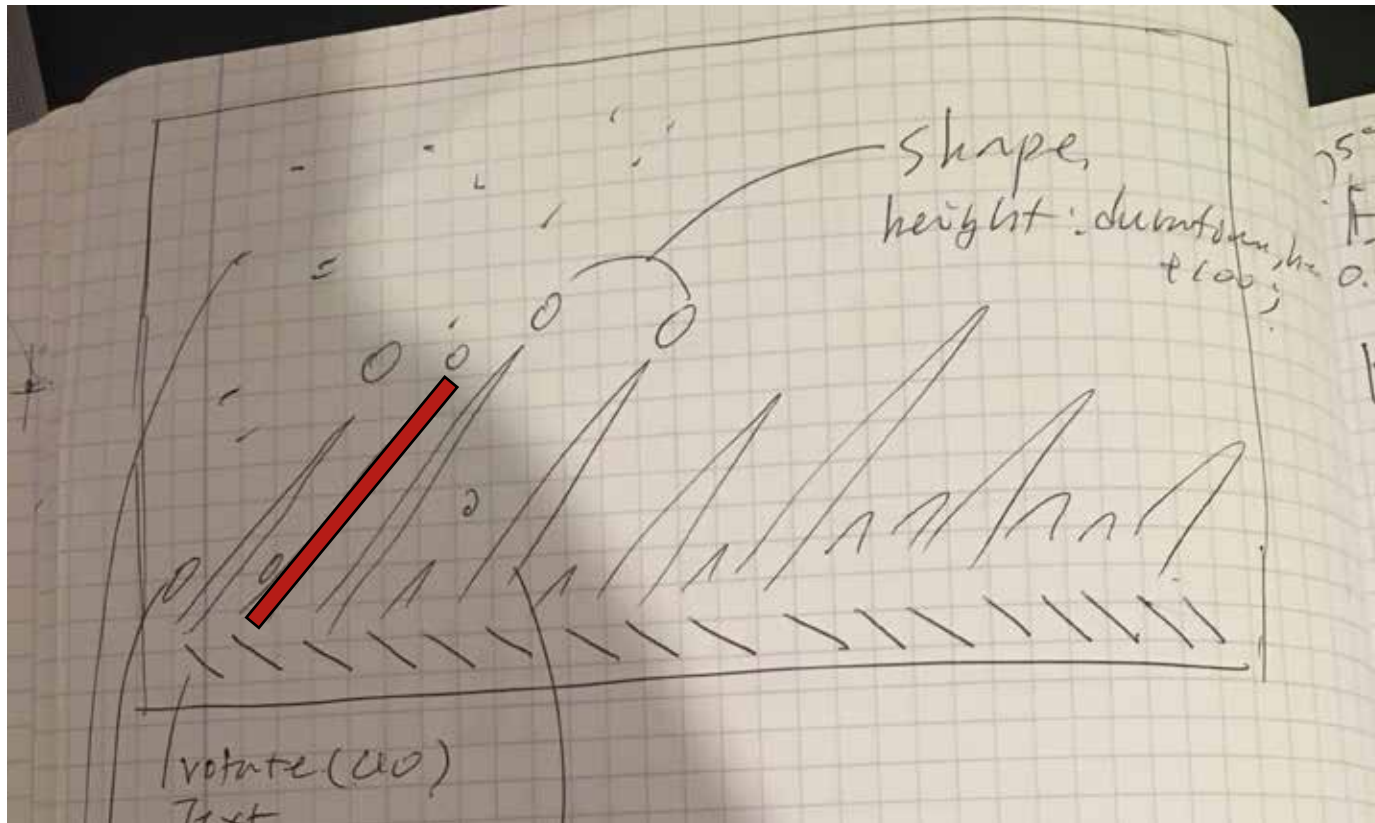
cityName.length > 10 ? cityName.slice(0, 10) :

cityName;

fill(255);

