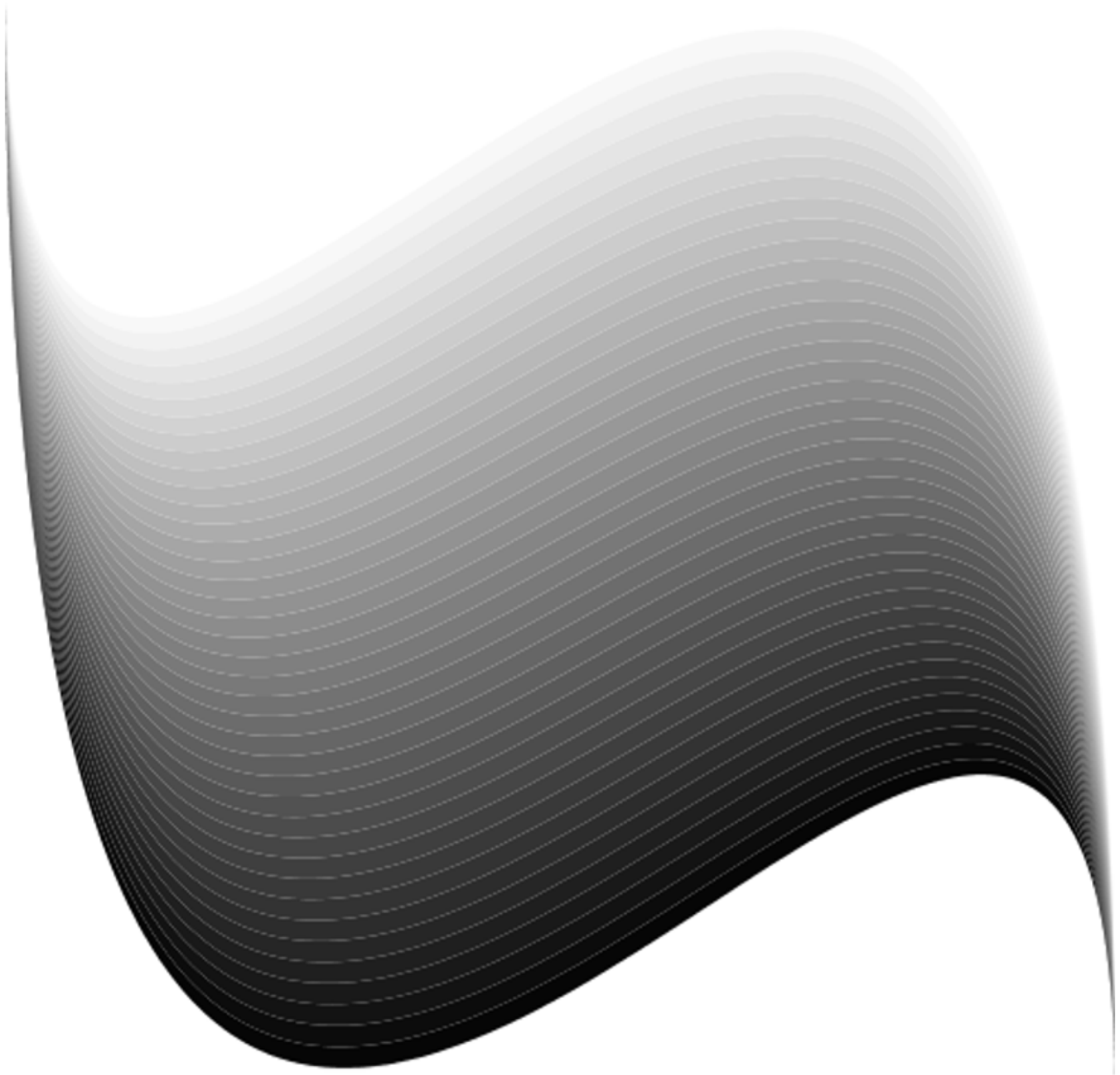
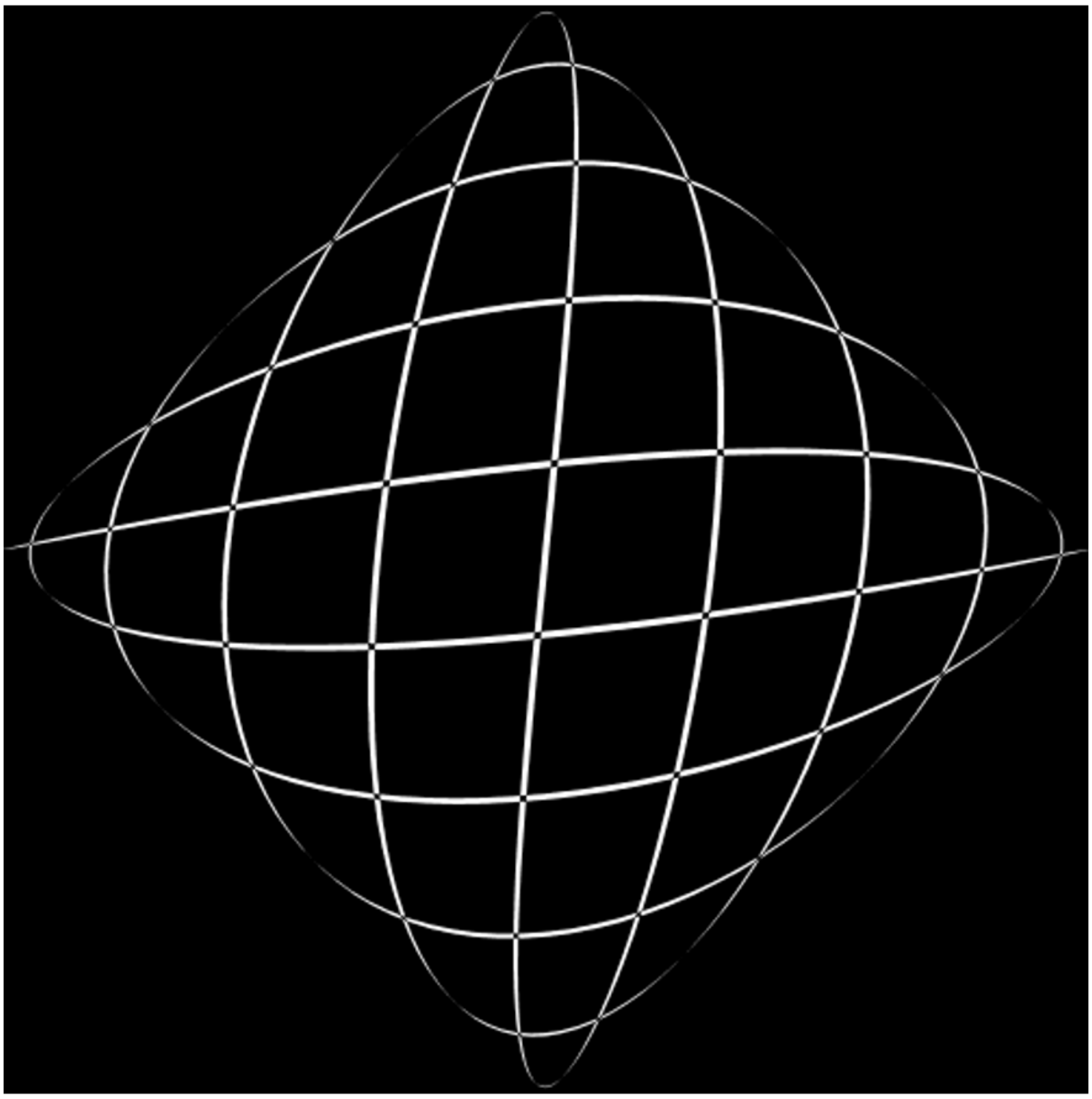
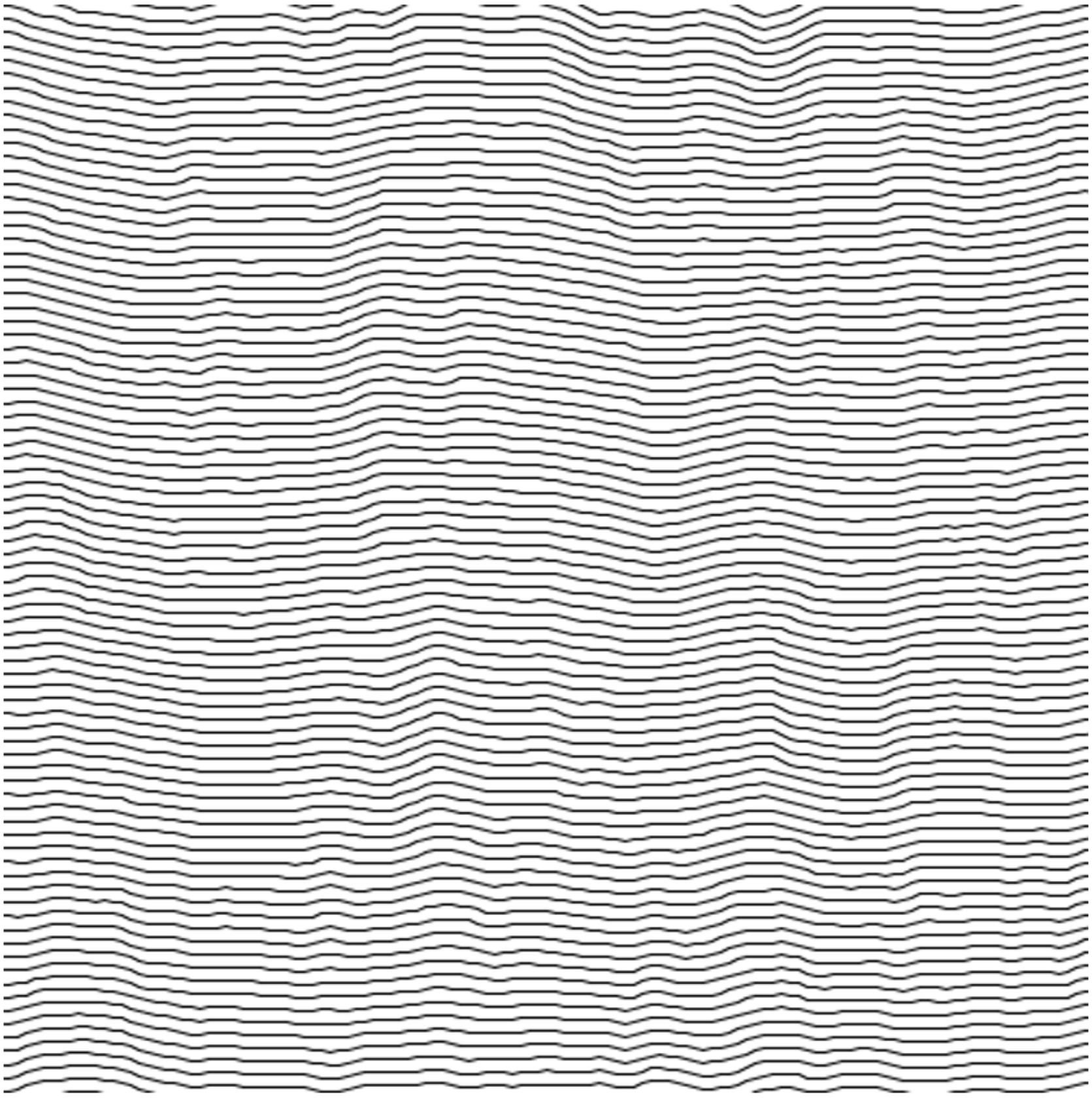


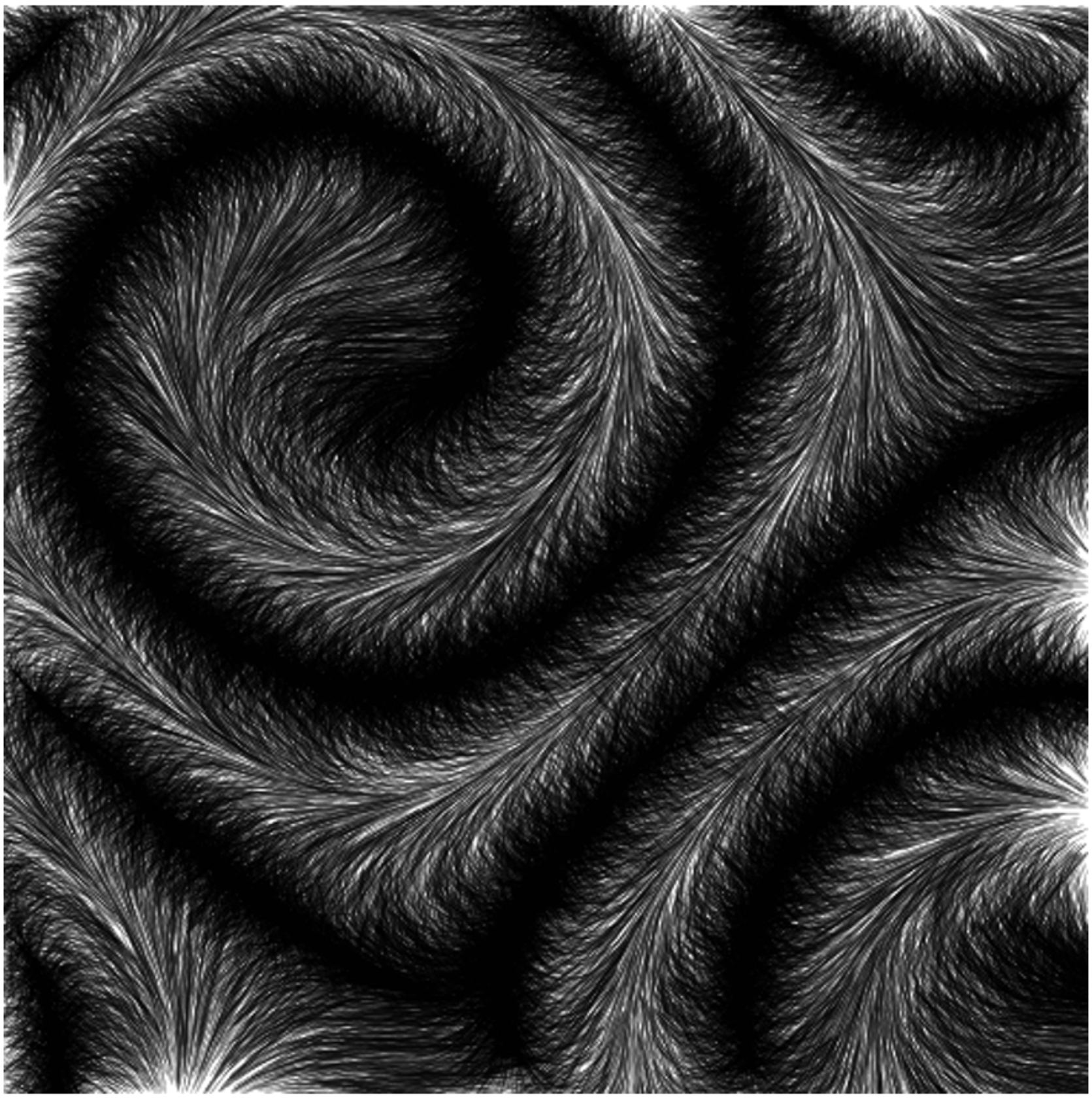
```
size(500, 500);
background(255);
noStroke();
for (float i=0; i<1-.025; i+=.025) {
  fill(lerp(255, 0, i));
  beginShape();
  vertex(0, 0);
  bezierVertex(0, lerp(500, 1050, i),
  500, lerp(-550, 0, i), width, height);
  bezierVertex(500, lerp(-550, 0, i+.025),

  0, lerp(500, 1050, i+.025), 0, 0);
  endShape(CLOSE);
}
```



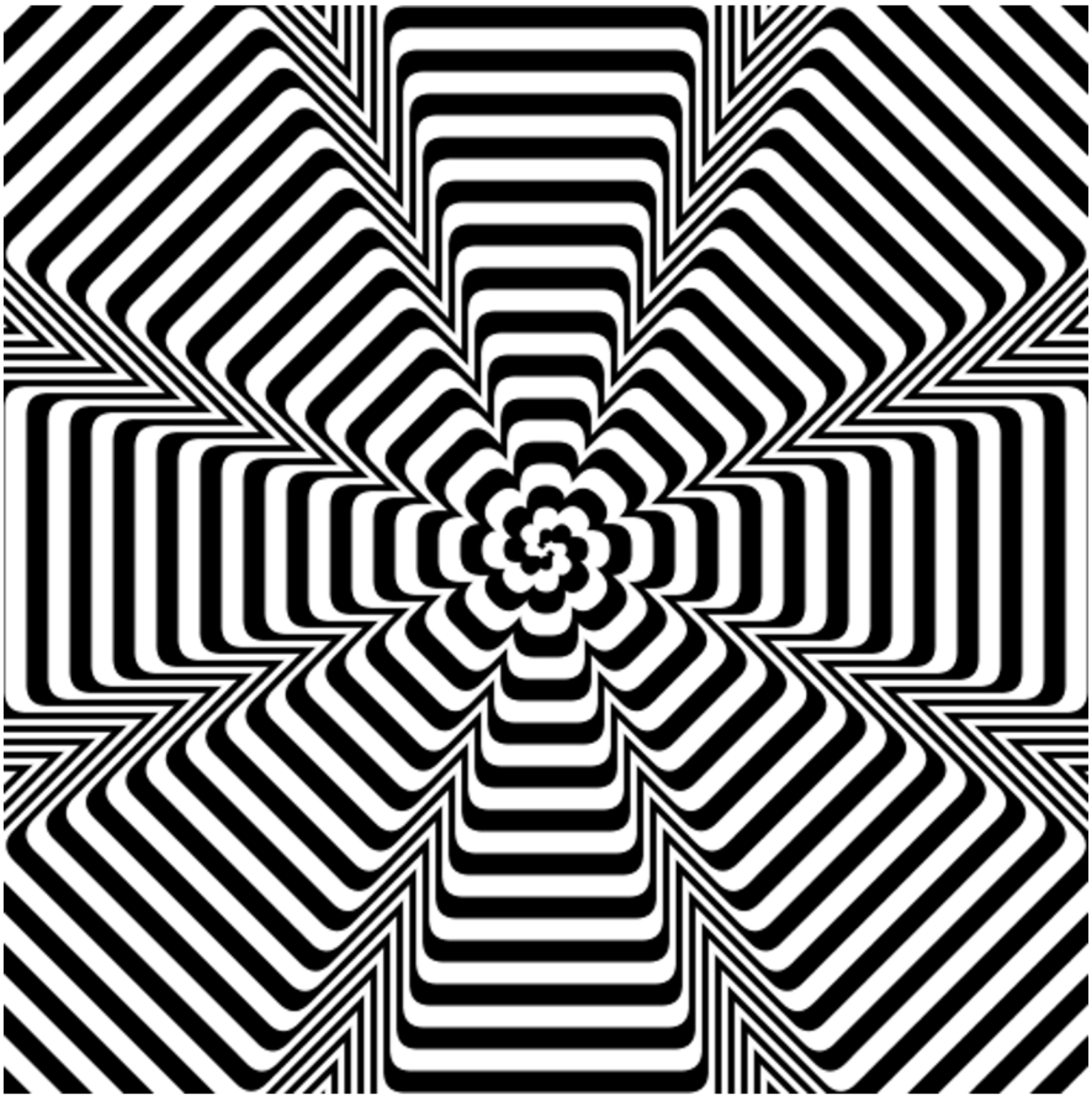
```
size(500, 500);
background(0);
noStroke();
translate(250, 250);
beginShape();
float r=0;
