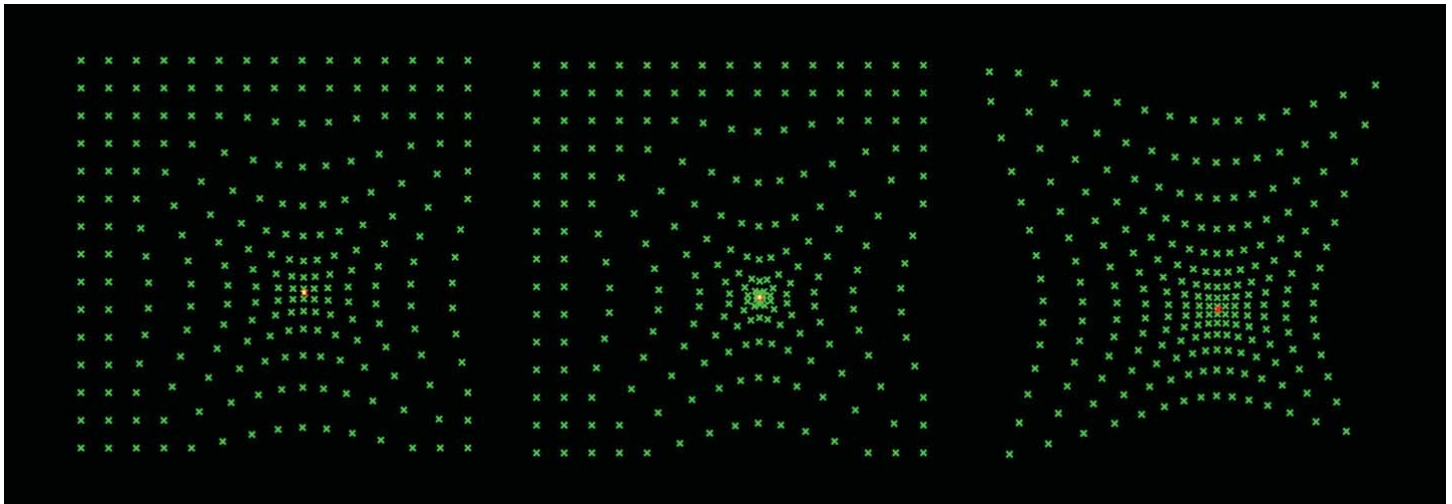
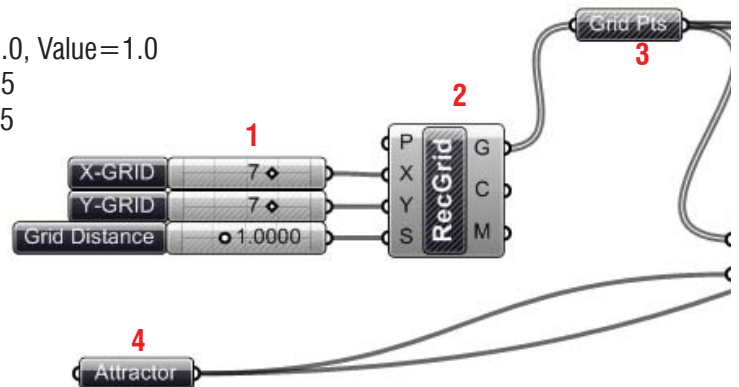


1_1 POINT CONCENTRATION



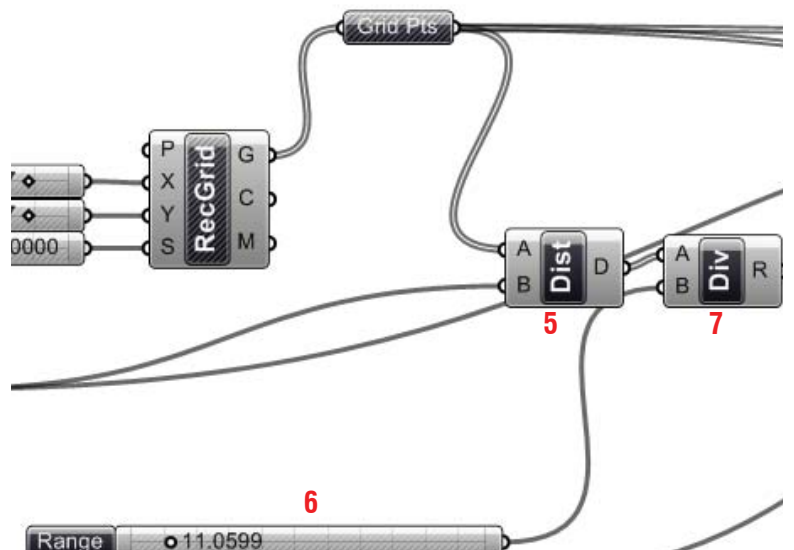
Step1 : Setting up the Point Grid

1. **Slider** x 3 (Params/Special/Number Slider)
 - "Grid Distance" : Floating point, Lower limit=0, Upper limit=3.0, Value=1.0
 - "X-GRID" : Integers, Lower limit=0, Upper limit=20, Value=15
 - "Y-GRID" : Integers, Lower limit=0, Upper limit=20, Value=15
2. **SqGrid** (Vector/Grid/SqGrid)
 - P : default
 - S : "Grid Distance"
 - Ex : "X-GRID"
 - Ey : "Y-GRID"
3. **Point** (Params/Geometry/Point) : "Grid Pts"
4. **Point** (Params/Geometry/Point) : "Attractor"



