My third sketch was a return to my original idea of figuring out how to change the scale of shapes while keeping them in the center of the screen. This sketch allowed me to further explore sin and cos in the context of visual programming. The original code showed me how I could create the illusion of growth within the circle, while keeping it in the same position. I expanded on this by creating multiple shapes that scale and shrink with different formulas, as an attempt to understand the role of sin and cos in this process. Given more time, I would figure out how I could make the different circles within the sketch interact with real time information from the real world. For example, if someone was to press a button, the circles would either grow or shrink in size.