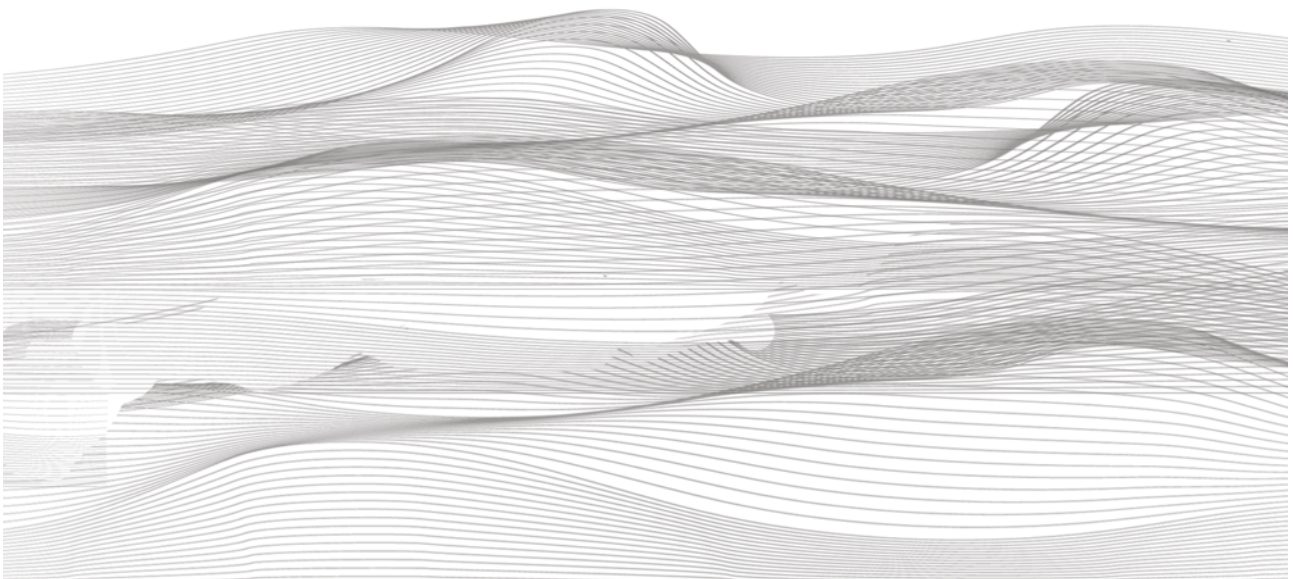Graphic elements for insertion into website.

Visuals number 1, 3 and 4 are responsive to monitor / tablet / mobile phone size. It is important that the scroll bar does not appear when the screen is zoomed out.
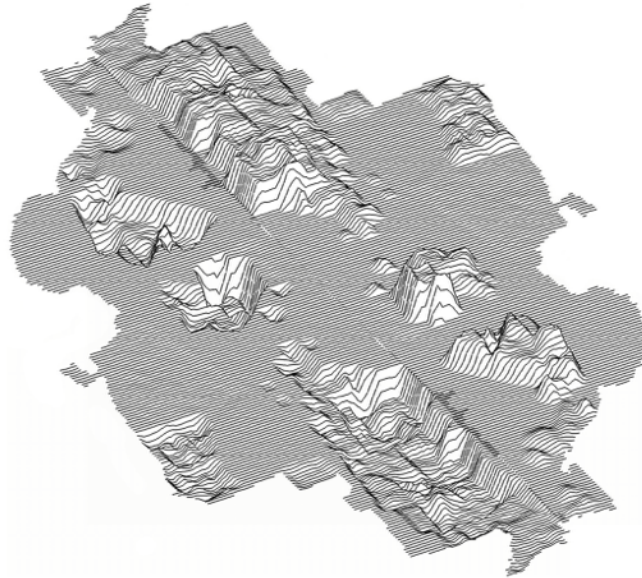

1. **page 404**

Bezier curves - Simulate the movement of sea waves. Several layers of the wave pattern layered on top of each other as they wavy move. The background is transparent. The gaps in the image show the shape and necessary lines of the wave arcs.

