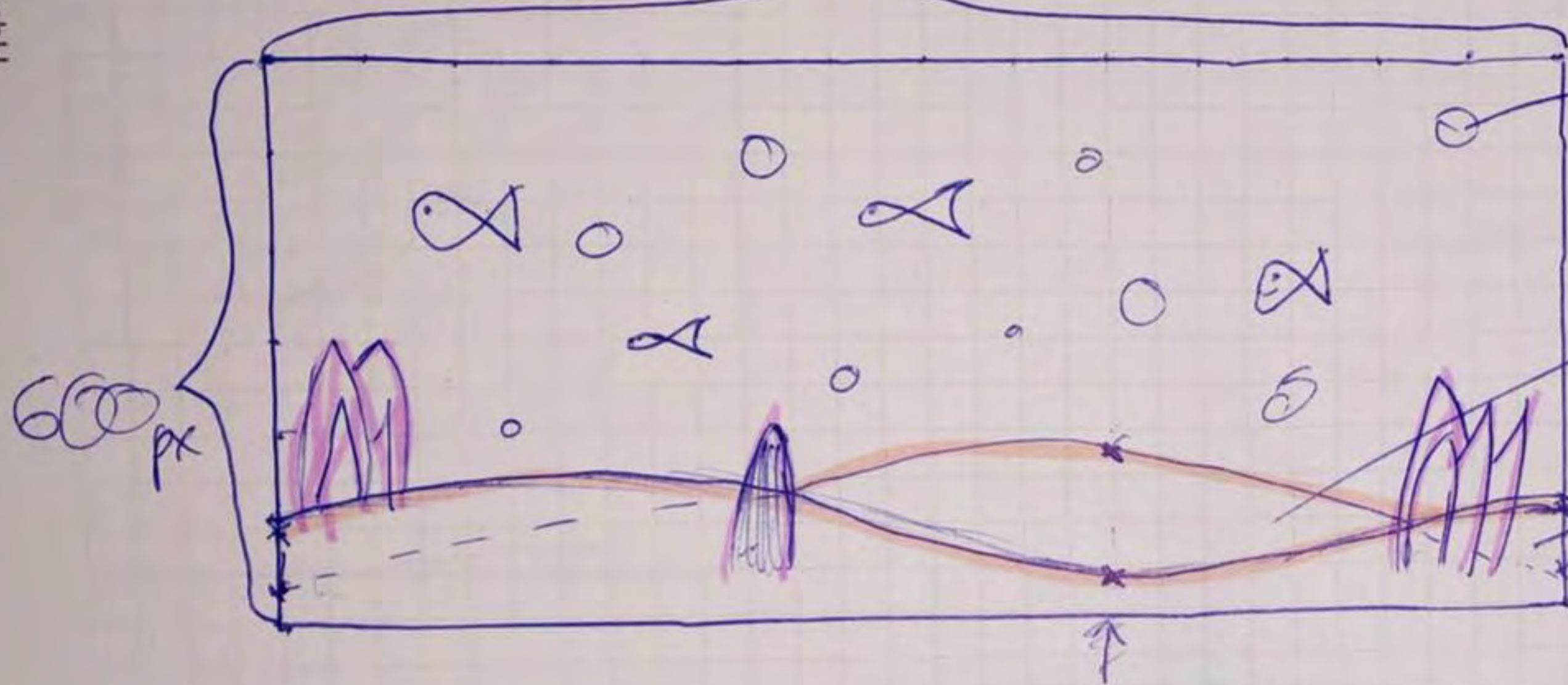


1400px



Bubbles arc
& for Schleife

Hintergrund Sand

Vordergrund
Sand

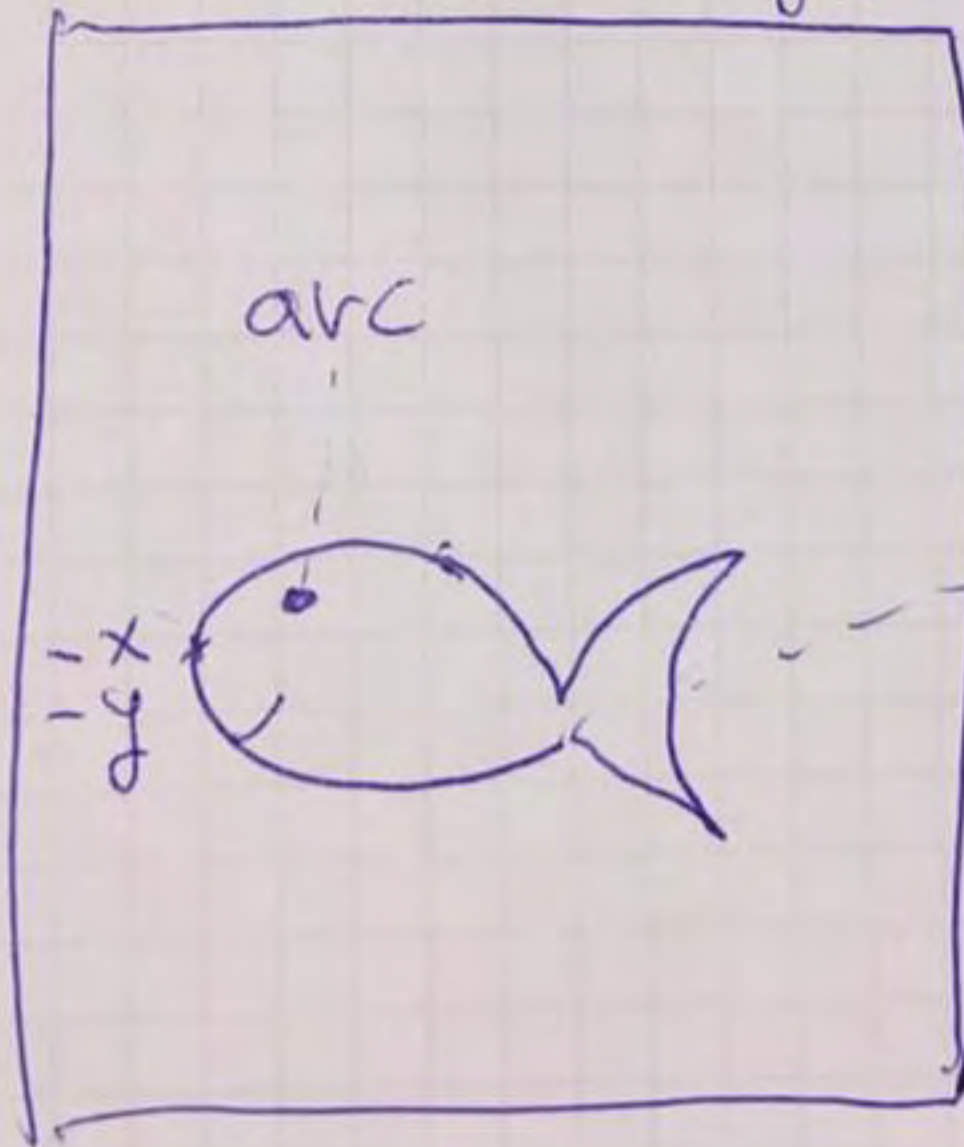
