Brownian function

function randomColor(){

var randomColors=['teal','blue','purple','red','black','white'];

color(randomColors.random());

}

function randomMark(x,y){

var vx,vy

var i;

var a;

for(i=0;i<700;i=i+1){

a=360\*random();

vx=COS(a);

vy=2\*SIN(a);

// clear();

line(x,y,x+vx,y+vy);

x=x+vx;

y=y+vy;

}

}

function setup(){

loop();

}

function draw(){

var x,y;

x=width\*random();

y=height\*random();

randomColor();

randomMark(x,y);

}

Gravity function

var x,y;

var vx,vy;

var r;

var ax,ay;

function bounce(){

var e=0.95;

if (x>width-r)

vx=-e\*abs(vx);

if (x<r)

vx=e\*abs(vx);

if (y>height-r)

vy=-e\*abs(vy);

if (y<r)

vy=e\*abs(vy);

}

function setup(){

x=width\*random();

y=height\*random();

vx=2\*(random()-0.5);

vy=2\*(random()-0.5);

ax=0;

ay=0.01;

r=3;

loop();

}

function draw(){

//clear();

circle(x,y,r);

x=x+vx;

y=y+vy;

vx=vx+ax

vy=vy+ay;

bounce();

}

**Random Line**

**function mark (x,y,r){**

**save();**

**translate (x,y);**

**rotate (360\*random());**

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

**restore();**

**}**

**function setup(){**

**loop();**

**size(600,400);**

**}**

**function draw(){**

**var theColors=['teal','blue','purple','red','black'];**

**var x,y**

**x=random()\*600;**

**y=random()\*400;**

**color(theColors.random());**

**mark(x,y,30);**

**}**

**Function hair(x,y){**

**Var vx,vy;**

**Var I;**

**Var ang;**

**For(i=0;i<100;i=i+1){**

**Ang=noise(abs(x/width),abs(y/height))\*60;**

**Vx=1\*COS(a);**

**Vy=2\*SIN(a);**

**Line(x,y,x+vx,y+vy);**

**X=x+vx;**

**Y=y+vy;**

**}**

**}**

**Function randomNoise(x,y,r){**

**Save();**

**Translate(x,y);**

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

**Line(-r,0,r,0);**

**Restore();**

**}**