Animation_011

```
/*
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This program uses 2 images the background image is rotated behind the
foreground image.
//
https://www.technokids.com/blog/apps/wrap-text-along-a-shape-path-using-pho
toshop-cc/
*/

PImage fg;
PImage bg;

float deg = 0;
float step = 1; // the smaller the increment the slower & smoother the animation
float frames = 0;
float framesToGo = 0;

void setup() {
 size(512, 512);
 fg = loadImage("inner.png");
 bg = loadImage("outer.png");
 frames = 360 / step;
}

void draw() {
 // move the origin to the center of the screen
 translate(width/2, height/2);
 rotate(radians(deg));

 // load both images background first
 image(bg, -width/2, -height/2); // load background
```

```
 // note that I am rotating backwarads using "- deg" before loading the fg image
to keep it from turning.
 // - deg * 2 to rotate backwards
 rotate(radians(- deg * 2));
 image(fg, -width/2, -height/2); // load foreground

 deg = deg + step;
 framesToGo = frames - frameCount;

 saveFrame("frame-######.png");
 println("Frames to go = " + framesToGo);
 if(frameCount > (360 / step)){
   exit();
 }
}
```