float t;

void setup() {

size(500,500);

noFill();

strokeWeight(2);

stroke(255);

}

void draw() {

background(0);

translate( height / 2, width / 2);

beginShape();

for(float phi = 0; phi <= 2 \* PI; phi += 0.01) {

float rad = r(phi,

mouseX / 100.0, //a

mouseY / 100.0, //b

10, //m Ecken

1, //n1

1, //n2

1 //n3

);

float x = rad \* cos(phi) \* 50;

float y = rad \* sin(phi) \* 50;

vertex(x,y);

t += 0.1;

}

endShape();

}

float r(float phi, float a, float b, float m, float n1, float n2, float n3) {

return pow(pow(abs(cos(m \* phi / 4.0) / a), n2) +

pow(abs(sin(m \* phi / 4.0) / b), n3), -1.0 / n1);

}

/\*

2, //a

2, //b

10, //m Ecken

1, //n1

mouseX / 100.0, //n2

mouseY / 100.0 //n3

\*/

/\*

2, //a

2, //b

10, //m Ecken

1, //n1

cos(t) \* 0.5 + 0.5, //n2

sin(t) \* 0.5 + 0.5 //n3

\*/