P5.js Sketch

<http://alpha.editor.p5js.org/orlayang/sketches/HJ7eskqeG>

// Interactive kaleidoscope

function setup() {

createCanvas(400, 400);

}

function draw() {

background(255);

rectMode(CENTER);

fill(100,0,0,50);

rect(-mouseX/2+300,-mouseY/2+400,90,70);

rectMode(RADIUS);

noStroke();

fill(255,255,0);

rect(mouseX, mouseY, mouseX/10, 50);

noStroke();

fill(random(0,255),random(0,255),255);

rect(-mouseX+400,-mouseY+400,20,20);

ellipseMode(RADIUS); // Set ellipseMode is CORNER

fill(random(0,255),random(0,255),255); // Set fill to white

ellipse(-mouseX/8+150, -mouseY/4+200,50, 50);

ellipseMode(RADIUS); // Set ellipseMode is CORNER

fill(150,150,80); // Set fill to white

ellipse(-mouseX/2+400, -mouseY/2+400,mouseY/8+30, mouseY/8+30);

ellipseMode(CORNER); // Set ellipseMode is CORNER

fill(255,random(0,255),random(0,255)); // Set fill to white

ellipse(-mouseX/2+200, -mouseY/4+200, 70, 70);

fill(random(0,255),150,150);

triangle(30+mouseX, 75-mouseY+400, 58+mouseX, 20+mouseY/2, 86+mouseX, 75+mouseY/2);

fill(150,100,random(0,255));

triangle(30+mouseX/3+sin(mouseX), 75+mouseX/3+sin(mouseX), 58+mouseX/3+sin(mouseX), 20+mouseX/3+sin(mouseX), 86+mouseX/3+sin(mouseX), 75+mouseX/3+sin(mouseX));

}