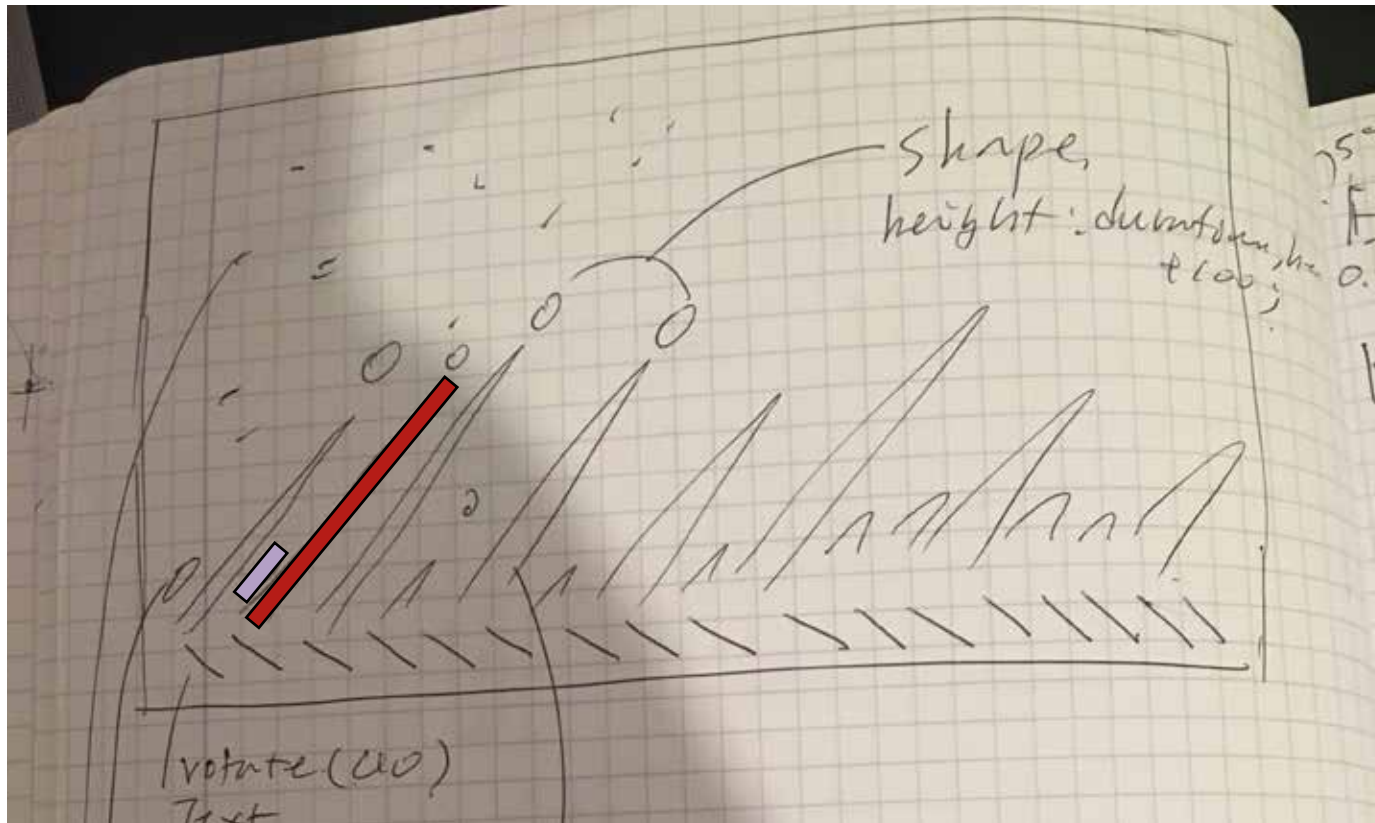
berlin => Berlin

berlinberli...



