

```
sphere radius:1.0 pos:[0,0,0] segments:64
sphereArray = #()

s = sphere radius:0.05 pos:[1, 0, 0]
append sphereArray s

s = sphere radius:0.05 pos:[0.951057, 0.196975, 0.238102]
append sphereArray s

s = sphere radius:0.05 pos:[0.809017, 0.496284, 0.314951]
append sphereArray s

s = sphere radius:0.05 pos:[0.891007, 0.427151, 0.153784]
append sphereArray s

s = sphere radius:0.05 pos:[0.940881, 0.334567, 0.0529903]
append sphereArray s

s = sphere radius:0.05 pos:[0.309017, 0.904508, 0.293893]
append sphereArray s

s = sphere radius:0.05 pos:[0.951057, 0.0954915, -0.293893]
append sphereArray s

s = sphere radius:0.05 pos:[0.790155, 0.390682, -0.472253]
append sphereArray s

s = sphere radius:0.05 pos:[0.535827, 0.71289, -0.452414]
append sphereArray s

s = sphere radius:0.05 pos:[0.78043, 0.588279, -0.211793]
append sphereArray s

s = sphere radius:0.05 pos:[0.788226, 0.60781, -0.0962676]
append sphereArray s

s = sphere radius:0.05 pos:[6.12303e-17, 1, -6.12303e-17]
append sphereArray s

animate on
(
at time(0)
(
sphereArray[1].position = [0.999995, -0.003145, 0.000081]
sphereArray[2].position = [0.950939, 0.193504, 0.241395]
sphereArray[3].position = [0.806468, 0.497732, 0.319174]
sphereArray[4].position = [0.889419, 0.429622, 0.156074]
sphereArray[5].position = [0.942137, 0.331596, 0.049217]
sphereArray[6].position = [0.308268, 0.904532, 0.294605]
sphereArray[7].position = [0.950705, 0.093670, -0.295612]
sphereArray[8].position = [0.789327, 0.389631, -0.474500]
sphereArray[9].position = [0.533967, 0.713478, -0.453683]
sphereArray[10].position = [0.778814, 0.587782, -0.219000]
sphereArray[11].position = [0.787133, 0.610180, -0.090014]
sphereArray[12].position = [-0.001105, 0.999999, -0.000218]
```

```
)  
)
```

```
animate on
```

```
(  
at time(1)  
(  
sphereArray[1].position = [0.978102, -0.207607, 0.014662]  
sphereArray[2].position = [0.912862, 0.036826, 0.406604]  
sphereArray[3].position = [0.666912, 0.521443, 0.532283]  
sphereArray[4].position = [0.857143, 0.457906, 0.235855]  
sphereArray[5].position = [0.970124, 0.239996, -0.035520]  
sphereArray[6].position = [0.233897, 0.905586, 0.353843]  
sphereArray[7].position = [0.914312, -0.041771, -0.402851]  
sphereArray[8].position = [0.717085, 0.305908, -0.626267]  
sphereArray[9].position = [0.385998, 0.746962, -0.541345]  
sphereArray[10].position = [0.726483, 0.594943, -0.343896]  
sphereArray[11].position = [0.686255, 0.727305, -0.009048]  
sphereArray[12].position = [-0.098614, 0.994951, -0.018655]  
)  
)
```

```
animate on
```

```
(  
at time(2)  
(  
sphereArray[1].position = [0.945125, -0.325497, 0.028107]  
sphereArray[2].position = [0.872354, -0.045460, 0.486756]  
sphereArray[3].position = [0.586585, 0.504399, 0.633640]  
sphereArray[4].position = [0.846546, 0.452302, 0.280682]  
sphereArray[5].position = [0.978464, 0.198041, -0.058213]  
sphereArray[6].position = [0.167022, 0.902136, 0.397811]  
sphereArray[7].position = [0.878452, -0.132804, -0.459004]  
sphereArray[8].position = [0.655104, 0.251594, -0.712418]  
sphereArray[9].position = [0.284795, 0.754030, -0.591887]  
sphereArray[10].position = [0.703740, 0.595834, -0.386952]  
sphereArray[11].position = [0.624453, 0.780996, 0.010190]  
sphereArray[12].position = [-0.177292, 0.983626, -0.032372]  
)  
)
```

```
animate on
```

```
(  
at time(3)  
(  
sphereArray[1].position = [0.910829, -0.410932, 0.039065]  
sphereArray[2].position = [0.834169, -0.106431, 0.541142]  
sphereArray[3].position = [0.523931, 0.481824, 0.702383]  
sphereArray[4].position = [0.838611, 0.445243, 0.313832]  
sphereArray[5].position = [0.983501, 0.165962, -0.071985]  
sphereArray[6].position = [0.107994, 0.895075, 0.432640]  
sphereArray[7].position = [0.844044, -0.202951, -0.496387]  
sphereArray[8].position = [0.600079, 0.209606, -0.771991]  
sphereArray[9].position = [0.206009, 0.751344, -0.626931]  
)  
)
```

```
sphereArray[10].position = [0.687331, 0.594488, -0.417325]
sphereArray[11].position = [0.579701, 0.814564, 0.020798]
sphereArray[12].position = [-0.243820, 0.968863, -0.043092]
)
)
```

