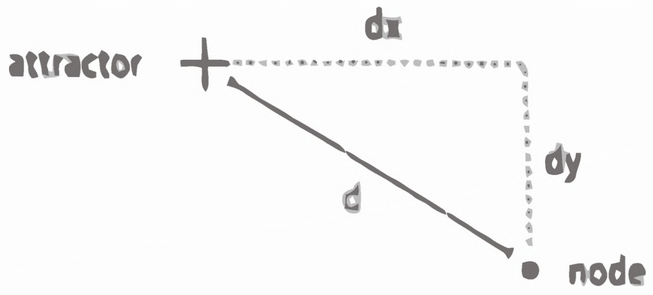
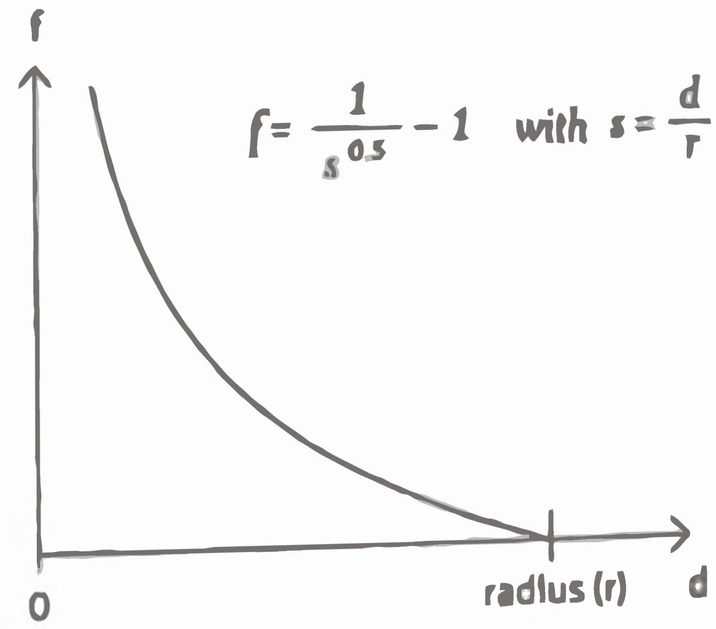
1. Measure distance (d) between the node and attractor.



2. Define a function to calculate the attractive force (f).

A function is now required that will return a large number if the distance is close to zero, and that will return zero if the distance is as large as the radius. It is first useful to convert d from the value range between 0 and radius (r) into a value s between 0 and 1 and use this in the adjacent function.



3. Apply force to the node's velocity vector.

Now one just has to decide how this value f is applied to the nodes. The easiest way is to multiply f by the original distance vector (this generates the curve illustrated on the right), and add the result to the node's motion vector. Although this is not quite physically correct, it prevents unpleasant effects from occurring when a node gets very close to the attractor.