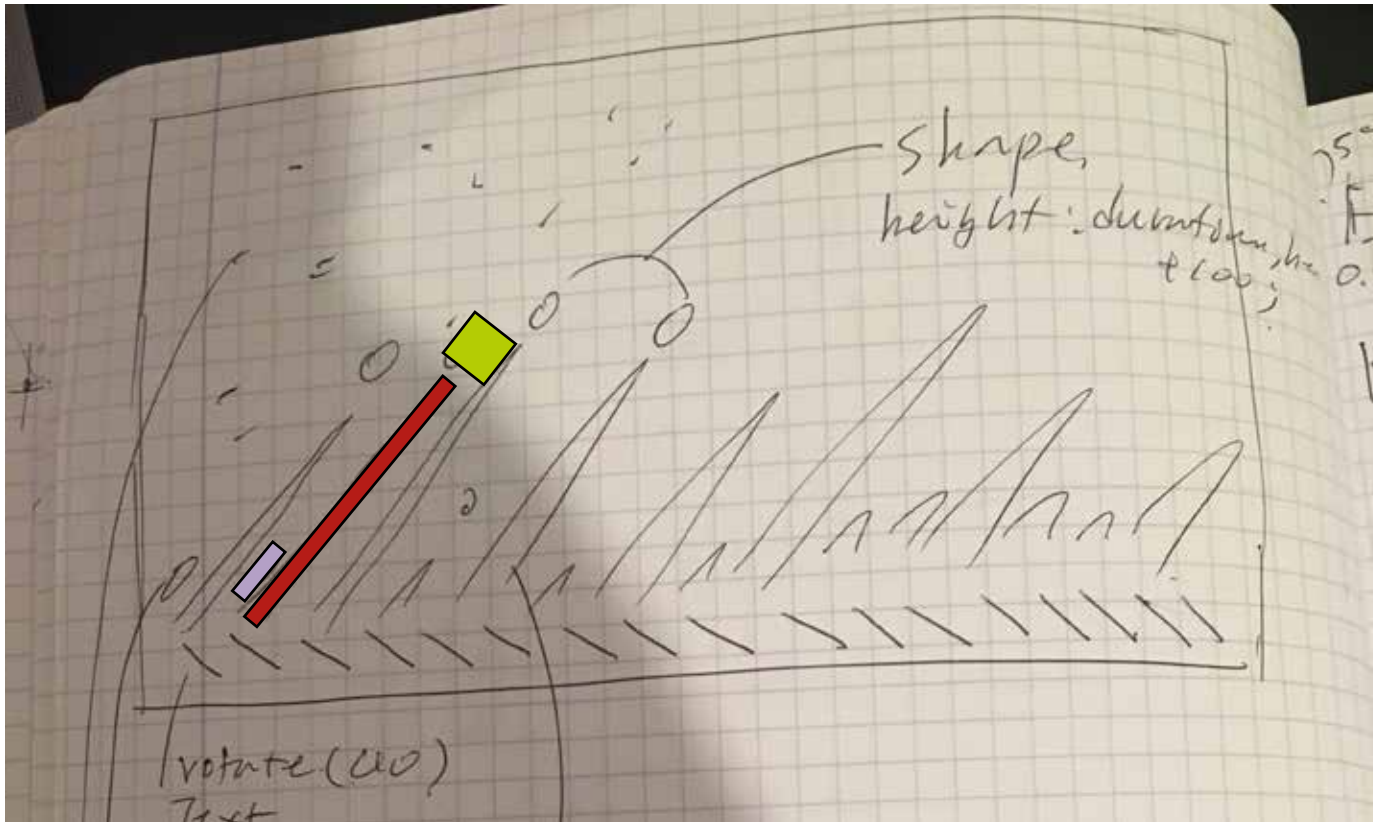
Duration:seconds

```
rotate(vielleicht 40?);  
triangle(-10, 0, 0, log(duration(seconds)), 10, 0);  
fill(white)
```



Duration:minutes & hours

rotate(vielleicht 40?);
text



shape
cylinder
light
circle
circle
light
sphere
circle
disk
disk
disk
circle
fireball
disk
unknown
oval
circle
disk
disk
light
light
other
disk
light
light
oval
cigar
other
light
rectangle
chevron
triangle
oval
unknown