animate on

```
(
at time(4)
(
sphereArray[1].position = [0.876876, -0.478289, 0.048255]
sphereArray[2].position = [0.798238, -0.155652, 0.581884]
sphereArray[3].position = [0.470975, 0.458154, 0.753842]
sphereArray[4].position = [0.831760, 0.438338, 0.340640]
sphereArray[5].position = [0.986904, 0.138900, -0.082016]
sphereArray[6].position = [0.055569, 0.885649, 0.461019]
sphereArray[7].position = [0.811198, -0.260275, -0.523655]
sphereArray[8].position = [0.550339, 0.174596, -0.816483]
sphereArray[9].position = [0.140734, 0.744012, -0.653177]
sphereArray[10].position = [0.673963, 0.592198, -0.441673]
sphereArray[11].position = [0.544092, 0.838566, 0.027759]
sphereArray[12].position = [-0.301605, 0.952032, -0.051659]
)
)
```

animate on

```
(
at time(5)
(
sphereArray[1].position = [0.843732, -0.533821, 0.056143]
sphereArray[2].position = [0.764330, -0.197122, 0.613956]
sphereArray[3].position = [0.424480, 0.434660, 0.794284]
sphereArray[4].position = [0.825516, 0.431815, 0.363399]
sphereArray[5].position = [0.989279, 0.115054, -0.089942]
sphereArray[6].position = [0.008573, 0.874726, 0.484542]
sphereArray[7].position = [0.779861, -0.308741, -0.544514]
sphereArray[8].position = [0.504792, 0.144236, -0.851106]
sphereArray[9].position = [0.084729, 0.734175, -0.673653]
sphereArray[10].position = [0.662454, 0.589397, -0.462348]
sphereArray[11].position = [0.514142, 0.857077, 0.032819]
sphereArray[12].position = [-0.352708, 0.933897, -0.058591]
)
)
```

animate on

```
(
at time(6)
(
sphereArray[1].position = [0.811535, -0.580895, 0.063027]
sphereArray[2].position = [0.732230, -0.232988, 0.639965]
sphereArray[3].position = [0.382742, 0.411794, 0.827003]
sphereArray[4].position = [0.819668, 0.425683, 0.383324]
sphereArray[5].position = [0.990932, 0.093505, -0.096492]
sphereArray[6].position = [-0.033925, 0.862876, 0.504275]
)
```

```
sphereArray[7].position = [0.749941, -0.350642, -0.560927]
sphereArray[8].position = [0.462691, 0.117271, -0.878729]
sphereArray[9].position = [0.035599, 0.722916, -0.690018]
sphereArray[10].position = [0.652230, 0.586277, -0.480496]
sphereArray[11].position = [0.488039, 0.872048, 0.036750]
sphereArray[12].position = [-0.398494, 0.914919, -0.064237]
)
)
```

animate on

```
(
at time(7)
(
sphereArray[1].position = [0.780310, -0.621563, 0.069105]
sphereArray[2].position = [0.701759, -0.264562, 0.661469]
sphereArray[3].position = [0.344719, 0.389722, 0.853982]
sphereArray[4].position = [0.814101, 0.419908, 0.401145]
sphereArray[5].position = [0.992045, 0.073704, -0.102055]
sphereArray[6].position = [-0.072644, 0.850474, 0.520976]
sphereArray[7].position = [0.721339, -0.387442, -0.574072]
sphereArray[8].position = [0.423498, 0.092931, -0.901118]
sphereArray[9].position = [-0.008171, 0.710854, -0.703292]
sphereArray[10].position = [0.642961, 0.582934, -0.496779]
sphereArray[11].position = [0.464722, 0.884555, 0.039942]
sphereArray[12].position = [-0.439923, 0.895392, -0.068848]
)
)
```

