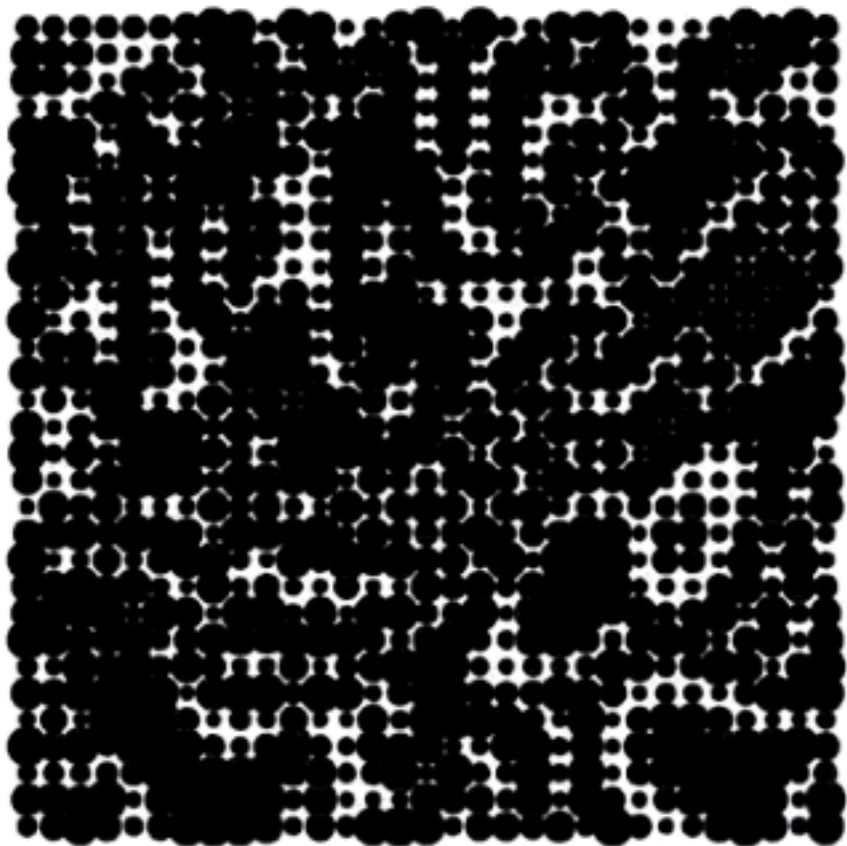
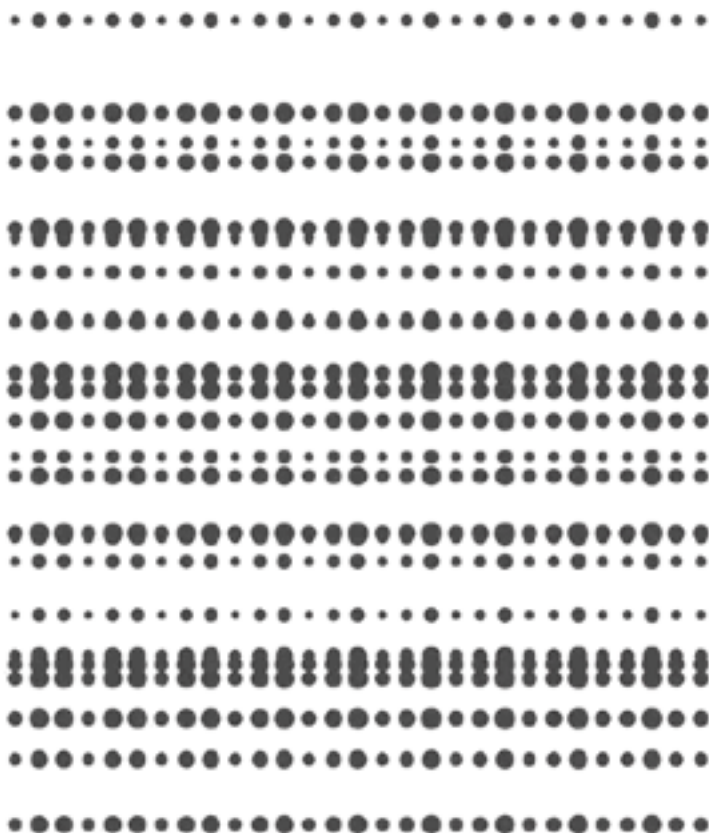
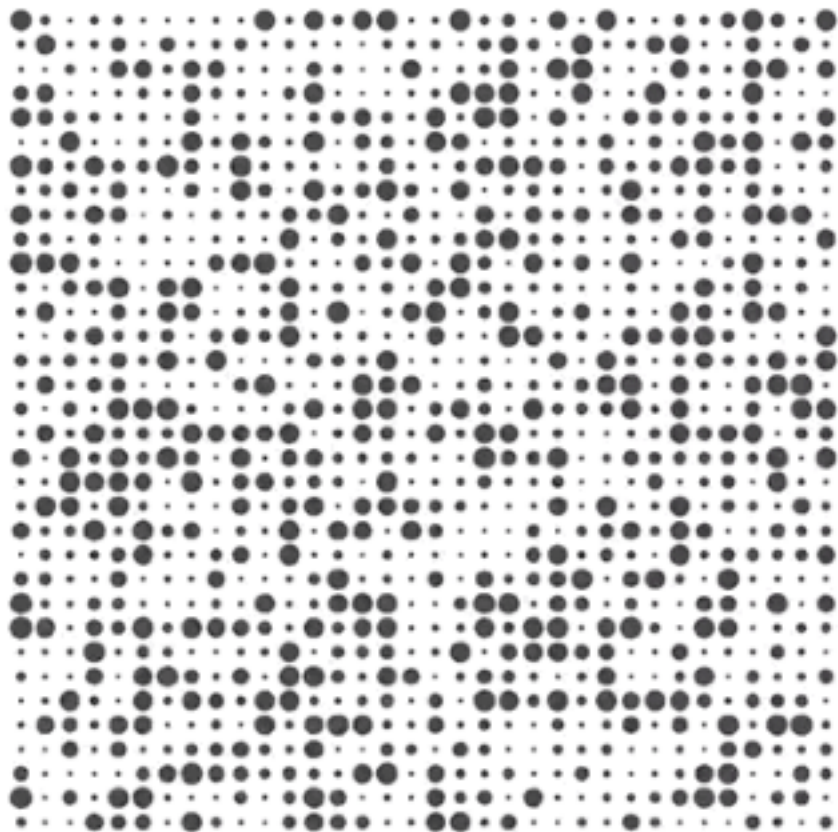


