ddd

```
int numf = 203;
int numc = 0;
int num = 500;

int r[] = new int[num];
int y[] = new int[num];
int d[] = new int[num];
boolean fadeout = true;

PImage[] img = new PImage[numf];

void setup(){

size(900,600);
frameRate(18);

for (int i = 0; i < numf; i++) {
  String imageName = nf(i,3) + ".png";
  img[i] = loadImage(imageName);
  img[i].resize(0,83);
}
 for(int i = 0; i< r.length; i++){
   r[i]=(int)random(width);
   y[i]=(int)random(height);
   d[i]=(int)random(20);
 }
}

void draw(){
 if(fadeout == true) {

   //noStroke();
  fill(0);
  rect(0,0,width*5,height*5);
}
```

```
if(fadeout == false){
  background(0);
}
numc = (numc+1) % numf;  // Use % to cycle through frames
int offset = 0;
for (int x = 0; x < width; x += img[0].width) {

  image(img[(numc+ offset) % numf], x, 200);
  offset+=2;
  image(img[(numc+offset) % numf], x, height/2);
  offset+=3;
  image(img[(numc+offset) % numf], x, 100);
  offset+=4;
  image(img[(numc+offset) % numf], x, 0);
  offset+=5;
  image(img[(numc+offset) % numf], x, 400);
  offset+=6;
  image(img[(numc+offset) % numf], x, 500);
  offset+=7;

 }

}
```