animate on

```
(
at time(8)
(
sphereArray[1].position = [0.750037, -0.657184, 0.074519]
sphereArray[2].position = [0.672767, -0.292719, 0.679485]
sphereArray[3].position = [0.309719, 0.368495, 0.876519]
sphereArray[4].position = [0.808741, 0.414449, 0.417337]
sphereArray[5].position = [0.992735, 0.055292, -0.106861]
sphereArray[6].position = [-0.108142, 0.837773, 0.535202]
sphereArray[7].position = [0.693966, -0.420143, -0.584714]
sphereArray[8].position = [0.386808, 0.070704, -0.919446]
sphereArray[9].position = [-0.047607, 0.698368, -0.714154]
sphereArray[10].position = [0.634444, 0.579421, -0.511618]
sphereArray[11].position = [0.443522, 0.895250, 0.042612]
sphereArray[12].position = [-0.477701, 0.875517, -0.072609]
)
)
```

animate on

```
(
at time(9)
(
sphereArray[1].position = [0.720679, -0.688711, 0.079373]
sphereArray[2].position = [0.645129, -0.318077, 0.694720]
sphereArray[3].position = [0.277248, 0.348115, 0.895517]
)
```

```
sphereArray[4].position = [0.803538, 0.409274, 0.432228]
sphereArray[5].position = [0.993087, 0.038015, -0.111059]
sphereArray[6].position = [-0.140857, 0.824947, 0.547377]
sphereArray[7].position = [0.667739, -0.449467, -0.593383]
sphereArray[8].position = [0.352307, 0.050225, -0.934536]
sphereArray[9].position = [-0.083447, 0.685705, -0.723081]
sphereArray[10].position = [0.626541, 0.575763, -0.525303]
sphereArray[11].position = [0.423988, 0.904555, 0.044885]
sphereArray[12].position = [-0.512364, 0.855429, -0.075661]
)
)
```

animate on

```
(
at time(10)
(
sphereArray[1].position = [0.692191, -0.716840, 0.083744]
sphereArray[2].position = [0.618740, -0.341092, 0.707684]
sphereArray[3].position = [0.246937, 0.328559, 0.911631]
sphereArray[4].position = [0.798456, 0.404355, 0.446055]
sphereArray[5].position = [0.993158, 0.021689, -0.114746]
sphereArray[6].position = [-0.171143, 0.812120, 0.557827]
sphereArray[7].position = [0.642584, -0.475952, -0.600462]
sphereArray[8].position = [0.319744, 0.031226, -0.946989]
sphereArray[9].position = [-0.116241, 0.673031, -0.730423]
sphereArray[10].position = [0.619162, 0.571973, -0.538039]
sphereArray[11].position = [0.405804, 0.912759, 0.046838]
sphereArray[12].position = [-0.544331, 0.835226, -0.078114]
)
)
```

animate on

```
(
at time(11)
(
sphereArray[1].position = [0.664528, -0.742100, 0.087697]
sphereArray[2].position = [0.593510, -0.362112, 0.718763]
sphereArray[3].position = [0.218503, 0.309796, 0.925355]
sphereArray[4].position = [0.793465, 0.399674, 0.458993]
sphereArray[5].position = [0.992996, 0.006173, -0.117990]
sphereArray[6].position = [-0.199286, 0.799381, 0.566812]
sphereArray[7].position = [0.618436, -0.500014, -0.606237]
sphereArray[8].position = [0.288915, 0.013502, -0.957260]
sphereArray[9].position = [-0.146413, 0.660465, -0.736444]
sphereArray[10].position = [0.612241, 0.568051, -0.549981]
sphereArray[11].position = [0.388734, 0.920072, 0.048519]
sphereArray[12].position = [-0.573938, 0.814976, -0.080057]
)
)
```

animate on

```
(
at time(12)
(
```

```
sphereArray[1].position = [0.637647, -0.764902, 0.091278]
sphereArray[2].position = [0.569362, -0.381409, 0.728254]
sphereArray[3].position = [0.191720, 0.291791, 0.937071]
sphereArray[4].position = [0.788539, 0.395219, 0.471178]
sphereArray[5].position = [0.992635, -0.008646, -0.120836]
sphereArray[6].position = [-0.225522, 0.786795, 0.574538]
sphereArray[7].position = [0.595236, -0.521979, -0.610927]
sphereArray[8].position = [0.259648, -0.003109, -0.965698]
sphereArray[9].position = [-0.174299, 0.648090, -0.741349]
sphereArray[10].position = [0.605738, 0.563990, -0.561246]
sphereArray[11].position = [0.372605, 0.926645, 0.049957]
sphereArray[12].position = [-0.601457, 0.794731, -0.081559]
)
)
```

