Silence :: Awareness :: Existence

(or how to make them interact)

```
float silence;
float awareness;
float existance;
float p,j;
float a;
float diam;
float x,y;
float xx;
float yy;
float rot;
PImage being;
PImage place;

void setup(){
  size (900,507);
  being=loadImage("being.png");
  place=loadImage("place.jpg");
  background(place);
  smooth();
  frameRate(24);
}

void draw(){
  silence=random(200,255);
  awareness=random(25,175);
  existance=random(255);
  a=random(100,200);
  diam=random(5,50);
  x=random(width);
  y=random(height);
  xx=random(0.0);
  yy=random (width/2.0);
  rot= random(0.0);
  noStroke();

  fill(silence,awareness,existance,a);
  ellipse(x,y,diam,diam);
  rectMode(CENTER);
  stroke(250,250,5,diam);
  fill(existance/2,awareness+100,silence,a+50);
  rect(x-25,y+25,diam/2,diam/2);
  stroke(250,250,250,diam);
  fill(existance,awareness,silence,25);
  rect(x+25,y-50,5,100);
  translate (p,j);
  rotate(rot-p);
  image(being,250,250);
  p+=0.5;
  rot+=0.01;
  if (p>width){
    p=0;
  }
  if (p>width){
    image(being,250,250);
  }
  if(j>height){
    image(being,250,250);
  }
}

void mousePressed(){
background(place);
}
```