for (float a=0; a<TAU; a+=TAU*.001) {
  r+=TAU*.01;
  float x= cos(a)*cos(r)*250;
  float y=sin(a)*sin(r)*250;
  vertex(x, y);
}
endShape();
```



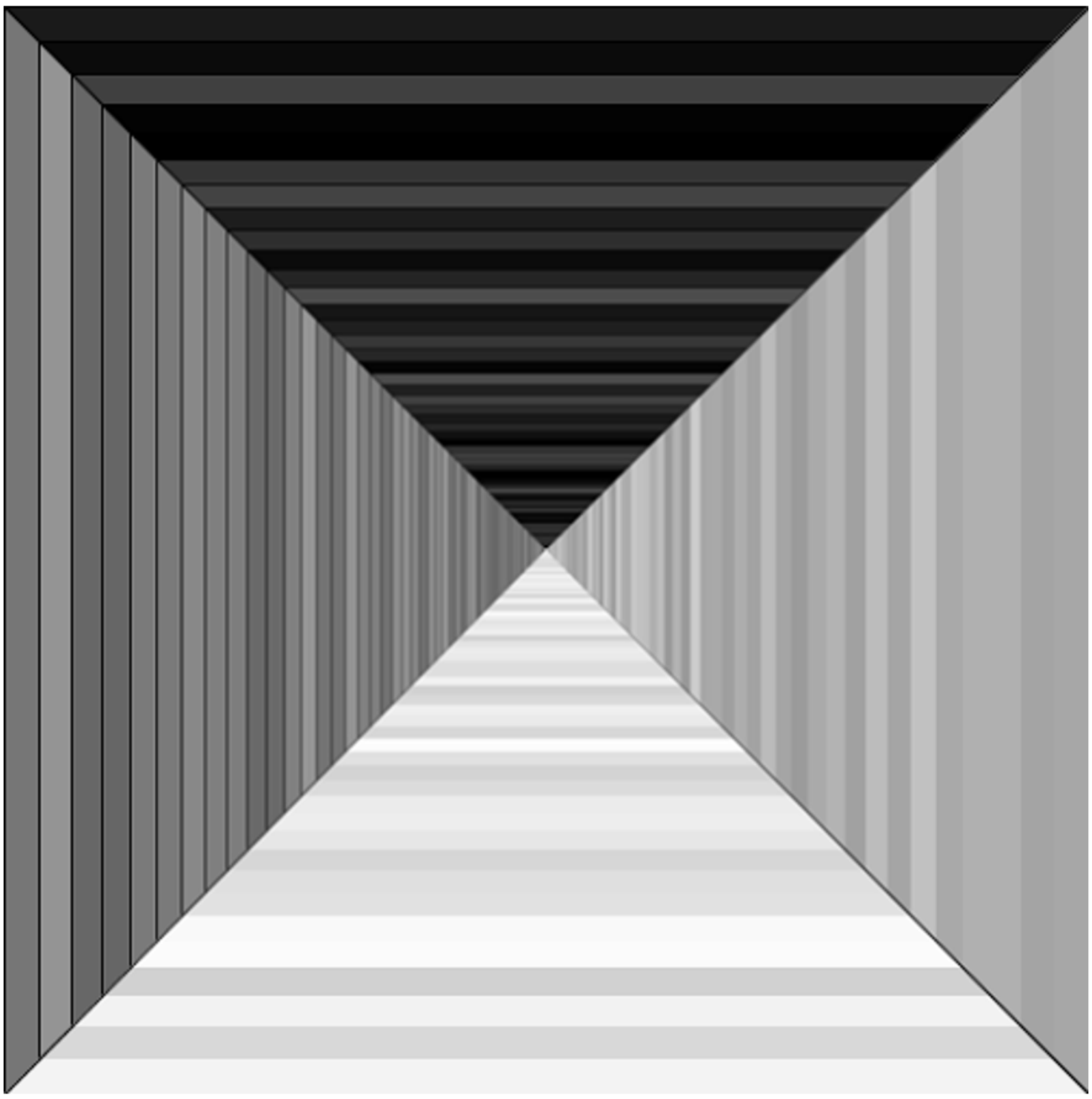
```
size(500, 500);
background(255); noFill();
stroke(0);
for (float y=-12; y<520; y+=6) {
  beginShape();
  for (int x=-10; x<530; x+=4) {
    float o=noise(x*.01, y*.0015)*50-25;
    vertex(x, y+o);
  }
  endShape();
}
```



```
size(500, 500);
strokeWeight(.25);
int i=50000;
background(255);
while (i>0) {
  i--;
  float x=random(500), y= random(500),
v=(sin(x*0.01)+sin(y*0.01))*TAU;
  translate(x, y);
  rotate(v);
  line(0, 0, random(30)+30, 1);