animate on

```
(
at time(13)
(
sphereArray[1].position = [0.611505, -0.785574, 0.094529]
sphereArray[2].position = [0.546228, -0.399202, 0.736392]
sphereArray[3].position = [0.166406, 0.274506, 0.947077]
sphereArray[4].position = [0.783655, 0.390985, 0.482717]
sphereArray[5].position = [0.992105, -0.022855, -0.123313]
sphereArray[6].position = [-0.250049, 0.774409, 0.581176]
sphereArray[7].position = [0.572933, -0.542112, -0.614705]
sphereArray[8].position = [0.231800, -0.018737, -0.972583]
sphereArray[9].position = [-0.200172, 0.635968, -0.745303]
sphereArray[10].position = [0.599630, 0.559773, -0.571925]
sphereArray[11].position = [0.357278, 0.932595, 0.051168]
sphereArray[12].position = [-0.627113, 0.774528, -0.082681]
)
)
```

animate on

```
(
at time(14)
(
sphereArray[1].position = [0.586062, -0.804381, 0.097483]
sphereArray[2].position = [0.524047, -0.415669, 0.743366]
sphereArray[3].position = [0.142407, 0.257907, 0.955617]
sphereArray[4].position = [0.778789, 0.386978, 0.493695]
sphereArray[5].position = [0.991429, -0.036529, -0.125433]
sphereArray[6].position = [-0.273037, 0.762262, 0.586863]
sphereArray[7].position = [0.551478, -0.560630, -0.617711]
sphereArray[8].position = [0.205247, -0.033488, -0.978137]
sphereArray[9].position = [-0.224255, 0.624143, -0.748435]
sphereArray[10].position = [0.593910, 0.555375, -0.582091]
sphereArray[11].position = [0.342647, 0.938015, 0.052158]
sphereArray[12].position = [-0.651096, 0.754391, -0.083470]
)
)
```

