

//Bridge lights

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1  //Bridge lights
2  if(lightsOn){
3      noStroke();
4      var radius = random(60, 62); //creates subtle glow effect
5      var fragmentRadius = radius/gradientStep;
6      var opacity; //creates flicker effect
7
8      //Glow
9      for(var i = gradientStep; i > 0; i--){
10         if(sunset == true){
11             opacity = random(1, 3);
12         } //glow intensity at sunset
13         if(night == true){
14             opacity = random(1, 2.1);
15         } //glow intensity at night
16         if(daylight == true || sunrise == true){
17             opacity = random(1, 2);
18         } //glow intensity at daylight and sunrise
19         var lerpDegree = i/gradientStep;
20         var startColor = color(247, 236, 109, opacity); //yellow
21         var endColor = color(247, 236, 153, opacity); //pale yellow
22         var currentColor = lerpColor(startColor, endColor, lerpDegree);
23         var currentRadius = i*fragmentRadius
24         if(night == true || sunset == true){
25             fill(currentColor);
26             ellipse(200, 262 - 4, currentRadius, currentRadius); //back light 1
27             ellipse(348, 222 - 4, currentRadius, currentRadius); //back light 2
28             ellipse(556, 220 - 4, currentRadius, currentRadius); //back light 3
29             ellipse(702, 275 - 4, currentRadius, currentRadius); //back light 4
30             ellipse(253, 258 - 4, currentRadius, currentRadius); //front light 1
31             ellipse(369, 214 - 4, currentRadius, currentRadius); //front light 2
32             ellipse(537, 213 - 4, currentRadius, currentRadius); //front light 3
33             ellipse(648, 269 - 4, currentRadius, currentRadius); //front light 4
34         } //decides when glow shows
35     } //gradient color
36     //Lightbulb
37     fill(color(247, 236, 101)); //yellow
38     ellipse(200, 262, 24, 16); //back light 1
39     ellipse(348, 222, 24, 16); //back light 2
40     ellipse(556, 220, 24, 16); //back light 3
41     ellipse(702, 275, 24, 16); //back light 4
42     ellipse(253, 258, 24, 16); //front light 1
43     ellipse(369, 214, 24, 16); //front light 2
44     ellipse(537, 213, 24, 16); //front light 3
45     ellipse(648, 269, 24, 16); //front light 4
46 } //lights on at night
47 if(!lightsOn){
48     fill(134, 138, 143); //grayish

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49     } //lights not on at daylight
50     //Lightbulb
51         ellipse(200, 262, 24, 16); //back light 1
52         ellipse(348, 222, 24, 16); //back light 2
53         ellipse(556, 220, 24, 16); //back light 3
54         ellipse(702, 275, 24, 16); //back light 4
55         ellipse(253, 258, 24, 16); //front light 1
56         ellipse(369, 214, 24, 16); //front light 2
57         ellipse(537, 213, 24, 16); //front light 3
58         ellipse(648, 269, 24, 16); //front light 4
```