function browmian(x,y){

var vx,vy;

var i;

var a;

for(i=0;i<1000;i=i+1){

a=360\*random();

vx=COS(a);

vy=SIN(a);

  line(x,y,x+vx,y+vy);

  x=x+vx;

  y=y+vy;

}

}

function randomline(x,y,r){

save();

translate(x,y);

rotate(random()\*400);

line(-r,0,r,0);

restore();

}

function hair(x,y){

var vx,vy;

var i;

var a;

for(i=0;i<1000;i=i+1){

a=noise(abs(x/width),abs(y/height))\*360;

vx=COS(a);

vy=SIN(a);

  line(x,y,x+vx,y+vy);

  x=x+vx;

  y=y+vy;

}

}

function projectile(x,y){

var vx,vy;

var ax,ay;

var i;

  vx=2\*(random()-0.5);

  vy=2\*(random()-0.5);

  ax=0;

  ay=0.01;

for(i=0;i<50;i=i+1){

  line(x,y,x+vx,y+vy);

  x=x+vx;

  y=y+vy;

  vx=vx+ax;

  vy=vy+ay;

}

}

Function noiseline(x,y,r){

save();

translate(x,y);

rotate(noise(abs(x/width),abs(y/height))\*400);

line(-r,0,r,0);

restore();

}