animate on

```
(
at time(15)
(
sphereArray[1].position = [0.561280, -0.821542, 0.100168]
sphereArray[2].position = [0.502768, -0.430959, 0.749332]
sphereArray[3].position = [0.119596, 0.241958, 0.962888]
sphereArray[4].position = [0.773917, 0.383214, 0.504182]
sphereArray[5].position = [0.990630, -0.049726, -0.127199]
sphereArray[6].position = [-0.294628, 0.750379, 0.591714]
sphereArray[7].position = [0.530829, -0.577712, -0.620056]
sphereArray[8].position = [0.179881, -0.047448, -0.982543]
sphereArray[9].position = [-0.246735, 0.612652, -0.750853]
sphereArray[10].position = [0.588591, 0.550759, -0.591799]
sphereArray[11].position = [0.328625, 0.942976, 0.052922]
sphereArray[12].position = [-0.673567, 0.734341, -0.083968]
)
)
```

```
animate on
(
at time(16)
(
sphereArray[1].position = [0.537125, -0.837239, 0.102607]
sphereArray[2].position = [0.482343, -0.445194, 0.754419]
sphereArray[3].position = [0.097864, 0.226627, 0.969053]
sphereArray[4].position = [0.769006, 0.379726, 0.514236]
sphereArray[5].position = [0.989726, -0.062500, -0.128596]
sphereArray[6].position = [-0.314949, 0.738783, 0.595825]
sphereArray[7].position = [0.510948, -0.593511, -0.621834]
sphereArray[8].position = [0.155608, -0.060691, -0.985953]
sphereArray[9].position = [-0.267769, 0.601519, -0.752645]
sphereArray[10].position = [0.583710, 0.545870, -0.601089]
sphereArray[11].position = [0.315142, 0.947538, 0.053448]
sphereArray[12].position = [-0.694661, 0.714391, -0.084209]
)
)
```

```
animate on
(
at time(17)
(
sphereArray[1].position = [0.513562, -0.851626, 0.104821]
sphereArray[2].position = [0.462729, -0.458481, 0.758734]
sphereArray[3].position = [0.077116, 0.211882, 0.974248]
sphereArray[4].position = [0.764013, 0.376575, 0.523904]
sphereArray[5].position = [0.988735, -0.074894, -0.129590]
sphereArray[6].position = [-0.334109, 0.727489, 0.599276]
sphereArray[7].position = [0.491799, -0.608155, -0.623122]
sphereArray[8].position = [0.132341, -0.073276, -0.988492]
sphereArray[9].position = [-0.287493, 0.590765, -0.753886]
sphereArray[10].position = [0.579344, 0.540630, -0.609983]
sphereArray[11].position = [0.302138, 0.951750, 0.053708]
sphereArray[12].position = [-0.714499, 0.694549, -0.084224]
)
)
```

```
animate on
(
at time(18)
(
sphereArray[1].position = [0.490561, -0.864834, 0.106827]
sphereArray[2].position = [0.443888, -0.470907, 0.762371]
sphereArray[3].position = [0.057269, 0.197692, 0.978590]
sphereArray[4].position = [0.758875, 0.373874, 0.533223]
sphereArray[5].position = [0.987678, -0.086944, -0.130123]
sphereArray[6].position = [-0.352205, 0.716510, 0.602134]
sphereArray[7].position = [0.473349, -0.621756, -0.623987]
sphereArray[8].position = [0.110005, -0.085255, -0.990268]
sphereArray[9].position = [-0.306020, 0.580408, -0.754638]
sphereArray[10].position = [0.575635, 0.534920, -0.618470]
sphereArray[11].position = [0.289566, 0.955653, 0.053660]
sphereArray[12].position = [-0.733182, 0.674820, -0.084040]
)
)
```

```
animate on
(
at time(19)
(
sphereArray[1].position = [0.468091, -0.876977, 0.108641]
sphereArray[2].position = [0.425787, -0.482551, 0.765408]
sphereArray[3].position = [0.038252, 0.184029, 0.982176]
sphereArray[4].position = [0.753491, 0.371844, 0.542203]
sphereArray[5].position = [0.986579, -0.098676, -0.130092]
sphereArray[6].position = [-0.369325, 0.705857, 0.604454]
sphereArray[7].position = [0.455569, -0.634410, -0.624484]
sphereArray[8].position = [0.088529, -0.096665, -0.991372]
sphereArray[9].position = [-0.323450, 0.570460, -0.754954]
sphereArray[10].position = [0.572850, 0.528560, -0.626472]
sphereArray[11].position = [0.277388, 0.959282, 0.053233]
sphereArray[12].position = [-0.750800, 0.655207, -0.083683]
)
)
```

```
animate on
(
at time(20)
(
sphereArray[1].position = [0.446123, -0.888151, 0.110277]
sphereArray[2].position = [0.408397, -0.493476, 0.767915]
sphereArray[3].position = [0.019999, 0.170859, 0.985092]
sphereArray[4].position = [0.747685, 0.370972, 0.550770]
sphereArray[5].position = [0.985471, -0.110100, -0.129326]
sphereArray[6].position = [-0.385550, 0.695539, 0.606281]
sphereArray[7].position = [0.438428, -0.646202, -0.624663]
sphereArray[8].position = [0.067851, -0.107534, -0.991883]
sphereArray[9].position = [-0.339860, 0.560933, -0.754883]
sphereArray[10].position = [0.571511, 0.521311, -0.633727]
sphereArray[11].position = [0.265576, 0.962669, 0.052316]
)
```

```
sphereArray[12].position = [-0.767433, 0.635711, -0.083176]
)
)
```

```
animate on
```

```
(
at time(21)
(
sphereArray[1].position = [0.424632, -0.898443, 0.111749]
sphereArray[2].position = [0.391697, -0.503730, 0.769955]
sphereArray[3].position = [0.002462, 0.158144, 0.987413]
sphereArray[4].position = [0.741245, 0.372421, 0.558442]
sphereArray[5].position = [0.984400, -0.121188, -0.127557]
sphereArray[6].position = [-0.400955, 0.685562, 0.607650]
sphereArray[7].position = [0.421899, -0.657204, -0.624566]
sphereArray[8].position = [0.047912, -0.117867, -0.991873]
sphereArray[9].position = [-0.355311, 0.551834, -0.754475]
sphereArray[10].position = [0.572533, 0.513063, -0.639510]
sphereArray[11].position = [0.254113, 0.965843, 0.050735]
sphereArray[12].position = [-0.783151, 0.616329, -0.082544]
)
)
```

```
animate on
```

```
(
at time(22)
(
sphereArray[1].position = [0.403591, -0.907925, 0.113074]
sphereArray[2].position = [0.375678, -0.513332, 0.771594]
sphereArray[3].position = [-0.014371, 0.145832, 0.989205]
sphereArray[4].position = [0.734765, 0.378138, 0.563145]
sphereArray[5].position = [0.983418, -0.131859, -0.124509]
sphereArray[6].position = [-0.415614, 0.675923, 0.608599]
sphereArray[7].position = [0.405956, -0.667477, -0.624239]
sphereArray[8].position = [0.028675, -0.127651, -0.991405]
sphereArray[9].position = [-0.369843, 0.543153, -0.753791]
sphereArray[10].position = [0.576493, 0.504473, -0.642778]
sphereArray[11].position = [0.242988, 0.968826, 0.048302]
sphereArray[12].position = [-0.798018, 0.597053, -0.081816]
)
)
```

```
animate on
```

```
(
at time(23)
(
sphereArray[1].position = [0.382977, -0.916662, 0.114275]
sphereArray[2].position = [0.360328, -0.522264, 0.772919]
sphereArray[3].position = [-0.030450, 0.133888, 0.990529]
sphereArray[4].position = [0.730084, 0.386869, 0.563303]
sphereArray[5].position = [0.982511, -0.142108, -0.120324]
sphereArray[6].position = [-0.429574, 0.666602, 0.609186]
sphereArray[7].position = [0.390572, -0.677072, -0.623720]
sphereArray[8].position = [0.010118, -0.136883, -0.990536]
)
```

```
sphereArray[9].position = [-0.383512, 0.534870, -0.752883]
sphereArray[10].position = [0.581399, 0.496053, -0.644908]
sphereArray[11].position = [0.232159, 0.971636, 0.045011]
sphereArray[12].position = [-0.812097, 0.577873, -0.081005]
)
)
```

