```
working_on_it_for_loop
float x = 0;
int vn = 30;
float ln;
boolean fadeout = true;

void setup(){
 size(700,450);
 frameRate(10);
 background(255);
}

void draw(){

if(fadeout == true) {

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

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

 if(fadeout == false){
  background(255);
 }

  for (int i = 50; i <= 450; i+=50){
   fill(random(0,255),255,255,random(0,255));
   //line(0,i,width,i);


   for (int j =50; j <= 700 ; j+=50){
    fill(random(0,255),2,2,random(0,255));
    //line(j,0,j,height);
```

```
  noStroke();

  float angleRange = i*j;
  float angle = radians(random(-angleRange, angleRange));

pushMatrix();
  translate(width/2,height/2);
  rotate(angle);
  rectMode(CENTER);
  rect(j,i,10,10);
  rotate(angle);
  ellipse(j,i,10,10);
  noFill();
popMatrix();

}
}
  saveFrame("line-######.png");
}
```