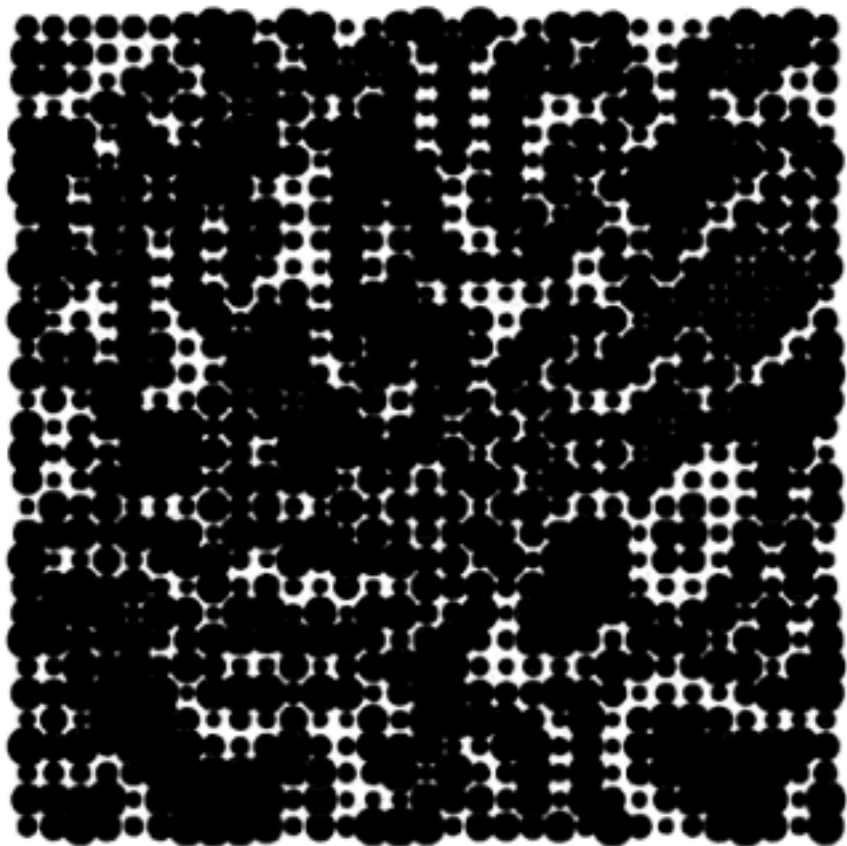


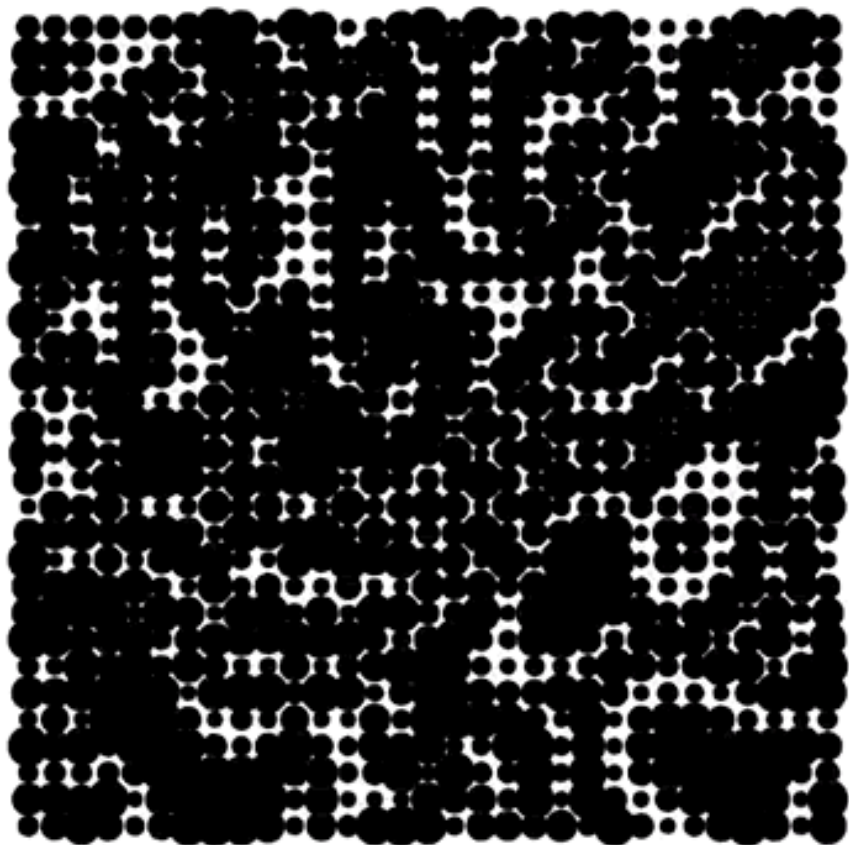
Movement





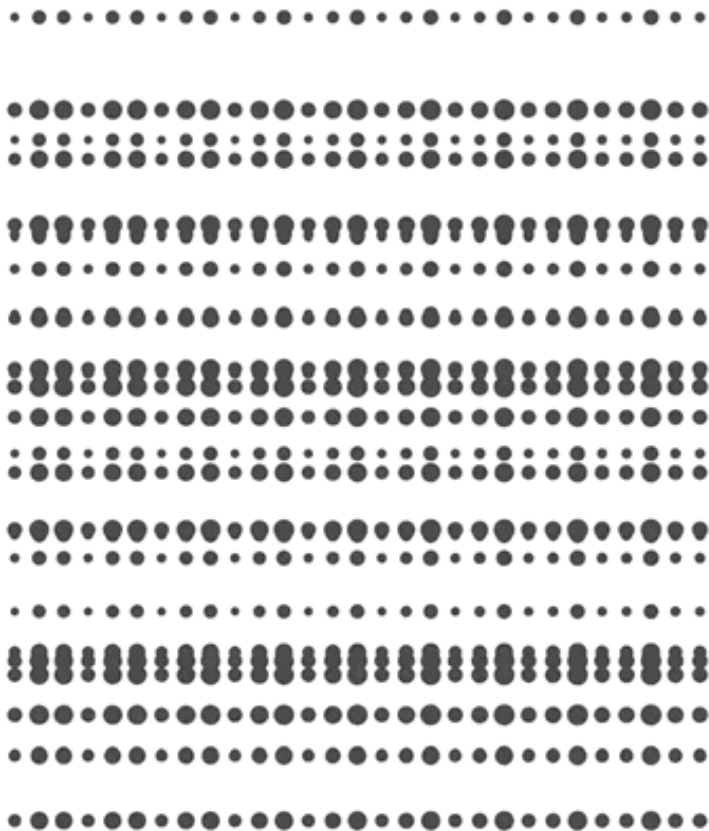


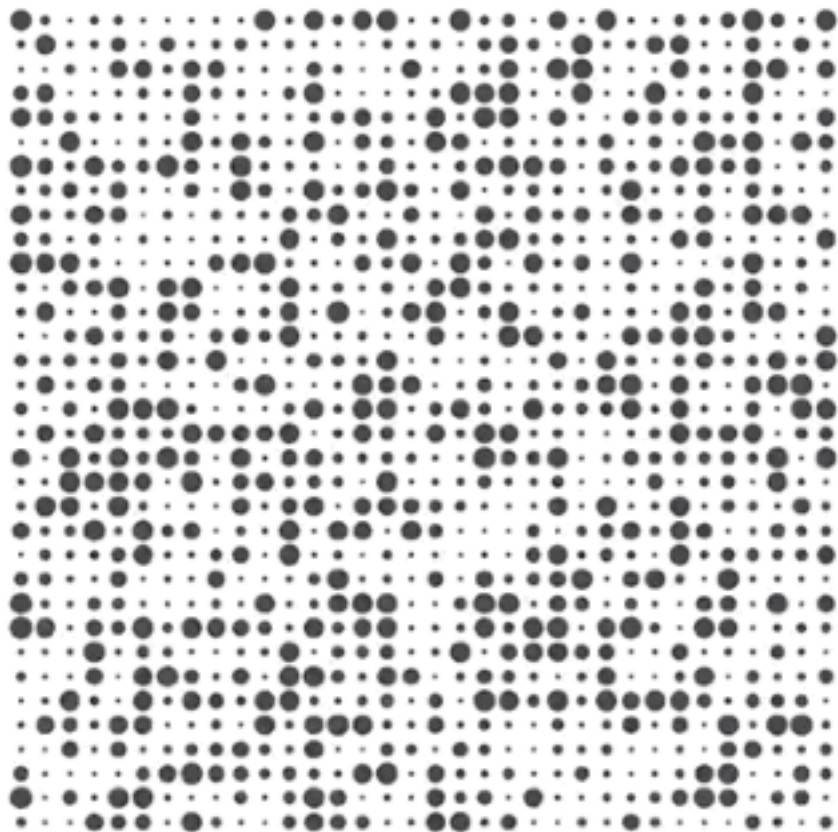