animate on

```
(
at time(24)
(
sphereArray[1].position = [0.362767, -0.924711, 0.115364]
sphereArray[2].position = [0.345616, -0.530572, 0.773979]
sphereArray[3].position = [-0.045802, 0.122321, 0.991433]
sphereArray[4].position = [0.724272, 0.393450, 0.566240]
sphereArray[5].position = [0.981643, -0.151937, -0.115295]
sphereArray[6].position = [-0.442873, 0.657594, 0.609454]
sphereArray[7].position = [0.375738, -0.686045, -0.623028]
sphereArray[8].position = [-0.007793, -0.145645, -0.989306]
sphereArray[9].position = [-0.396436, 0.526997, -0.751740]
sphereArray[10].position = [0.583540, 0.487571, -0.649427]
sphereArray[11].position = [0.221652, 0.974265, 0.040961]
sphereArray[12].position = [-0.825438, 0.558780, -0.080108]
)
)
```

animate on

```
(
at time(25)
(
sphereArray[1].position = [0.342931, -0.932134, 0.116295]
sphereArray[2].position = [0.331455, -0.538433, 0.774743]
sphereArray[3].position = [-0.060643, 0.111231, 0.991943]
sphereArray[4].position = [0.723528, 0.387307, 0.571403]
sphereArray[5].position = [0.980771, -0.161365, -0.109768]
sphereArray[6].position = [-0.455544, 0.648952, 0.609378]
sphereArray[7].position = [0.361439, -0.694426, -0.622201]
sphereArray[8].position = [-0.025091, -0.153988, -0.987754]
sphereArray[9].position = [-0.408713, 0.519567, -0.750336]
sphereArray[10].position = [0.588152, 0.480938, -0.650212]
sphereArray[11].position = [0.211553, 0.976689, 0.036382]
sphereArray[12].position = [-0.838076, 0.539785, -0.079128]
)
)
```

animate on

```
(
at time(26)
(
sphereArray[1].position = [0.323421, -0.938987, 0.117055]
sphereArray[2].position = [0.317752, -0.545819, 0.775316]
sphereArray[3].position = [-0.074910, 0.100695, 0.992093]
sphereArray[4].position = [0.725054, 0.390932, 0.566983]
sphereArray[5].position = [0.979530, -0.171361, -0.105619]
)
```

```
sphereArray[6].position = [-0.467581, 0.640640, 0.609056]
sphereArray[7].position = [0.347616, -0.702175, -0.621381]
sphereArray[8].position = [-0.041688, -0.161819, -0.985940]
sphereArray[9].position = [-0.420349, 0.512463, -0.748791]
sphereArray[10].position = [0.588592, 0.487782, -0.644693]
sphereArray[11].position = [0.201248, 0.978994, 0.032702]
sphereArray[12].position = [-0.850059, 0.520870, -0.078066]
)
)
```

```
animate on
```

```
(
at time(27)
(
sphereArray[1].position = [0.304279, -0.945284, 0.117699]
sphereArray[2].position = [0.304623, -0.552755, 0.775672]
sphereArray[3].position = [-0.088569, 0.090490, 0.991951]
sphereArray[4].position = [0.718917, 0.398512, 0.569514]
sphereArray[5].position = [0.978165, -0.181268, -0.101659]
sphereArray[6].position = [-0.479097, 0.632608, 0.608501]
sphereArray[7].position = [0.334306, -0.709370, -0.620511]
sphereArray[8].position = [-0.057594, -0.169347, -0.983872]
sphereArray[9].position = [-0.431510, 0.505696, -0.747042]
sphereArray[10].position = [0.586459, 0.484341, -0.649214]
sphereArray[11].position = [0.190849, 0.981175, 0.029547]
sphereArray[12].position = [-0.861441, 0.501998, -0.076925]
)
)
```

```
animate on
```

```
(
at time(28)
(
sphereArray[1].position = [0.285475, -0.951063, 0.118250]
sphereArray[2].position = [0.292039, -0.559303, 0.775818]
sphereArray[3].position = [-0.101728, 0.080623, 0.991540]
sphereArray[4].position = [0.713666, 0.406941, 0.570158]
sphereArray[5].position = [0.976971, -0.190420, -0.096269]
sphereArray[6].position = [-0.490159, 0.624919, 0.607635]
sphereArray[7].position = [0.321466, -0.716126, -0.619535]
sphereArray[8].position = [-0.072997, -0.176509, -0.981588]
sphereArray[9].position = [-0.442214, 0.499437, -0.744989]
sphereArray[10].position = [0.592155, 0.475991, -0.650219]
sphereArray[11].position = [0.180950, 0.983168, 0.025271]
sphereArray[12].position = [-0.872234, 0.483190, -0.075732]
)
)
```

```
animate on
```

```
(
at time(29)
(
sphereArray[1].position = [0.266988, -0.956361, 0.118709]
sphereArray[2].position = [0.279961, -0.565474, 0.775797]
)
```

```
sphereArray[3].position = [-0.114406, 0.071109, 0.990886]
sphereArray[4].position = [0.708904, 0.415620, 0.569837]
sphereArray[5].position = [0.975885, -0.198921, -0.089885]
sphereArray[6].position = [-0.500793, 0.617591, 0.606455]
sphereArray[7].position = [0.309074, -0.722465, -0.618481]
sphereArray[8].position = [-0.087928, -0.183275, -0.979122]
sphereArray[9].position = [-0.452491, 0.493729, -0.742619]
sphereArray[10].position = [0.597481, 0.467517, -0.651494]
sphereArray[11].position = [0.171582, 0.984967, 0.019996]
sphereArray[12].position = [-0.882465, 0.464442, -0.074491]
)
)
```