  resetMatrix();
}
```

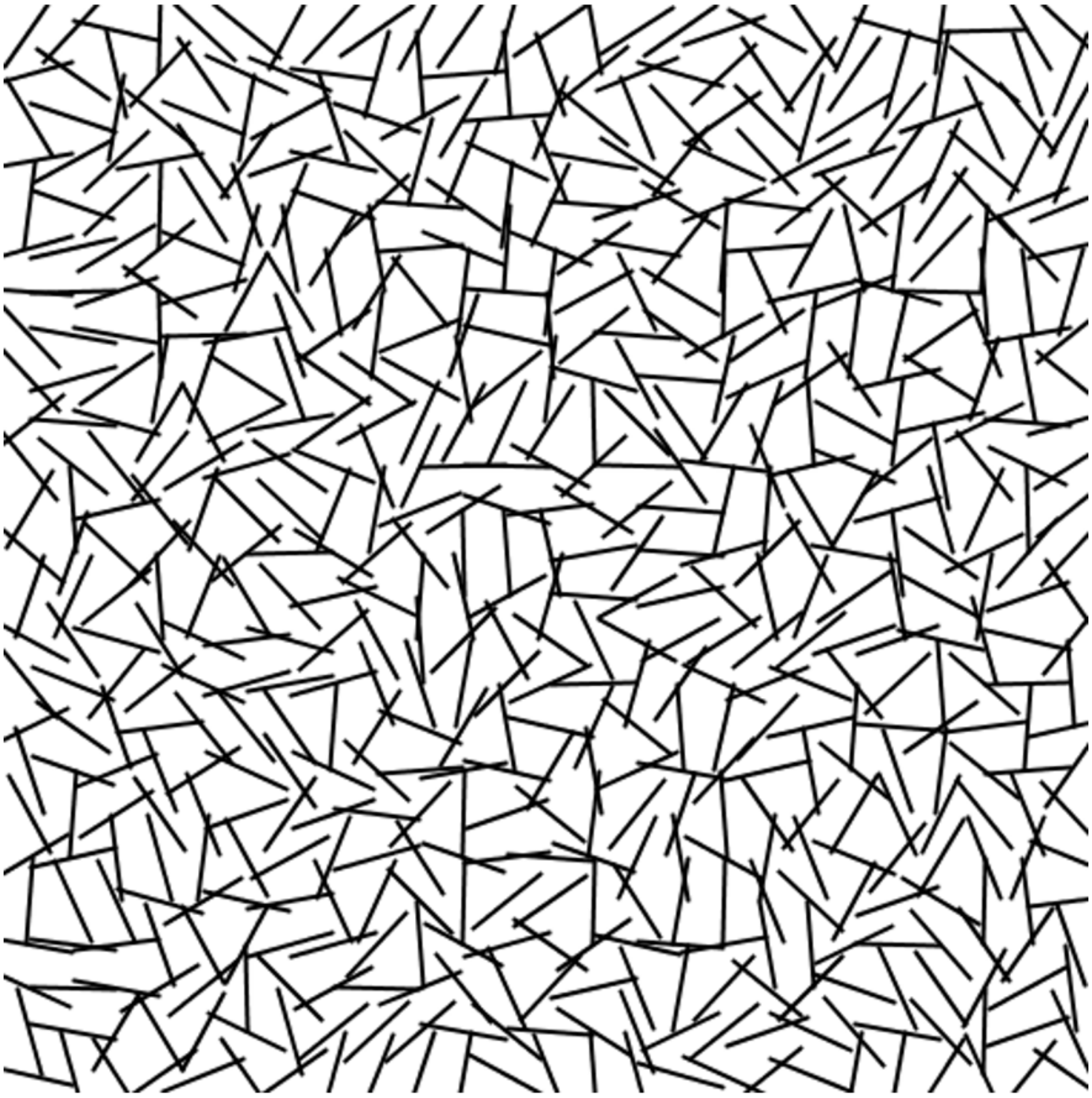


```
size(500,
500);background(255);rectMode(CENTER);
translate(250,250);noStroke();boolean
c=true;
for(float h=999;h>0;h-=10){c=!c;
fill(c?255:0);c=!c;
rect(0, 0, h, h*.3,10);
fill(c?255:0);
  rotate(PI/2);
  rect(0, 0, h, h*.3,10);
  rotate(PI/4);
}
```

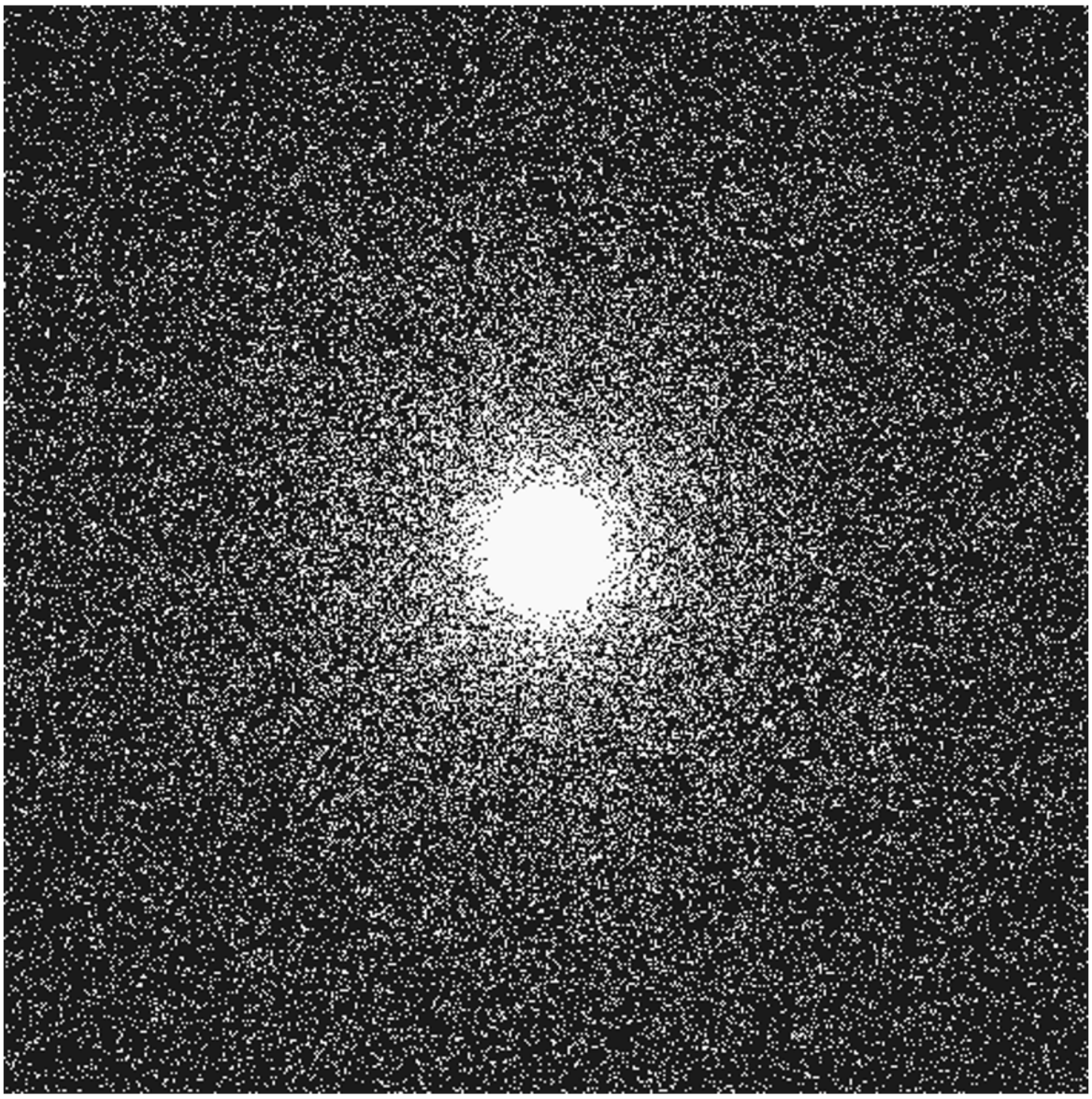


```
size(500, 500);
float c=500, m=250, a=0;
colorMode(1, 1);
while (a<99) {
  a++;
  PImage i=copy();
  fill(random(0, .3));
  triangle(0, 0, c, 0, m, m);
  fill(random(.6, .8));
  triangle(c, 0, m, m, c, c);
  fill(random(.4, .6));
  triangle(0, 0, 0, c, m, m);
  fill(random(.8, 1));
