

```
let circles = [];  
let group1 = [];  
let group2 = [];  
let speedX = 2;  
let speedY = 1;  
  
function setup() {  
  createCanvas(600, 400);  
  // Gruppe 1: Bewegt sich synchron (gemeinsames Schicksal)  
  for (let i = 0; i < 6; i++) {  
    group1.push(new MovingCircle(random(100, 300), random(100, 300), true));  
  }  
  // Gruppe 2: Bewegt sich zufällig  
  for (let i = 0; i < 6; i++) {  
    group2.push(new MovingCircle(random(300, 500), random(100, 300),  
false));  
  }  
}  
  
function draw() {  
  background(240);  
  // Zeichne und bewege die Gruppen  
  for (let c of group1) {  
    c.moveTogether();  
    c.display(color(0, 102, 255)); // Blau für gemeinsame Bewegung  
  }  
  for (let c of group2) {  
    c.moveRandom();  
    c.display(color(255, 102, 0)); // Orange für zufällige Bewegung  
  }  
}  
  
class MovingCircle {  
  constructor(x, y, grouped) {  
    this.x = x;  
    this.y = y;  
    this.grouped = grouped;  
  }  
  moveTogether() {  
    this.x += speedX;  
    this.y += speedY;  
    if (this.x > width || this.y > height) {  
      this.x = random(100, 300);  
      this.y = random(100, 300);  
    }  
  }  
  moveRandom() {  
    this.x += random(-2, 2);  
    this.y += random(-2, 2);  
  }  
}
```

```
display(col) {  
  fill(col);  
  noStroke();  
  ellipse(this.x, this.y, 20);  
}  
}
```

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