<http://p5aholic.hatenablog.com/entry/2015/06/15/194250>

ソース

float velocity = 0; // tに足す値

float acceleration = 0.05; // velocityに足す値

void setup(){

size(960, 540, P3D);

}

void draw(){

background(0, 15, 30);

translate(width/2, height/2, 0);

rotateX(frameCount\*0.01);

rotateY(frameCount\*0.01);

float lastX = 0, lastY = 0, lastZ = 0;

float radius = 200;

float s = 0, t = 0;

while(s <= 180){

float radianS = radians(s);

float radianT = radians(t);

float x = radius \* sin(radianS) \* cos(radianT);

float y = radius \* sin(radianS) \* sin(radianT);

float z = radius \* cos(radianS);

stroke(0, 128, 128);

if(lastX != 0){

strokeWeight(1);

line(x, y, z, lastX, lastY, lastZ);

}

strokeWeight(15);

point(x, y, z);

lastX = x;

lastY = y;

lastZ = z;

s++;

t += velocity;

}

velocity += acceleration;

}

自分

float velocity = 0; // tに足す値

float acceleration = 0.07; // velocityに足す値

void setup() {

size(960, 540, P3D);

}

void draw() {

background(0, 15, 30);

translate(width/2, height/2, 0);

rotateX(frameCount\*0.01);

rotateY(frameCount\*0.01);

float lastX = 0, lastY = 0, lastZ = 0;

float radius = 200;

float s = 0, t = 0;

while (s <= 180) {

float radianS = radians(s);

float radianT = radians(t);

float x = radius \* sin(radianS) \* cos(radianT);

float y = radius \* sin(radianS) \* sin(radianT);

float z = radius \* cos(radianS);

stroke(228, 30, 0);

if (lastX != 0) {

strokeWeight(3);

line(x, y, z, lastX, lastY, lastZ);

}

strokeWeight(2);

point(x, y, z);

lastX = x;

lastY = y;

lastZ = z;

s++;

t += velocity;

}

velocity += acceleration;

}

float acceleration を0.07に変えました。

stroke(228, 30, 0)に変えました。