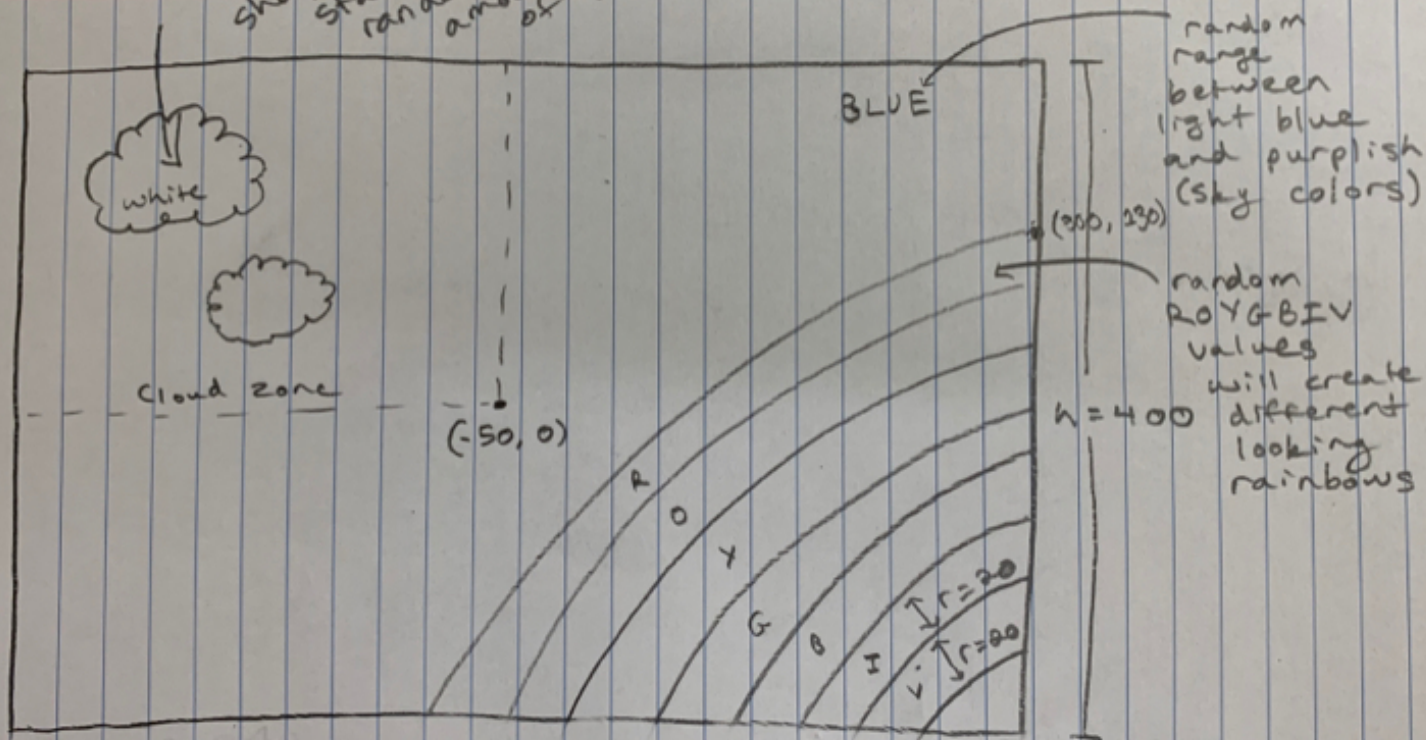


create turtle
in cloud
shape and
stamp
random
amount
of times



random
range
between
light blue
and purplish
(sky colors)

random
ROYGBIV
values
will create
different
looking
rainbows