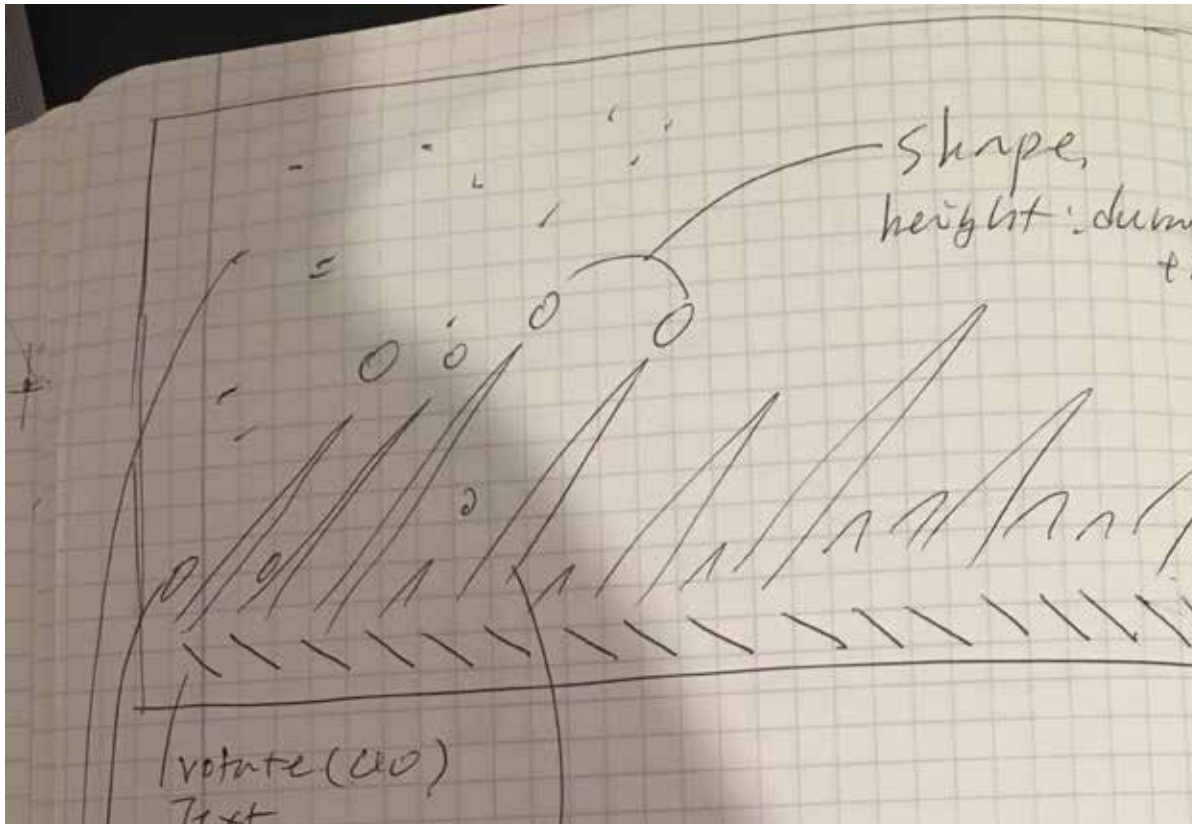
Shapes

rotate(vielleicht 40)

shape(0, h : duration(seconds) + 50);

