bgb

```
import processing.video.*;
import peasy.PeasyCam;

Movie mym;
PeasyCam cam;


void setup(){
   size(1000,480,P3D);
  smooth(100);
cam = new PeasyCam(this,600);
mym= new Movie(this,"v.mov");
//frameRate(60);
mym.loop();
}

void draw(){
 background(0);
 if(mym.available()==true);
 mym.speed(0.4);
 mym.read();

 pushMatrix();
 translate(-mym.width/2.0,-mym.height/2.0);
 heightMap(10,500);
 popMatrix();
}

void heightMap(int gridSize, float depth){

 strokeWeight(random(1,2));
 noFill();

 for(int y = 0 ; y < mym.height; y+=gridSize/5){
   beginShape();
```

```
for (int d = gridSize; d<mym.height;d+=depth){

 for(int x = 0 ; x < mym.width; x+=gridSize/5){

  color c = mym.get(x,y);
  float z = map(brightness(c),0,255,sin(tan(-depth*2))*2, depth*2);

//tint(brightness(x),saturation(x*y));
//fill(c);
pushMatrix();
translate(x,y,z);

arc(x,y,random(gridSize*d,gridSize*3),random(gridSize*d,gridSize*3),HALF_
PI,PI);
rotate(random(3,PI));
//rotate(random(3));
//ellipse(x,y,gridSize,gridSize);
//vertex(x,y,z);
popMatrix();

stroke(c);
//vertex(x,y,z);
 }
 }
 endShape();
  beginShape();
 for (int d = gridSize; d<mym.height;d+=depth){

  for(int x = 0 ; x < mym.width; x+=gridSize/5){

   color c = mym.get(x,y);
   float z = map(brightness(c),0,255, -depth*2,sin(tan(depth*2))*2);

//tint(brightness(x),saturation(x*y));
//fill(c);
pushMatrix();
```

```processing
        translate(x,y,z);

        arc(x,y,random(gridSize*d,gridSize*3),
        random(gridSize*d,gridSize*3),HALF_PI,PI);
        rotate(random(3,PI));
        //rotate(random(3));
        //ellipse(x,y,gridSize,gridSize);
        //vertex(x,y,z);
        popMatrix();

        stroke(random(220),random(20),60,random(0,100));
        //vertex(x,y,z);
      }
      }
      endShape();


    }
    }




  void keyPressed(){
   if(key == 's'){
     println("Saving...");
     save("screen_####.jpg");
     println("Done saving.");
   }
  }
```