

```
function setup() {  
  createCanvas(400, 400);  
  frameRate(1);  
}  
  
function draw() {  
  background(0);  
  
  let randWidth = random(0, width);  
  let randHeight = random(0, height);  
  translate(mouseX, mouseY);  
  
  stroke(120);  
  noFill();  
  
  beginShape();  
  for(let a = 0; a < TWO_PI; a += 0.001){  
    let r = 100;  
    let rand = random(10);  
    let x = r * cos(a) * rand;  
    let y = r * sin(a) * rand;  
  
    let randStroke = random(100, 250);  
    stroke(randStroke);  
    vertex(x, y);  
  }  
  endShape();  
  //noLoop();  
}
```