  triangle(0, c, c, c, m, m);
  image(i, 16, 16, c-32, c-32);
}
```

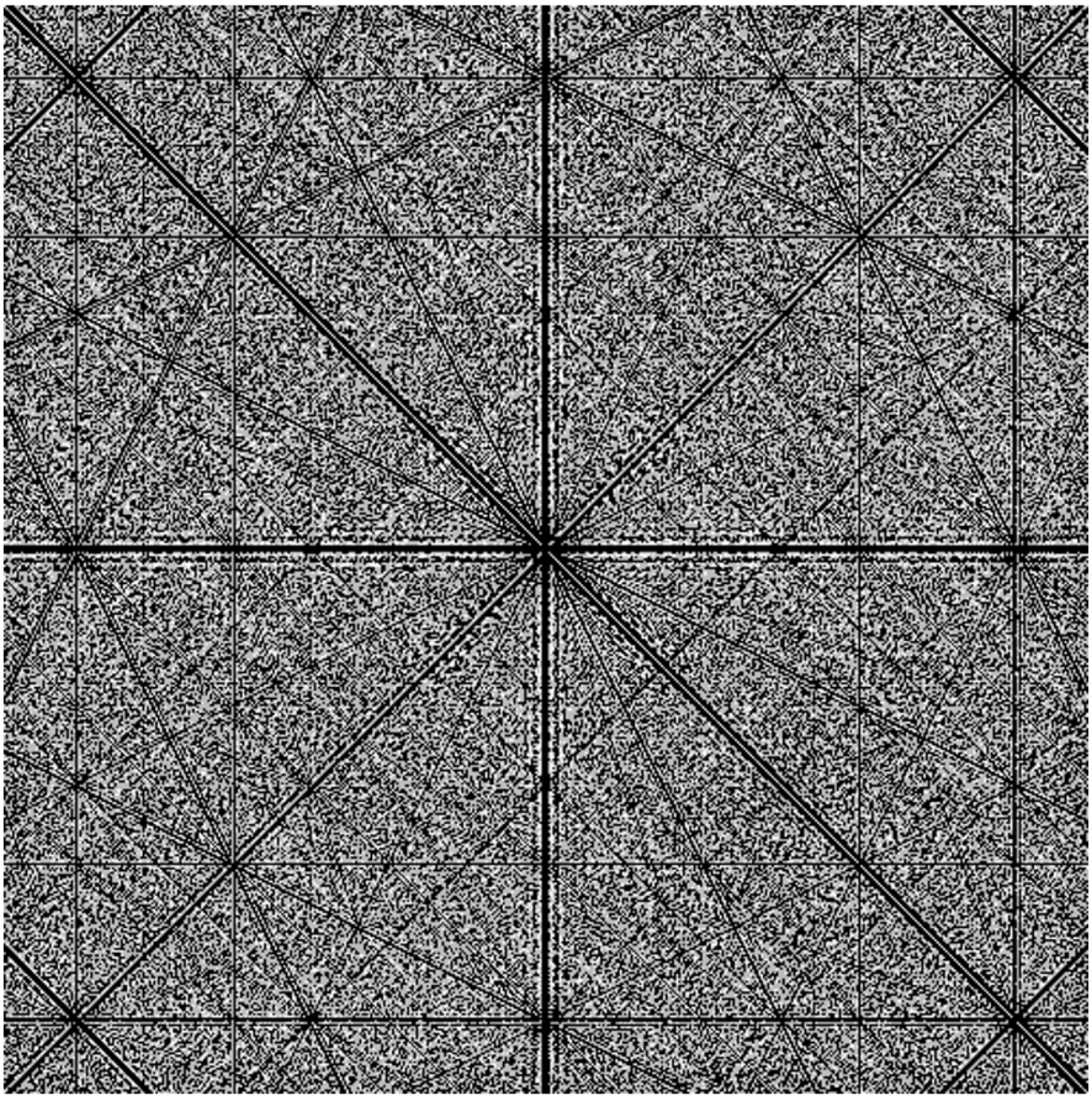
```
size(500, 500);
noFill();
background(0);
translate(250, 250);
float t=1;
stroke(255);
while (t<710) {
  filter(BLUR);
  rotate(random(TAU));
  t*=1.03;
  strokeWeight(map(t, 0, 710, 0.001, 16));
  float s=random(TAU);
  arc(0, 0, t, t, s, s+PI*1.5);
}
filter(THRESHOLD);
```



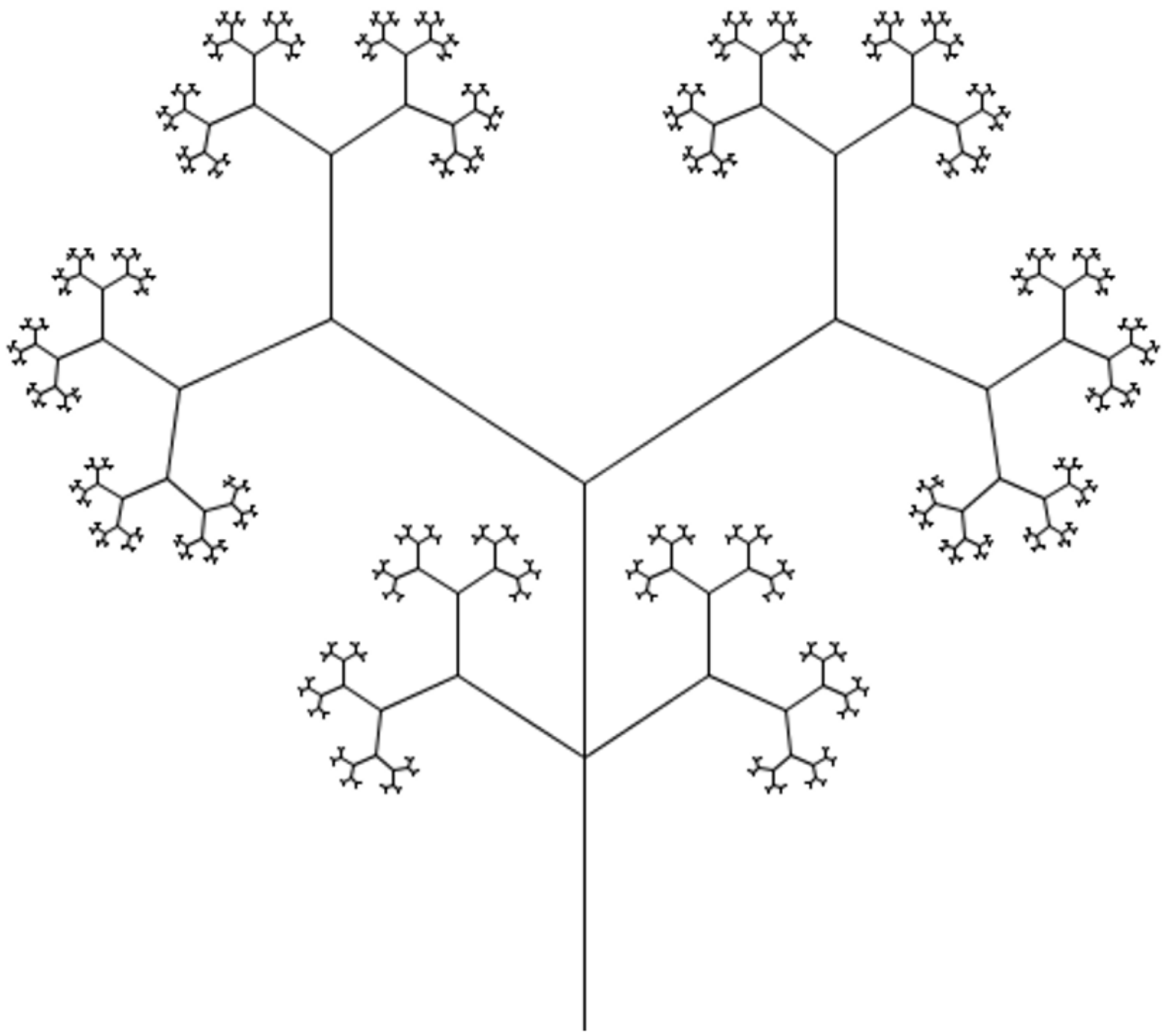
```
size(500,500);strokeWeight(2);
rect(0,0,500,500);background(255);
for(int a=0;a<25*25;a++){
  translate(12+(a%25)*20,12+(a/25)*20);
  rotate(random(TAU));
  line(-20,0,20,0);
  resetMatrix();
}
