

**DYNAMITE**  
**SHAPES, MOVEMENTS**

```
Parametric_Lines_2
19
20 translate(width/2, height/2);
21
22 for (int i = 0; i < NUM_LINES; i++) {
23     line(x1(t + i), y1(t + i), x2(t + i), y2(t + i));
24 }
25 t += 0.5;
26
27
28
29 float x1(float t) {
30     return sin(t / 10) * 100 + sin(t / 5) * 20;
31
32
33 float y1(float t) {
34     return cos(-t / 10) * 100 + sin(t/5) * 50;
35
36
37 float x2(float t) {
38     return sin(t / 10) * 200 + sin(t) * 2 + cos(t) * 10;
39
40
41 float y2(float t) {
42     return -cos(t / 20) * 200 + cos(t / 12) * 20;
43
```



FORMULA

Parametric Equations