// Jan 2009

// http://www.abandonedart.org

// http://www.zenbullets.com

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// 2. don't use it for commercial gain

// 3. share anything you create with it in the same way I have

//

// These conditions can be waived if you want to do something groovy with it

// though, so feel free to email me via http://www.zenbullets.com

//================================= global vars

float \_x = 0.0;

float \_y = 0.0;

float \_angle = 0.0;

float \_lasty = 250.0;

float \_lastx = 250.0;

float \_a = 5.0;

float \_b = 3.0;

//================================= init

void setup() {

frameRate(60);

size(500,300);

background(255);

smooth();

}

//================================= frame loop

void draw() {

\_angle += 0.5;

if (\_angle > 360) { \_angle -= 360; }

float preva = \_a;

float prevb = \_b;

\_a = mouseX/10;

\_b = mouseY/10;

if ((\_a != preva) || (\_b != prevb)) {

strokeCap(PROJECT);

strokeWeight(int(random(55)) + 5);

stroke(random(255));

} else {

strokeCap(ROUND);

strokeWeight(1);

stroke(255, 150);

}

\_x = sin(\_a \* radians(\_angle) + PI / 2) \* 280;

\_y = sin(\_b \* radians(\_angle)) \* 180;

\_x += 250;

\_y += 150;

line(\_x, \_y, \_lastx, \_lasty);

\_lastx = \_x;

\_lasty = \_y;

}

//================================= interaction

void mousePressed() {

background(255);

}