```



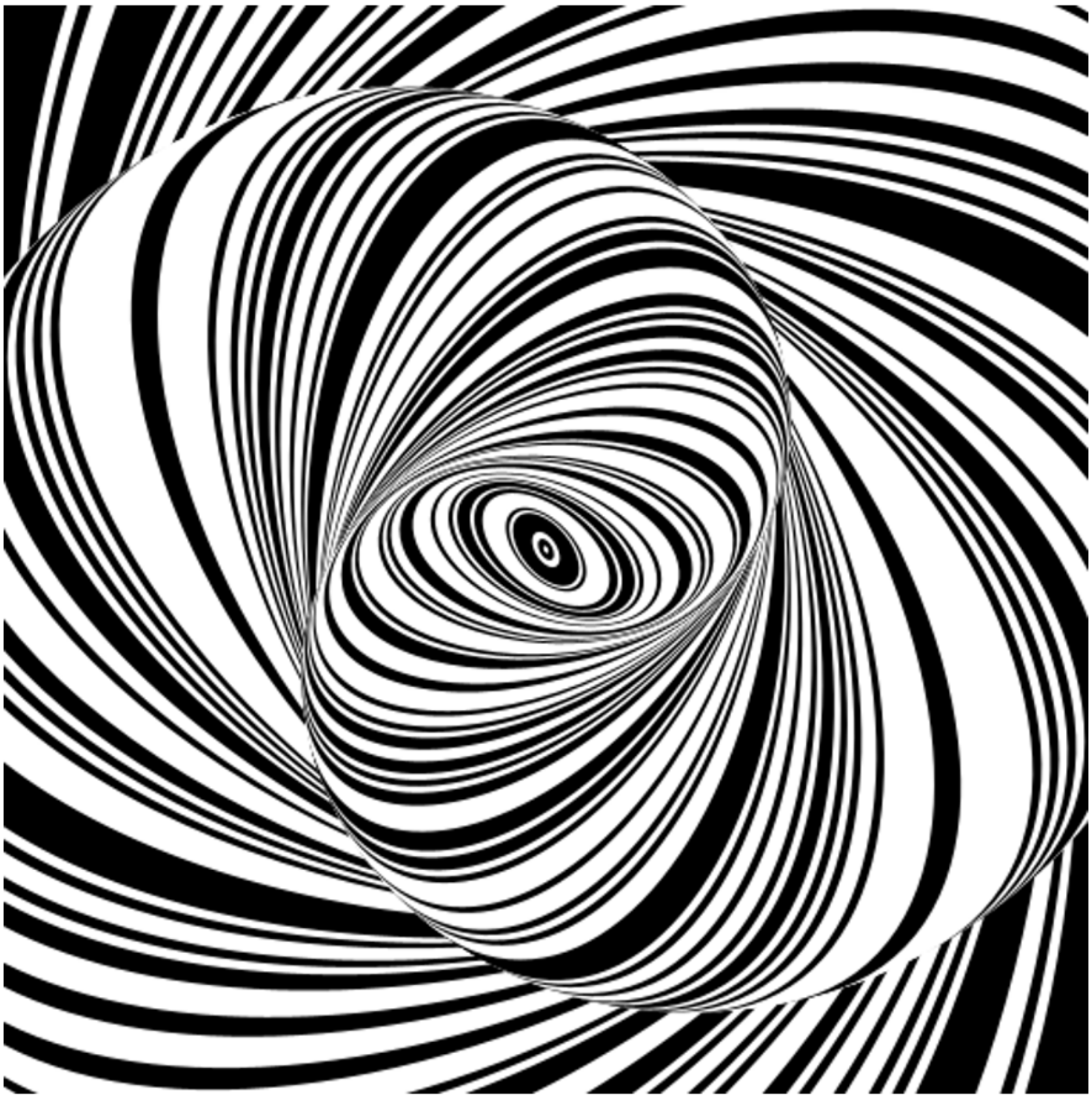
```
size(500, 500);
noStroke();
for (int x=0; x<500; x++) {
  for (int y=0; y<500; y++) {
    float d=dist(x, y, 250, 250);
    float c = random(map(d, 0, 354, 0,
255));
    if (c<20) {
      stroke(255);
    } else {
      stroke(0);
    }
    point(x, y);
  }
}
```



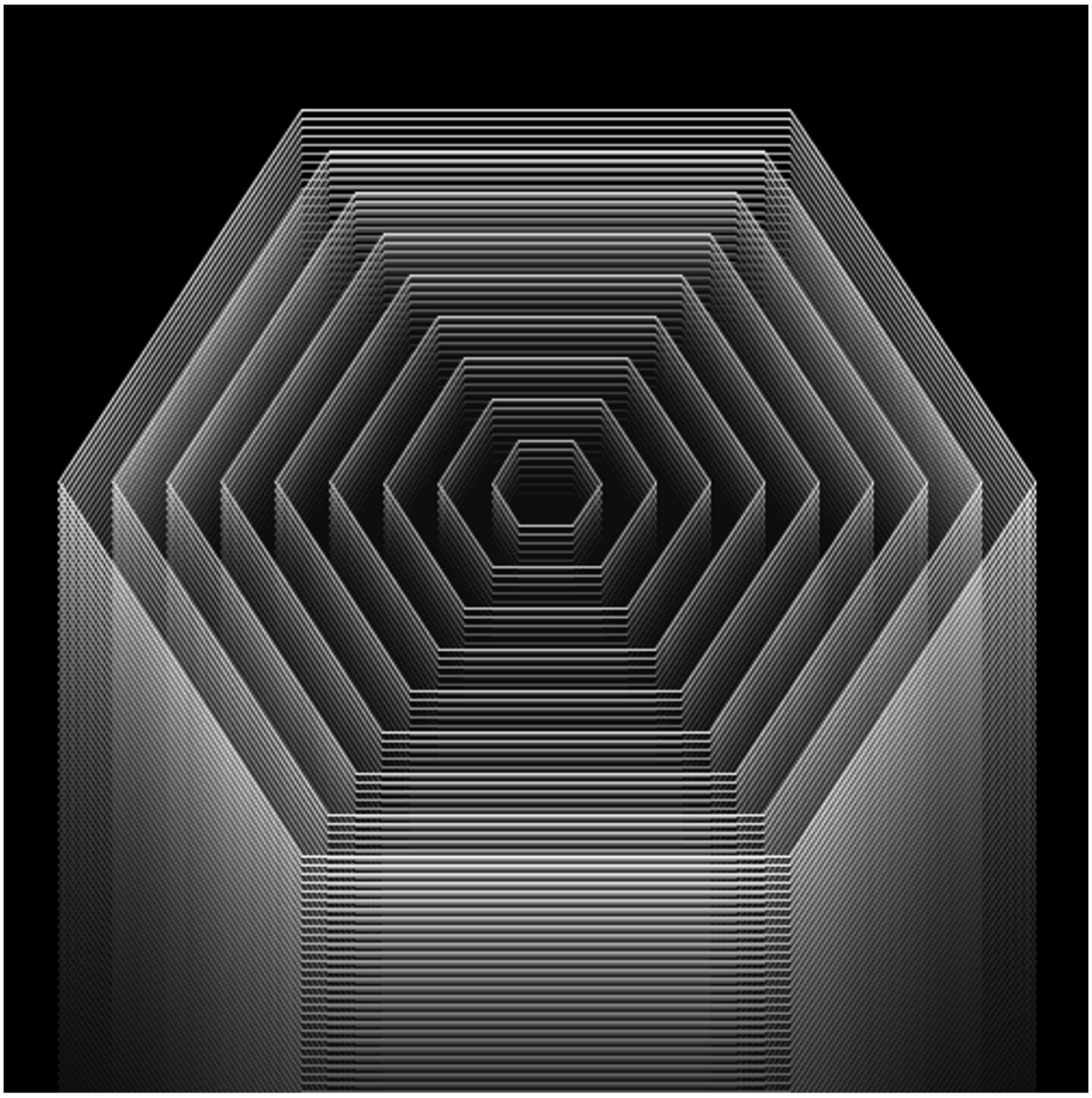
```
size(500, 500, P3D);
stroke(255);int w=500,p=9;
strokeWeight(.5);
background(0);
translate(250, 250);
for (int x=-w; x<w; x+=p) {
  for (int y=-w; y<w; y+=p) {
    for (int z=-w; z<w; z+=p) {
      point(x, y, z);
    }
  }
}
```



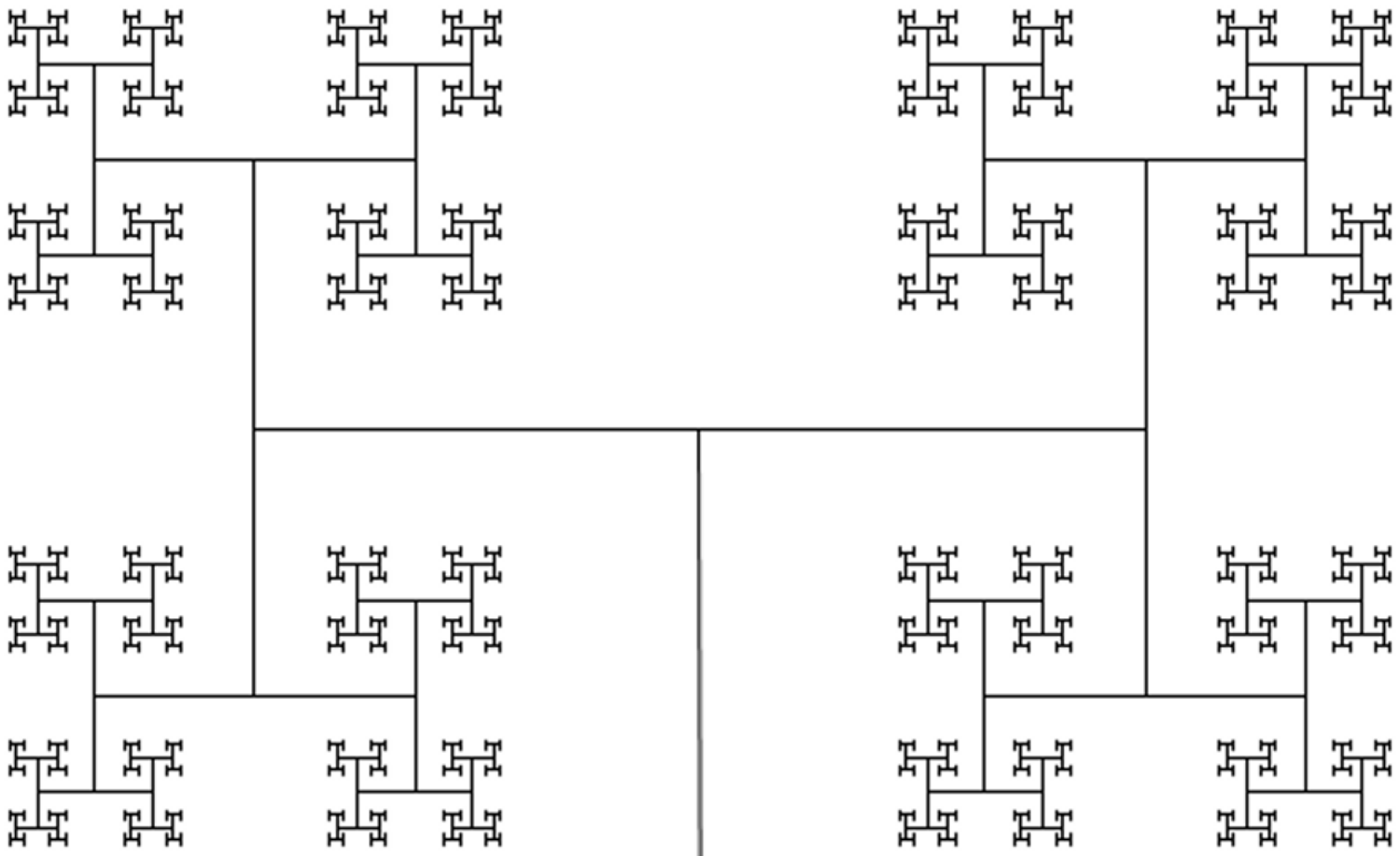
```