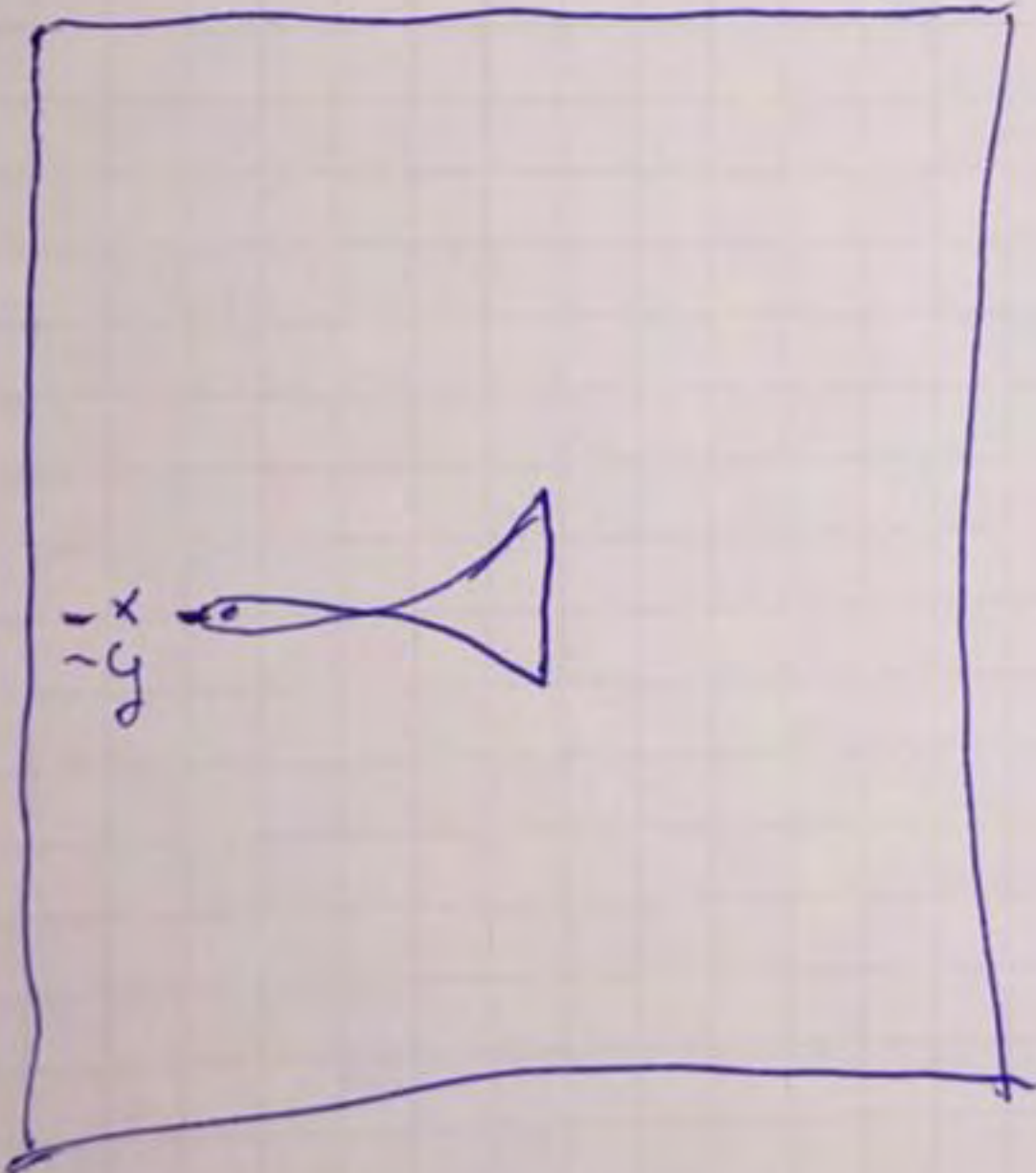
Hydraulic
curve

$x+20$
 $y-230$

$x+20$



Farben:
generieren zufällig
aus ein Farben array
Position:
for - Schleife + Math.random



quadratic
curves