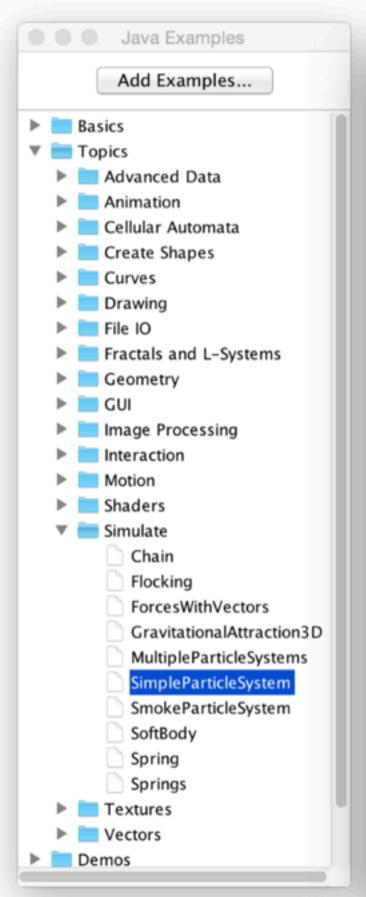
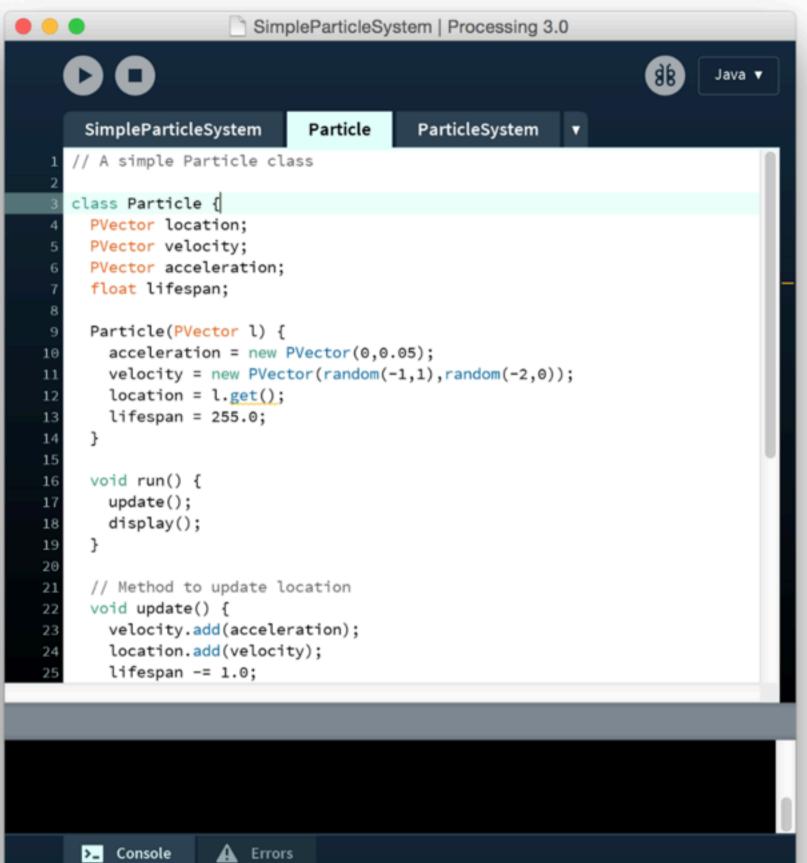
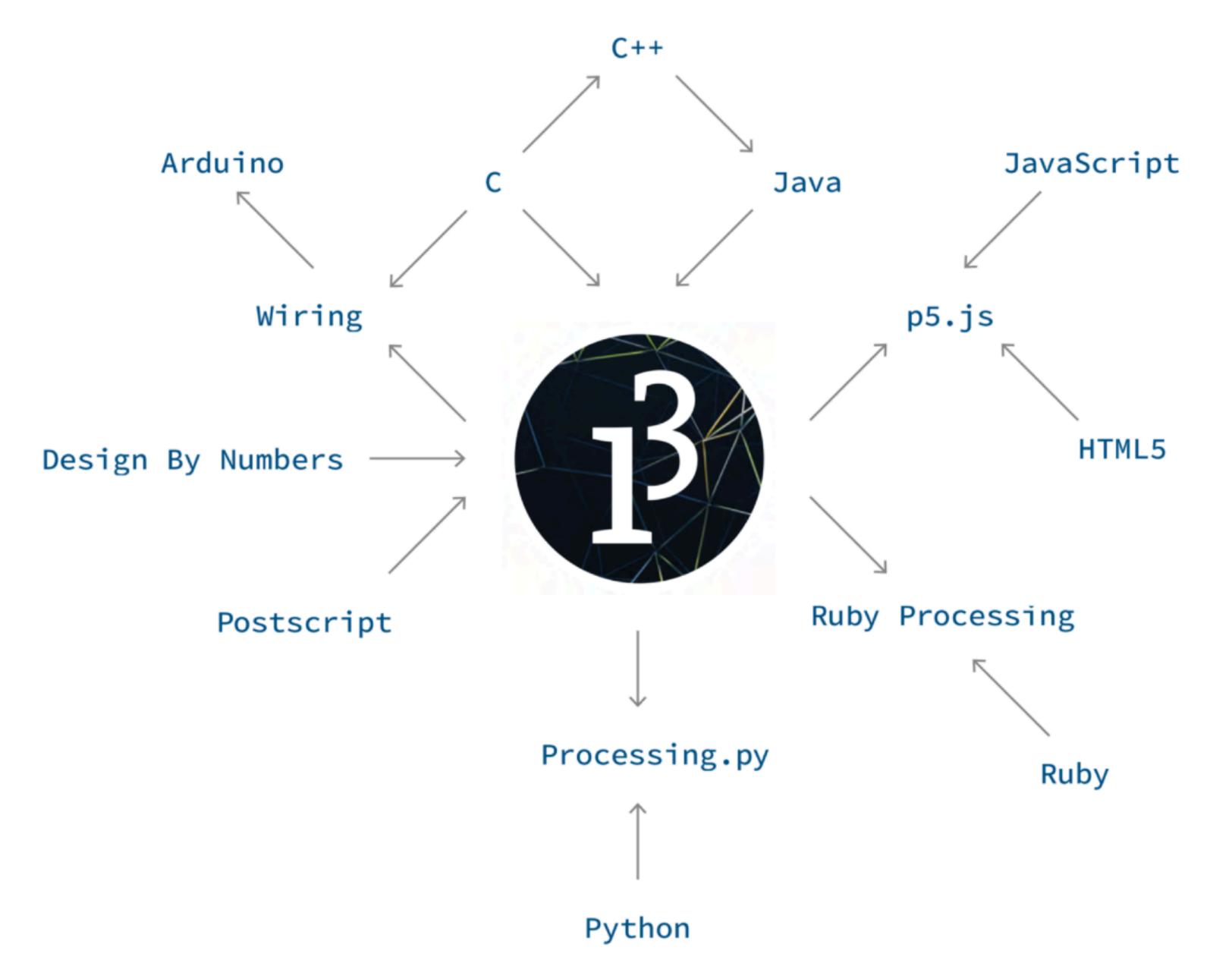


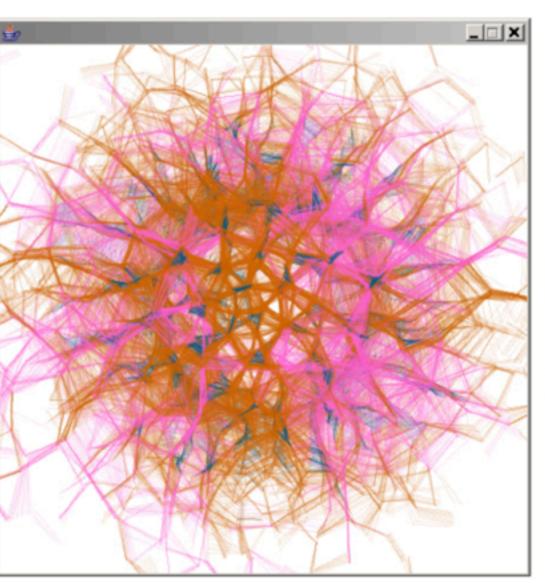
```
_ | X
Processing - 0114 Beta
File Edit Sketch Tools Help
  pre_articulate06§
int numCells = 200;
StenCell[] stencells = new StenCell[numCells];
float max_distance;
int count, mode;
boolean accumulate;
boolean clearBuffer;
int red, green, blue;
void setup ()
  size(450, 450);
  //noBackground();
  background(255);
  //ellipseMode(CENTER_DIAMETER);
  for(int i=0; i<numCells; i++) {
    float temprand = random(TWO_PI);
   float hoff = cos(temprand) * width/5;
    float voff = sin(temprand) * width/5;
```











```
_ | X
Processing - 0114 Beta
File Edit Sketch Tools Help
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```
SimpleParticleSystem | Processing 3.0
Java Examples
                                      00
        Add Examples...
                                                                                                  Java ▼
Basics
                                                                      ParticleSystem ▼
                                       SimpleParticleSystem
                                                            Particle
Topics
                                      // A simple Particle class
   Advanced Data
  Animation
                                      class Particle {
   Cellular Automata
                                       PVector location;
   Create Shapes
                                        PVector velocity;
  Curves
                                        PVector acceleration;
                                        float lifespan;
   Drawing
  File IO
                                        Particle(PVector 1) {
   Fractals and L-Systems
                                          acceleration = new PVector(0,0.05);
  Geometry
                                          velocity = new PVector(random(-1,1),random(-2,0));
  GUI
                                          location = l.get();
  Image Processing
                                          lifespan = 255.0;
   Interaction
   Motion
                                        void run() {
  Shaders
                                          update();
  Simulate
                                         display();
          Chain
          Flocking
                                        // Method to update location
          ForcesWithVectors
                                        void update() {
          GravitationalAttraction3D
                                          velocity.add(acceleration);
          MultipleParticleSystems
                                          location.add(velocity);
                                         lifespan -= 1.0;
          SimpleParticleSystem
         SmokeParticleSystem
          SoftBody
          Spring
         Springs
  Textures
  Vectors
Demos
```