

04 Animation

Animation

The setup function will only run once. It basically draws the background of your project. If you want to make things change, you need a second function, the “draw” function. This will repeat over and over (every frame, something like 30 or 60 times a second). Here is an example.

```
void setup() {
  // creates a window that is 800px wide and 600px high.
  size(800, 600);
  background(255); // Color the background white
}

void draw() {
  circle(mouseX, mouseY, 50);
}
```

This code draws a new circle every frame at the current position of your mouse.

Things to Try

1. Move the “background” method from **setup** to **draw**. What happens? Why?
2. Draw a line wherever you move your mouse with this code:

```
line (pmouseX, pmouseY, mouseX, mouseY)
```

(Hint: pmouseX, and pmouseY stand for “previous mouse X” and “previous mouse Y”.)