animate on

```
(
at time(30)
(
sphereArray[1].position = [0.248805, -0.961208, 0.119060]
sphereArray[2].position = [0.268367, -0.571348, 0.775590]
sphereArray[3].position = [-0.126693, 0.061972, 0.990004]
sphereArray[4].position = [0.702532, 0.419475, 0.574883]
sphereArray[5].position = [0.974898, -0.206727, -0.082692]
sphereArray[6].position = [-0.511045, 0.610683, 0.604896]
sphereArray[7].position = [0.297121, -0.728415, -0.617358]
sphereArray[8].position = [-0.102418, -0.189668, -0.976492]
sphereArray[9].position = [-0.462414, 0.488707, -0.739823]
sphereArray[10].position = [0.602379, 0.458903, -0.653106]
sphereArray[11].position = [0.162876, 0.986550, 0.013789]
sphereArray[12].position = [-0.892162, 0.445745, -0.073199]
)
)
```

animate on

```
(
at time(31)
(
sphereArray[1].position = [0.230896, -0.965643, 0.119253]
sphereArray[2].position = [0.257193, -0.577045, 0.775159]
sphereArray[3].position = [-0.138768, 0.053349, 0.988887]
sphereArray[4].position = [0.704099, 0.412479, 0.578019]
sphereArray[5].position = [0.973848, -0.214323, -0.075402]
sphereArray[6].position = [-0.520948, 0.604341, 0.602815]
sphereArray[7].position = [0.285567, -0.733964, -0.616237]
sphereArray[8].position = [-0.116502, -0.195649, -0.973729]
sphereArray[9].position = [-0.472027, 0.484679, -0.736395]
sphereArray[10].position = [0.608577, 0.451151, -0.652761]
sphereArray[11].position = [0.154951, 0.987898, 0.006852]
sphereArray[12].position = [-0.901345, 0.427100, -0.071854]
)
)
```

animate on

```
(
at time(32)
```

```
(
sphereArray[1].position = [0.213232, -0.969686, 0.119336]
sphereArray[2].position = [0.246349, -0.582387, 0.774686]
sphereArray[3].position = [-0.150535, 0.045273, 0.987567]
sphereArray[4].position = [0.703172, 0.419601, 0.574007]
sphereArray[5].position = [0.972439, -0.222683, -0.069103]
sphereArray[6].position = [-0.530480, 0.598580, 0.600245]
sphereArray[7].position = [0.274355, -0.739117, -0.615171]
sphereArray[8].position = [-0.130241, -0.201159, -0.970862]
sphereArray[9].position = [-0.481251, 0.482376, -0.731923]
sphereArray[10].position = [0.613209, 0.443103, -0.653938]
sphereArray[11].position = [0.147245, 0.989100, -0.000112]
sphereArray[12].position = [-0.910048, 0.408476, -0.070430]
)
)
```