void setup() {
  size(500, 500);
  background(255);
  translate(250, 500);
  rotate(PI*1.5);
  b(0, 0, 0, 110);
  b(0, 0, 0, 220);
}
void b(float x,float y,float a,float t){
  float x2=x+cos(a)*t, y2=y+sin(a)*t;
  line(x, y, x2, y2);
  t*=.55;
  if (t>1) {
    b(x2, y2, a-1, t);
    b(x2, y2, a+1, t);
  }
}
```



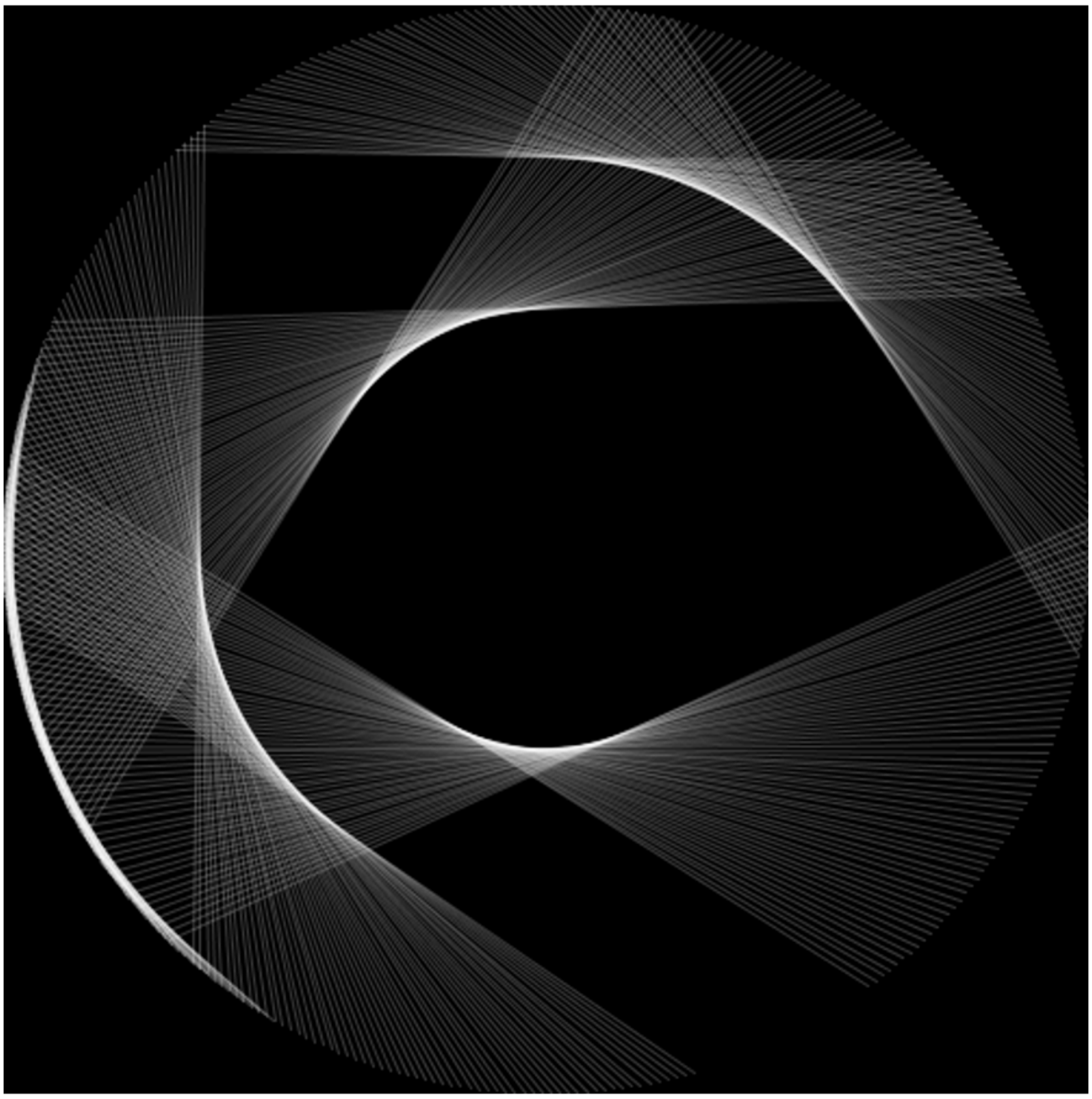
```
size(500,500);
background(0);noStroke();
translate(250,250);
for(int
diametre=720;diametre>0;diametre-=2){
  fill(random(2)<1?0:255);
  ellipse(0,0,diametre,diametre*1.8);
  rotate(.025);
}
```



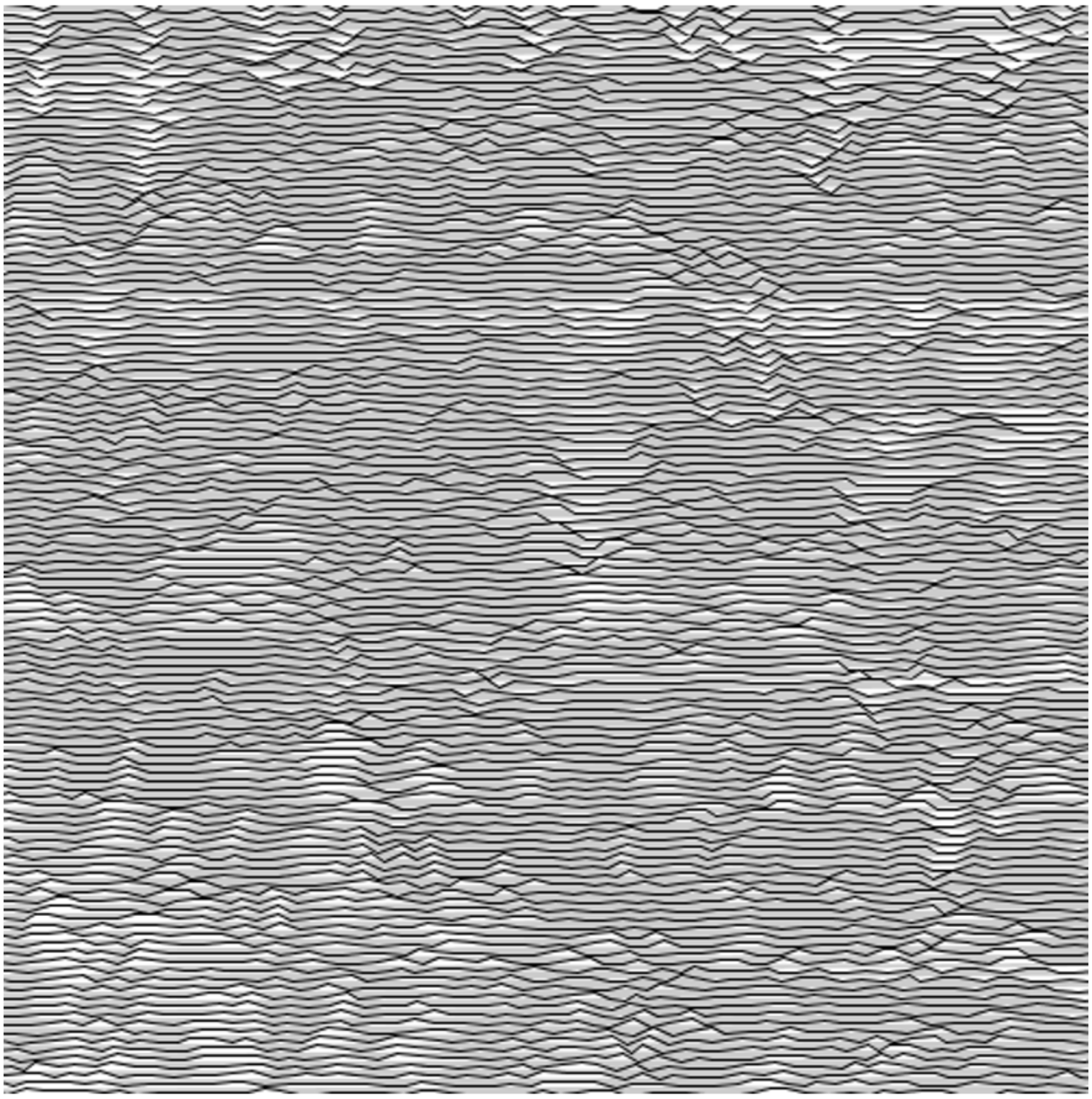
```
size(500, 500);
background(0);
