

```
int x = -0;
int y = -0;
//offset of X and Y
int offsetX = 168;
int offsetY = 161;

void setup(){
    size(500,500);
    background(255,255,255);
}

void draw(){
stroke(random(0,255),random(0,255),random(0,255));
strokeWeight(random(1,10));

x = x +offsetX;
y = y +offsetY;
line (x+140,y+132,x+210,y+63);
line (x+210,y+63,x+257,y+117);
line (x+257,y+117,x+260,y+70);
line (x+260,y+70,x+270,y+28);
line (x+270,y+28,x+372,y+62);
line (x+372,y+62,x+304,y+128);
line (x+304,y+128,x+359,y+134);
line (x+359,y+134,x+400,y+157);
line (x+400,y+157,x+353,y+171);
line (x+353,y+171,x+375,y+222);
line (x+377,y+225,x+275,y+188);
line (x+275,y+188,x+260,y+280);
line (x+260,y+280,x+224,y+250);
line (x+224,y+250,x+189,y+173);
line (x+189,y+173,x+232,y+160);
line (x+232,y+160,x+201,y+138);
line (x+201,y+138,x+140,y+132);
line (x+150,y+126,x+181,y+121);
line (x+172,y+100,x+193,y+126);
//Wings
strokeWeight(1);
line (x+296,y+60,x+346,y+77);
line (x+289,y+83,x+326,y+96);
line (x+283,y+106,x+309,y+116);
line (x+273,y+128,x+290,y+139);
line (x+303,y+130,x+273,y+149);
line (x+259,y+119,x+245,y+128);
line (x+240,y+193,x+265,y+217);
line (x+229,y+211,x+260,y+251);
line (x+275,y+190,x+353,y+171);
line (x+326,y+183,x+362,y+197);
line (x+304,y+129,x+350,y+171);

ellipse(x+202,y+98,5,5);
noFill();
```

```
ellipse(x+202,y+98,15,15);

if(x>600 || x<-200){
    offsetX = -offsetX;
}

if(y>500 || y<-1){
    offsetY = -offsetY;
}
saveFrame("###.jpg");
}

void keyPressed(){
    if(key == ' '){
        saveFrame("###.jpg");
    }
}
```