

Plasma

Contributed by Henri Sarasvirta
Tuesday, 10 October 2006
Last Updated Tuesday, 24 October 2006

This effect was made with AS3 using 2 arrays filled with sin&cosine -calculated maps. These maps are then drawn and moved in every frame.

The moving happens by creating a 4 times bigger map than what is needed and by changing the beginning index for the map. This way we don't have to use precious cpu power to calculate a new map in every frame.

[View the flash.](#)