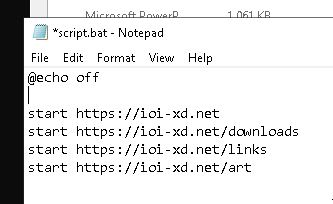
Step 1. Create a batch file that opens up a series of pages

  
  
  
  
  
  
  
  
  
  
  
  
Step 2. Create a Javascript file of any kind. In my case I made something that generates a psychedlic animation.

let c = document.getElementById("glitchfuck");

let ctx = c.getContext("2d");

ctx.willReadFrequently = true;

let colors = [

// first image

Math.random() \* 255, Math.random() \* 255, Math.random() \* 255,

Math.random() \* 255, Math.random() \* 255, Math.random() \* 255,

// second image

Math.random() \* 255, Math.random() \* 255, Math.random() \* 255,

Math.random() \* 255, Math.random() \* 255, Math.random() \* 255,

]

let dir = [

Math.round(Math.random()),Math.round(Math.random()),

]

let type1 = Math.round(Math.random());

let type2 = Math.round(Math.random());

let reverse = [

false,false,false,

false,false,false,

false,false,false,

false,false,false

];

let alpha = 255 - (Math.random() \* 128);

c.width = window.innerWidth;

c.height = window.innerHeight;

let ctx1 = new OffscreenCanvas(c.width, c.height).getContext("2d");

ctx1.willReadFrequently = true;

let ctx2 = new OffscreenCanvas(c.width, c.height).getContext("2d");

ctx2.willReadFrequently = true;

function animate() {

colors.forEach((c, i) => {

(!reverse[i] && c < 255) ? colors[i]++ : reverse[i]=true;

(reverse[i] && c > 0) ? colors[i]-- : reverse[i]=false;

});

let grd1;

if(type1 == 0) {

grd1 = ctx.createLinearGradient(0,0,c.width\*dir[0],c.height);

} else {

grd1 = ctx.createRadialGradient(c.width/2,c.height/2,0,c.width,c.height,c.width);

}

grd1.addColorStop(0, `rgb(${colors[0]},${colors[1]},${colors[2]})`);

grd1.addColorStop(1, `rgb(${colors[3]},${colors[4]},${colors[5]})`);

let grd2 = ctx.createLinearGradient(0,0,c.width,c.height\*dir[1]);

grd2.addColorStop(0, `rgb(${colors[6]},${colors[7]},${colors[8]})`);

grd2.addColorStop(1, `rgb(${colors[9]},${colors[10]},${colors[11]})`);

ctx1.fillStyle = grd1;

ctx1.fillRect(0,0,c.width,c.height);

ctx2.fillStyle = grd2;

ctx2.fillRect(0,0,c.width,c.height);

let d1 = ctx1.getImageData(0,0,c.width,c.height);

let d2 = ctx2.getImageData(0,0,c.width,c.height);

let d3 = ctx1.createImageData(c.width,c.height);

d3.data.forEach((\_, i) => {

if(i+1 & 3 != 0) {

d3.data[i] = d1.data[i] ^ d2.data[i];

} else {

d3.data[i] = alpha;

}

})

ctx.putImageData(d3, 0, 0);

requestAnimationFrame(animate);

}

animate();