Question

5) For my animation I made an animation of a spinning circle. First I declared the radius variable as an integer and set it to 300, then I created the void setup function and inside there I set the size of the window with 700 height and 700 width. Later in the void draw function I set the background to grey with the rgba as 50 from 255. Then I set the translate function which specifies an amount to move objects within the window, it takes two values the x axis and the y axis. Inside the translate function for the x axis I set the width of the window divided by two and for the y axis I set the height of the window again divided by two. Then I set the rotate function which rotates any shape within the function I set frameCount which is the number of frames per second this normally depends on how fast the CPU of the computer is and I timesed it by 0.1 the higher the number the faster the circle spins around. After I set the strokeWeight function which is how thick the stroke should be and set it to 2. Finally I set the forloop, within the forloop I set the variable I and made it equal to 2, then if I is less than 255 and each time I keep incrementing I by three times until it reaches 255. Within the first forloop I set another forloop with the variable j and also set it equal to 2, then I check if j is less than 255 and I keep incrementing j by three times each time until j is 255. Inside the second forloop I declared two variables one for x and one for y, I set the x equal to the radius times the cosine of I times the cosine of j and I set the y variable equal to the radius times the sine of I times the cosine of j.

At the end I set the stoke function and set the colours (v1, v2, v3) to I times 0.9 and j times 0.9 and last one to 200 which is for the blue or brightness value. Then I set the point function to the current x and y variables which I set before.