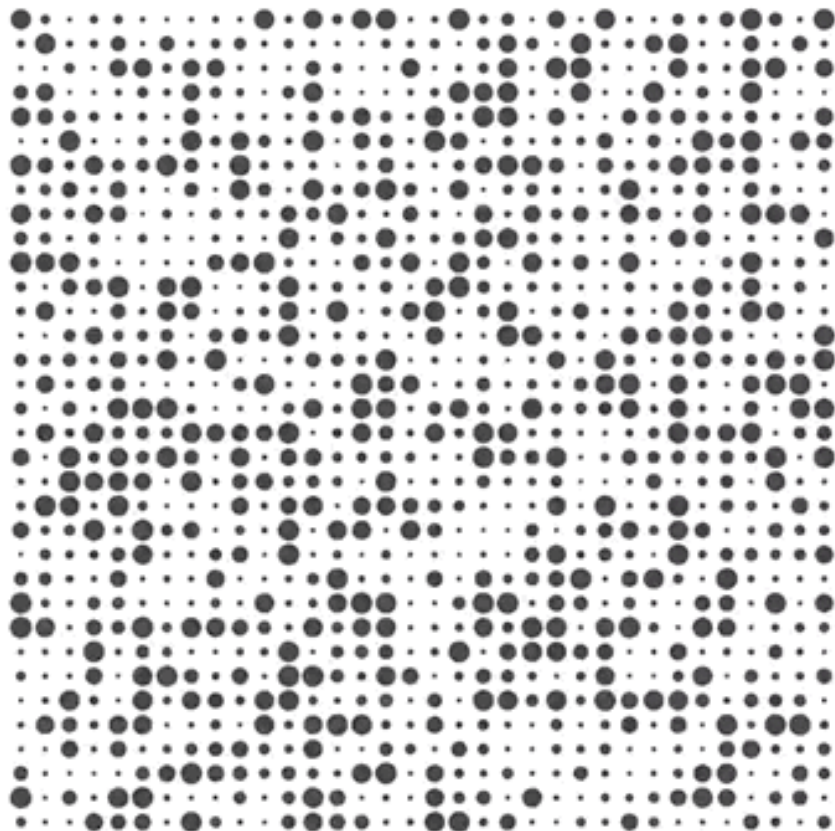


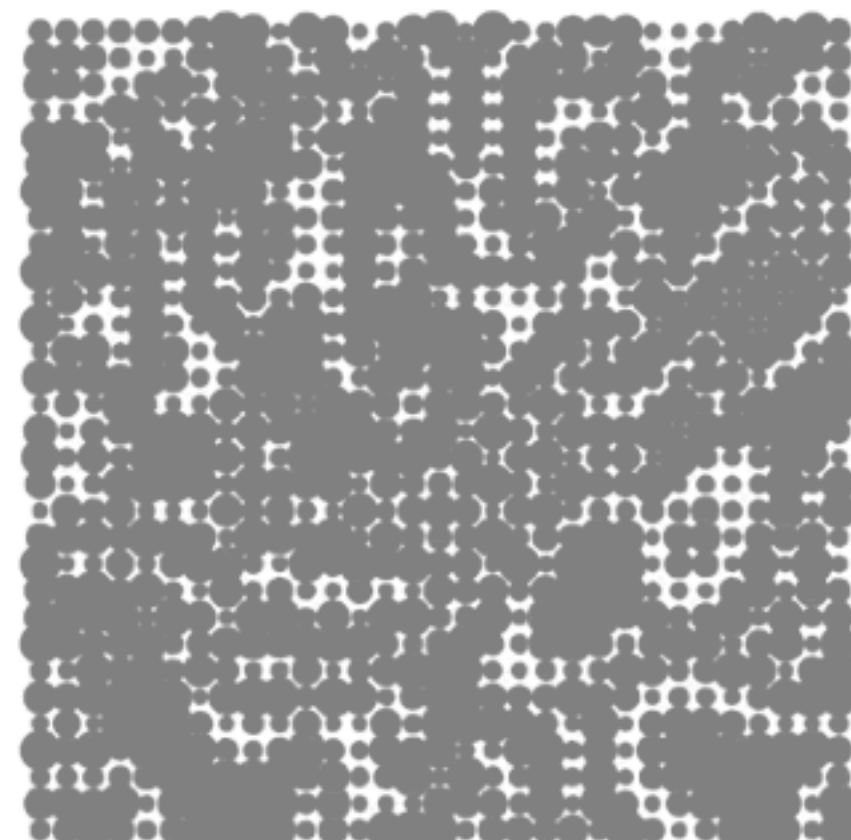
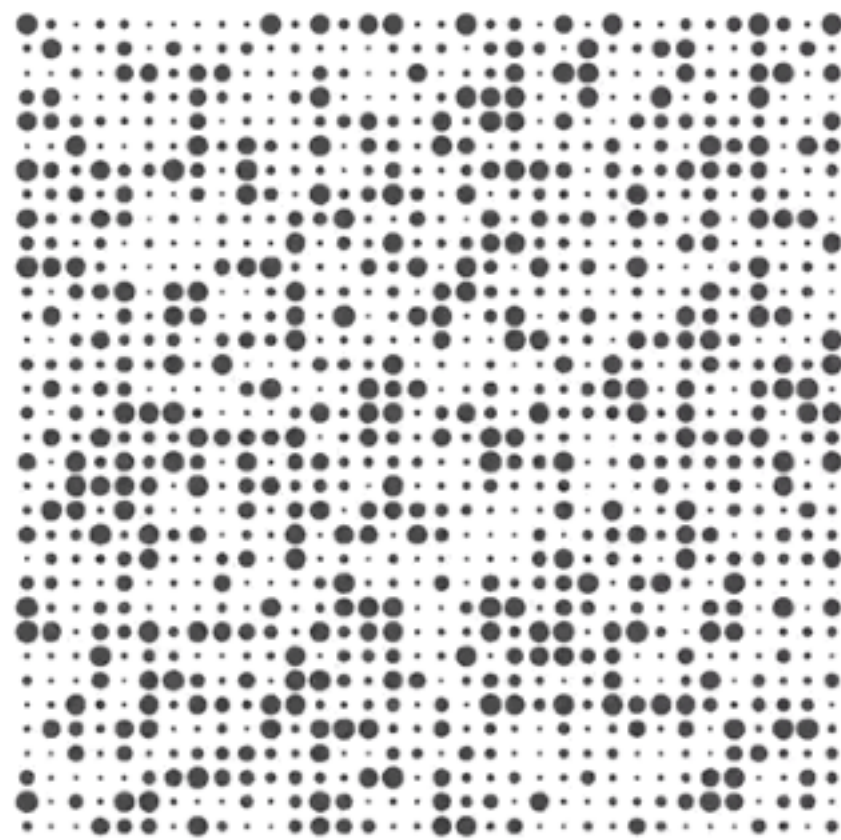













M o v e m e n t

# Static Canvas

- right now Canvas is static
- thinking in terms of a draw loop in the canvas  
like  Processing



```
// setup() runs once  
void setup() {  
    size(640, 360);  
}
```

```
// draw() runs continuously  
void draw() {  
    translate(width/2, height/2);  
    point(0, sin(t));  
    // increment values to animate  
    t++;  
}
```