Examples:
https://www.openprocessing.org/sketch/933040
https://www.openprocessing.org/sketch/611317

2. Page All projects

Island - The texture of the island give a sensation of rubber. Mountains react to cursor hovering by slowly "crawling away from it", i.e. the cursor can be used to move the roughness of the mountains. The background is transparent. The exact image is given in this file.
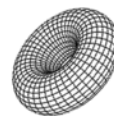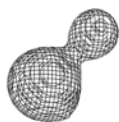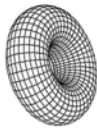
Option 2 in case of fail:

a) Mountain lines crawl by themselves, regardless of cursor movement

Examples:
https://www.openprocessing.org/sketch/783460

https://www.openprocessing.org/sketch/376645
https://www.openprocessing.org/sketch/683686

3. Page Shop

Shapes move and flow continuously and slowly. Figures are geometric volumetric shapes
a) moving through space. In character and trajectory of movement, something in between chaos and fish in the aquarium. They do not react to the mouse and movements, they live by themselves even a little slower than in the example: https://www.openprocessing.org/sketch/950459 .
b) flowing in shape by themselves: torus https://www.openprocessing.org/sketch/924707; drops https://www.openprocessing.org/sketch/916234
c) background is transparent. Shapes as close as possible to the image in this file.

4. Page ::Home::
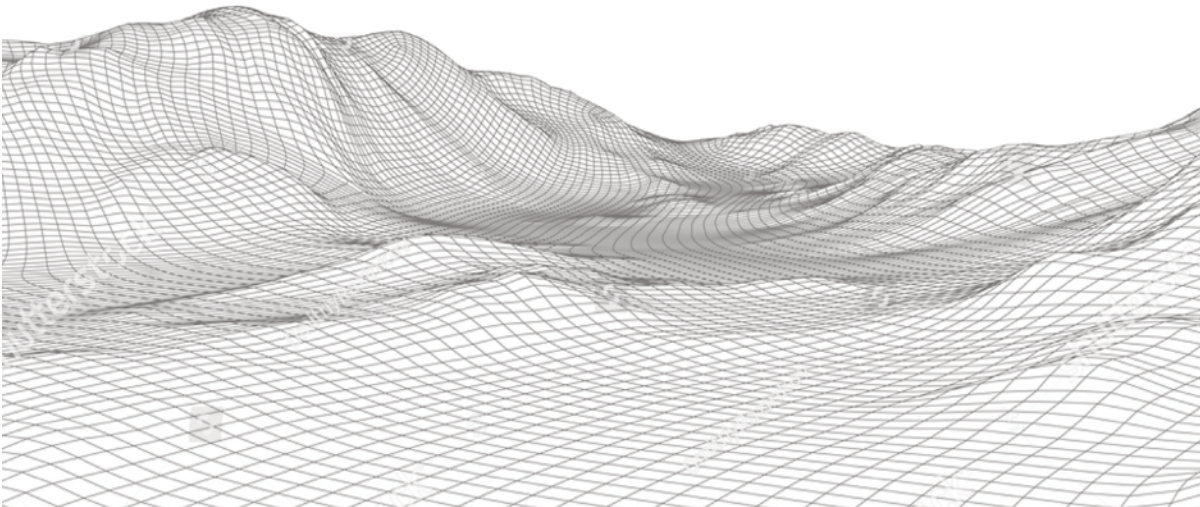
Landscape - Mountains of the landscape smoothly emerge from the grid, after 4-5 seconds they are pulled back - the mountains of the landscape smoothly appear in another place and are pulled back. Background is transparent. Shape approximate to the image in this file.

https://www.openprocessing.org/sketch/729536