stroke(255);
fill(0, 9);
for (int y=0; y<99; y++) {
  image(copy(), 0, 4);
  square(-1, -1, 502);
  for (int a=1; a<10; a++) {
    beginShape();
    for (float t=0; t<TAU; t+=PI/3) {
      float x=250+cos(t)*25*a;
      float yy=220+sin(t)*22*a;
      vertex(x,yy);
    }
    endShape(CLOSE);
  }
}
```



```
void setup() {
  size(500, 500);
  background(255);
  b(250, 500, -PI*.5, 265);
}
void b(float x, float y, float a, float
t){
  float x2=x+cos(a)*t, y2=y+sin(a)*t;
  line(x, y, x2, y2);
  t*=.6;
  if (t>1) {
    b(x2, y2, a-PI/2, t);
    b(x2, y2, a+PI/2, t);
  }
}
```



```
size(500,
500);background(0);float[][]f={};
float l, k, t, n=60;
int a=0, i, c=250;
stroke(255, n);
while (a<12) {
  l=random(TAU);
  float[]b={l, 1/n};
  f=(float[][])append(f, b);a++;
}
a=0;
while (a<n) {
  beginShape(5);i=0;
  while (i<12) {
    t=f[i][0]+f[i][1]*a;
    vertex(c+cos(t)*c, c+sin(t)*c);
    i++;
  }
  endShape();a++;
}
```



```
size(500, 500);int d=280, i=0;
float[]l=new float[d];float o, f;
while (i<d) {l[i]=0;i++;}
for (int y=-50; y<520; y+=4) {
  o=-15;beginShape();
  for (int x=0; x<d; x+=4) {
    f=l[x];f*=.96;
    if (random(10)<1) {
      f=-random(2, 5);
    }
    l[x]=f;
    o=constrain(o+random(-3, 3), -20, 0);
    vertex(o+x*2, y+f);
  }
  endShape();
}
```