

Simulate a helium-filled balloon (two balloons) using forces and Pvectors (**The form of your balloons** is the letter of your **Name** and **Surname** use Box 3D or if you need and 2d primitives to do the letter).

The balloon will floating to the right (first) and left (second) and bouncing to the top of a the window. Can you add a wind force that changes over time perhaps according to Perlin noise (the wind will change the position of the balloon to the top). The balloon bouncing at the top of the window and stop slowly.

- To use Box 3D to do the letter 3D or you can use createShape() and vertex and combination of 2D primitives to do the letter.
- Add the wind that change a little the direction of the balloons
- Use Pvectors, forces.