var t;//declaration of variables

var n;

function setup() {

createCanvas(windowWidth, windowHeight);

stroke(0, 18);//drawing of boarder

noFill();//enables visibility of the drawing

t = 0;

n = 0;

}

function draw() {

//drawing bazier curve using anchor points

var x1 = width \* noise(t + 5);

var x2 = width \* noise(t + 10);

var x3 = width \* noise(t + 15);

var x4 = width \* noise(t + 20);

var y1 = height \* noise(t + 25);

var y2 = height \* noise(t + 30);

var y3 = height \* noise(t + 35);

var y4 = height \* noise(t + 40);

bezier(x1, y1, x2, y2, x3, y3, x4, y4);

t += 0.005;//frewuency of iteration

// background is cleared or refreshed after every 500 frames

// clearance is done using mod (%) operator

if (frameCount % 500 == 0) {

background(255);//clears background after a framecount of 500

}

beginShape();//recording vertices

for (var x = 0; x < width; x++) {

var nx = map(x, 0, width, 0, 7);

var y = height \* noise(nx);

vertex(x, y);

}

endShape();//end recording vertices of shape

beginShape();

//drawing a circle and manipulating radius using noise

for (var i = 0; i < 200; i++) {

var ang = map(i, 0, 200, 0, TWO\_PI);

var rad = 200 \* noise(i \* 0.01, n \* 0.005);

var x = rad \* cos(ang);//position of x is varied by multiplying radius of the circle to sine of angle

var y = rad \* sin(ang);//position of y is varied by multiplying radius of the circle to sine of angle

curveVertex(x, y);

}

endShape(CLOSE);

n += 1;

// clear the background every 600 frames using mod (%) operator

if (frameCount % 600 == 0) {

background(255);

}

}