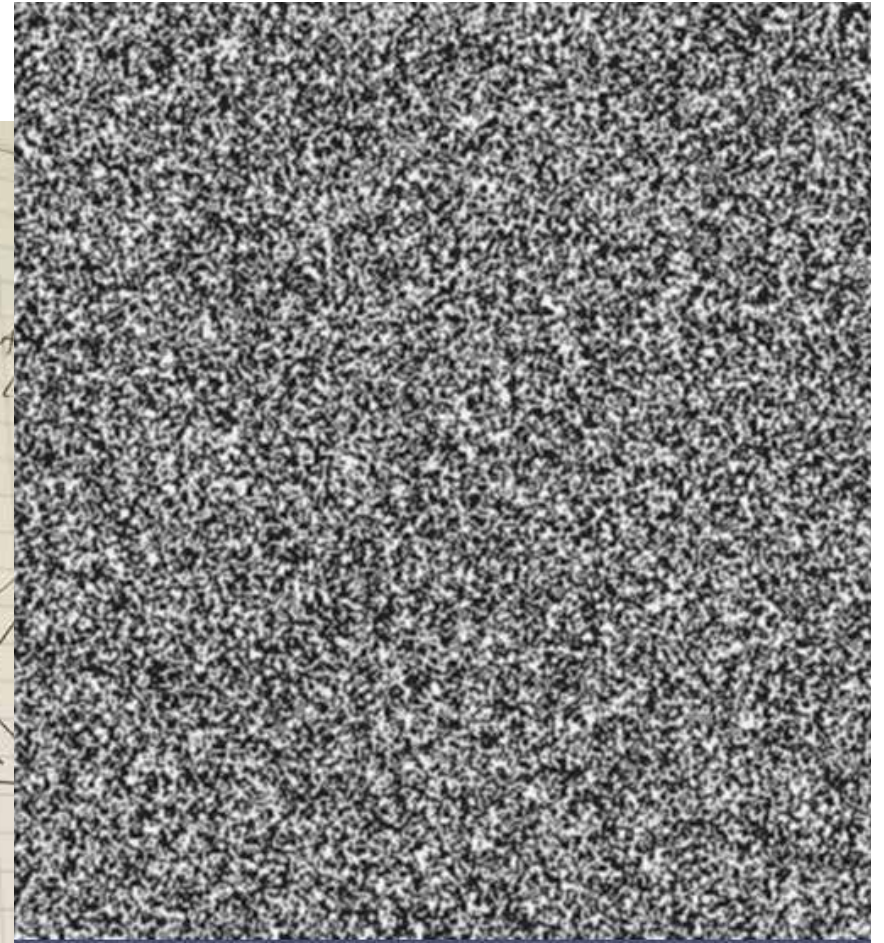
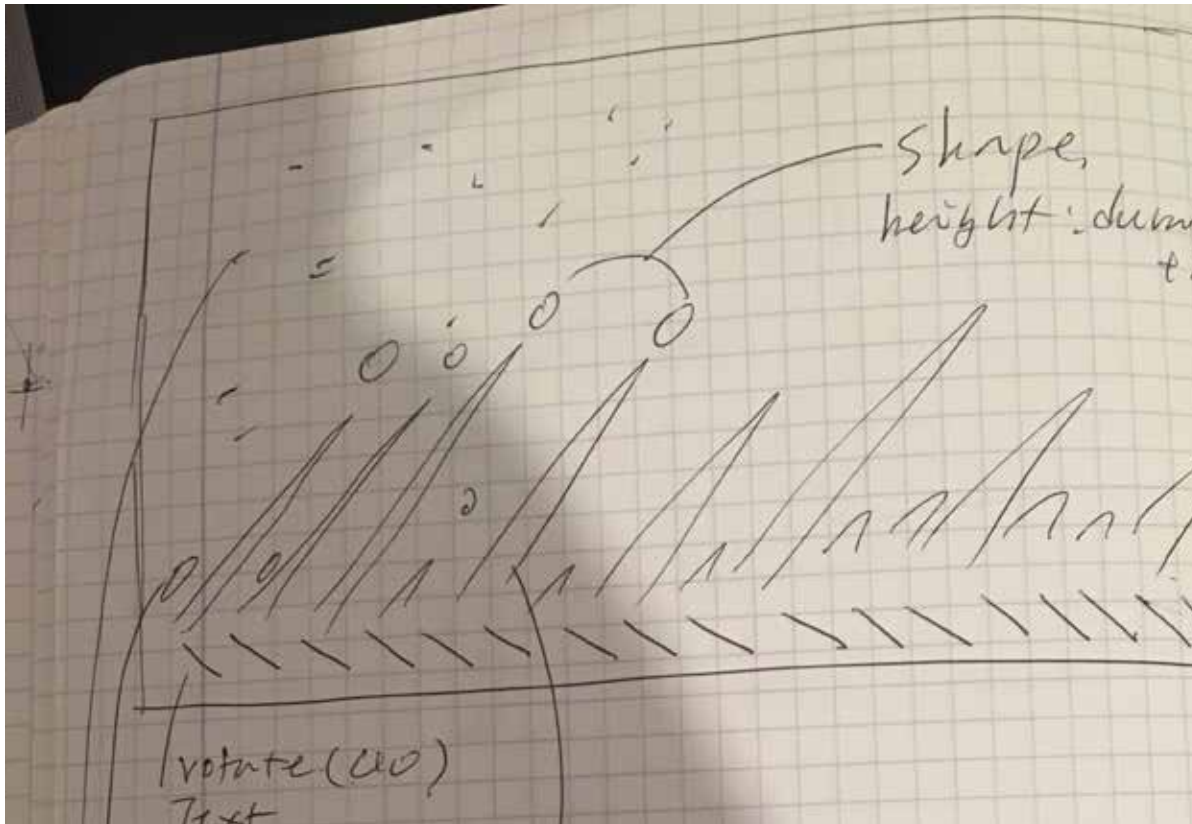
Welche statement ist besser?