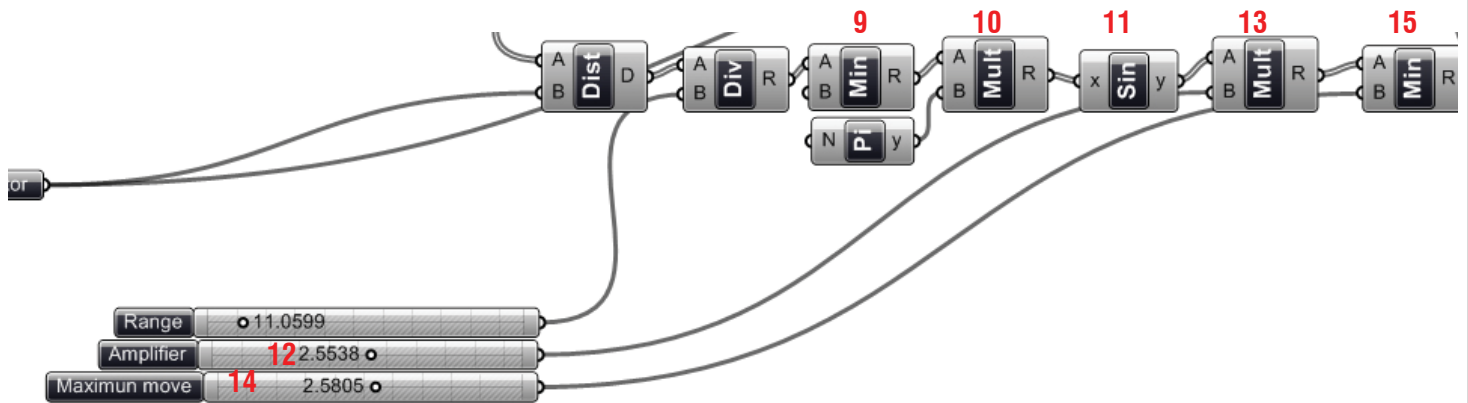
Step2 : Setting up Distance Parameter

5. **Dist** (Vector/Point/Distance)
 - A : *Point*("Grid Pts")
 - B : *Point*("Attractor")
6. **Slider** (Params/Special/Number Slider)
 - "Range" : Floating point, Lower limit=0, Upper limit=50, Value=11
7. **Div** (Scalar/Operator/Division)
 - A : *Dist*(D)
 - B : *Slider*("Range")



Step3 : Geometry Deformation Fuction

* $y = A \cos (B \pi x)$ (y :output, x :parameter, A :amplifier, B :range)



9. **Min** (Scalar/Util/Minimum)

- A : $Div(R)$

- B : Right Click and set Number : 1.0

* The reason to set this component is to limit the deformation value within $0 \sim \pi$ on Sine function graph



10. **Mult** (Scalar/Operator/Multiply)

- A : $Min(R)$

- B : $Pi(y)$

11. **Sin** (Scalar/Trig/Sine)

- x : $Mult(R)$

12. **Slider** (Params/Special/Number Slider)

- "Amplifier" : Floating point,

Lower limit=0, Upper limit=5, Value=2.5

13. **Mult** (Scalar/Operator/Multiply)

- A : $Sine(R)$

- B : $Slider$ ("Amplifier")

14. **Slider** (Params/Special/Number Slider)

- "Maximum Move" : Floating point,

Lower limit=0, Upper limit=5.0, Value=2.5

15. **Min** (Scalar/Util/Minimum)

- A : $Mult(R)$

- B : $Slider$ ("Maximum Move")

* This is for preventing from overflow of point movements

Step4 : Points Movement

16. **Vec2Pt** (Vector/Vector/Vector 2Pt)

- A : $Point$ ("Grid Pts")

- B : $Point$ ("Attractor")

17. **Amp** (Vector/Vector/Amplitude)

- V : $Vec2Pt(V)$

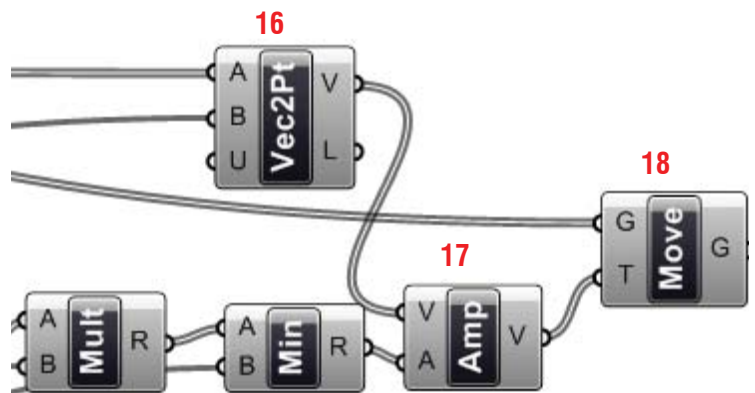
- A : $Min(R)$

18. **Move** (Xform/Euclidian/Move)

- G : $Point$ ("Grid Pts")

- T : $Amp(V)$

- The End -



Appendix

- Definition map

