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// particle collider cursor //

This build is three files
combined to the same folder and
then uploaded online.

1. index.html

2. style.css

3. script.js

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.....
.....

index.html

```
<!DOCTYPE html>

<html lang="en" >

<head>

  <meta charset="UTF-8">

  <title>Particle</title>

  <link rel='stylesheet' href='https://
fonts.googleapis.com/css2?
family=Montserrat:wght@500;700&displa
y=swap'><link rel="stylesheet" href="./
style.css">

<div id="app">

  <div id="hero">

    <a target="_blank" href="https://
sudo-self.github.io">TURN OFF</a>

  </div>

</div>
```

```
<script type="module" src="./  
script.js"></script>
```

```
</body>
```

```
</html>
```

```
.....  
.....  
.....
```

Style.css

```
body, html, #app {  
  margin: 0;  
  width: 100%;  
  height: 100%;  
}
```

```
#app {  
  overflow: hidden;  
  touch-action: pan-up;  
  color: #ffffff;  
  font-family: 'Montserrat', sans-serif;  
  text-align: center;  
  text-shadow: 0 0 5px #ffffff, 0 0 20px #000, 0 0 30px  
#000;  
}
```

```
#app h1 {  
  --fontSize: 60px;  
  --lineHeight: 80px;  
  width: auto;  
  height: calc(2 * var(--lineHeight));  
  line-height: var(--lineHeight);  
  margin: calc(50vh - var(--lineHeight)) auto 0;  
  font-size: var(--fontSize);  
}
```

```
#app a {  
  margin-top: 10px;  
  display: inline-block;
```

```
text-decoration: none;
color: #fff;
}
```

```
#app canvas {
display: block;
position: fixed;
z-index: -1;
top: 0;
}
```

```
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```

script.js

```
import { particlesCursor } from 'https://unpkg.com/  
threejs-toys@0.0.8/build/threejs-toys.module.cdn.min.js'
```

```
const pc = particlesCursor({  
  el: document.getElementById('app'),  
  gpgpuSize: 512,  
  colors: [0x00ff00, 0x0000ff],  
  color: 0xff0000,  
  coordScale: 0.5,  
  noiseIntensity: 0.001,  
  noiseTimeCoef: 0.0001,  
  pointSize: 5,  
  pointDecay: 0.0025,  
  sleepRadiusX: 250,  
  sleepRadiusY: 250,  
  sleepTimeCoefX: 0.001,  
  sleepTimeCoefY: 0.002  
})
```

```
document.body.addEventListener('click', () => {  
  pc.uniforms.uColor.value.set(Math.random() * 0xffffffff)  
  pc.uniforms.uCoordScale.value = 0.001 + Math.random() *
```

```
pc.uniforms.uNoiseIntensity.value = 0.0001 +  
Math.random() * 0.001  
pc.uniforms.uPointSize.value = 1 + Math.random() * 10  
})
```

```
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.....  
.....
```

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