Da gibt es schon viele Shapes, deswegen habe ich Switch entschieden



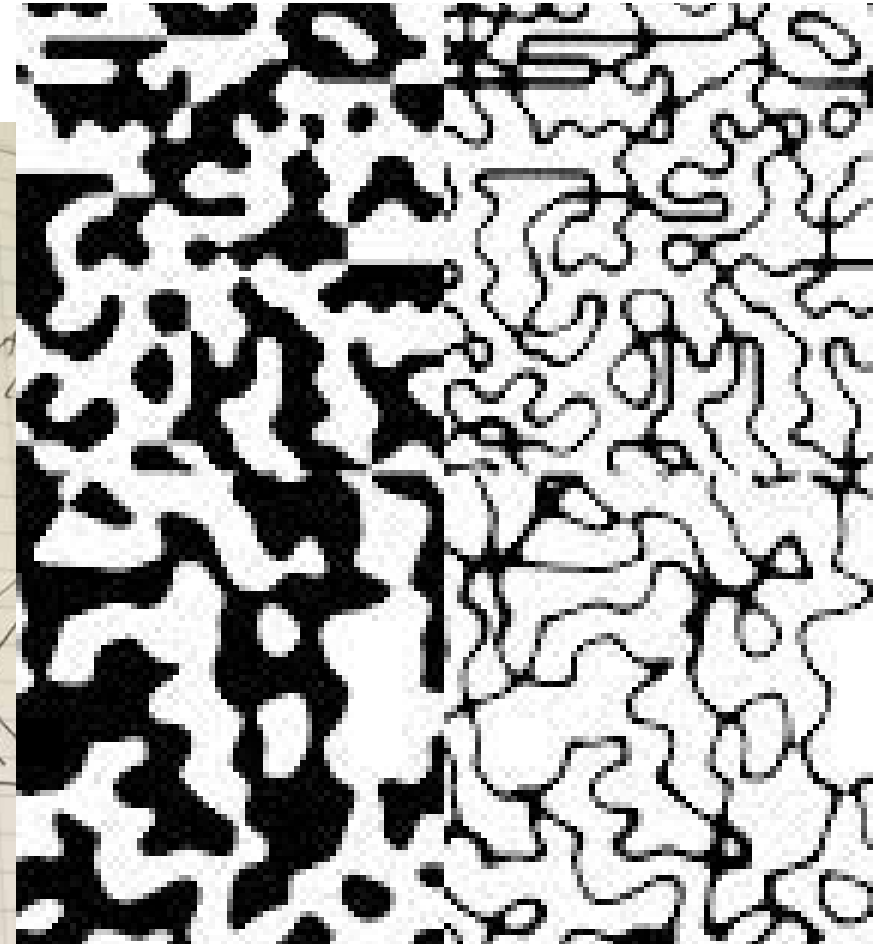
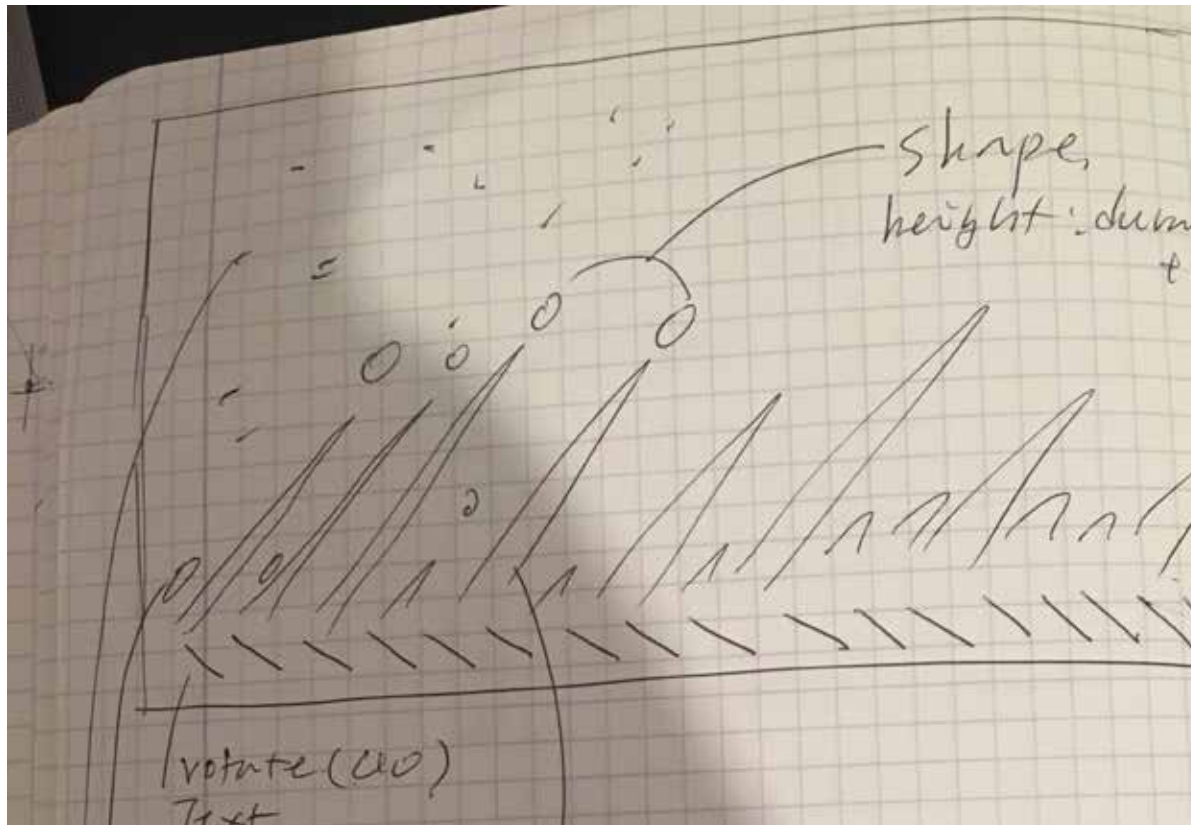
Background

```
for(let i = 0; i < 30000; i++){
  let pos = createVector(random(innerWidth), random(innerHeight));
  let size = noise(pos.x * 0.01, pos.y * 0.01) * number;
  rect() oder circle()
}
```



Background

```
for(let i = 0; i < 30000; i++){  
  let pos = createVector(random(innerWidth), random(innerHeight));  
  let size = noise(pos.x * 0.01, pos.y * 0.01) * number;  
  rect() oder circle()  
}
```

Background

```
for(let i = 0; i < 30000; i++){
  let pos = createVector(random(innerWidth), random(innerHeight));
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  rect() oder circle()
}
```