animate on

```
(
at time(33)
(
sphereArray[1].position = [0.195843, -0.973346, 0.119346]
sphereArray[2].position = [0.235919, -0.587440, 0.774116]
sphereArray[3].position = [-0.161964, 0.037572, 0.986081]
sphereArray[4].position = [0.697941, 0.428290, 0.573974]
sphereArray[5].position = [0.971169, -0.230213, -0.061918]
sphereArray[6].position = [-0.539697, 0.593517, 0.597047]
sphereArray[7].position = [0.263523, -0.743956, -0.614073]
sphereArray[8].position = [-0.143719, -0.206262, -0.967885]
sphereArray[9].position = [-0.488675, 0.484375, -0.725656]
sphereArray[10].position = [0.609109, 0.437966, -0.661190]
sphereArray[11].position = [0.140559, 0.990041, -0.007917]
sphereArray[12].position = [-0.918317, 0.389797, -0.068930]
)
)
```

animate on

```
(
at time(34)
(
sphereArray[1].position = [0.178718, -0.976646, 0.119260]
sphereArray[2].position = [0.225892, -0.592278, 0.773421]
sphereArray[3].position = [-0.173143, 0.030283, 0.984431]
sphereArray[4].position = [0.692576, 0.436761, 0.574089]
sphereArray[5].position = [0.970054, -0.236825, -0.053932]
sphereArray[6].position = [-0.548576, 0.589577, 0.592843]
sphereArray[7].position = [0.253035, -0.748472, -0.612994]
sphereArray[8].position = [-0.157074, -0.210886, -0.964808]
sphereArray[9].position = [-0.486389, 0.492602, -0.721643]
sphereArray[10].position = [0.614307, 0.431140, -0.660867]
sphereArray[11].position = [0.135209, 0.990679, -0.016514]
sphereArray[12].position = [-0.926179, 0.370977, -0.067594]
)
)
```

```
animate on
(
at time(35)
(
sphereArray[1].position = [0.161825, -0.979612, 0.119052]
sphereArray[2].position = [0.216230, -0.596954, 0.772587]
sphereArray[3].position = [-0.184252, 0.023552, 0.982597]
sphereArray[4].position = [0.685558, 0.441819, 0.578624]
sphereArray[5].position = [0.968903, -0.243181, -0.045721]
sphereArray[6].position = [-0.556434, 0.588543, 0.586514]
sphereArray[7].position = [0.242790, -0.752563, -0.612129]
sphereArray[8].position = [-0.170307, -0.215081, -0.961632]
sphereArray[9].position = [-0.480381, 0.500931, -0.719932]
sphereArray[10].position = [0.621692, 0.424700, -0.658125]
sphereArray[11].position = [0.130549, 0.991119, -0.025301]
sphereArray[12].position = [-0.933598, 0.352031, -0.066853]
)
)
```

```
animate on
(
at time(36)
(
sphereArray[1].position = [0.145141, -0.982265, 0.118700]
sphereArray[2].position = [0.206877, -0.601506, 0.771617]
sphereArray[3].position = [-0.195555, 0.017602, 0.980535]
sphereArray[4].position = [0.679532, 0.441149, 0.586194]
sphereArray[5].position = [0.967695, -0.249339, -0.037380]
sphereArray[6].position = [-0.557519, 0.594618, 0.579313]
sphereArray[7].position = [0.232747, -0.756187, -0.611564]
sphereArray[8].position = [-0.183445, -0.218847, -0.958360]
sphereArray[9].position = [-0.474565, 0.509507, -0.717768]
sphereArray[10].position = [0.628120, 0.416744, -0.657107]
sphereArray[11].position = [0.136786, 0.990190, -0.028514]
sphereArray[12].position = [-0.940574, 0.333003, -0.066557]
)
)
```

```
animate on
(
at time(37)
(
sphereArray[1].position = [0.128628, -0.984628, 0.118163]
sphereArray[2].position = [0.197697, -0.605845, 0.770628]
sphereArray[3].position = [-0.207109, 0.012341, 0.978240]
sphereArray[4].position = [0.681145, 0.432842, 0.590500]
sphereArray[5].position = [0.966080, -0.256489, -0.030052]
sphereArray[6].position = [-0.554239, 0.602895, 0.573879]
sphereArray[7].position = [0.222801, -0.759074, -0.611691]
sphereArray[8].position = [-0.196565, -0.222028, -0.955021]
sphereArray[9].position = [-0.469062, 0.518405, -0.715008]
sphereArray[10].position = [0.633432, 0.407938, -0.657534]
sphereArray[11].position = [0.146058, 0.988967, -0.024728]
sphereArray[12].position = [-0.947091, 0.314036, -0.066330]
)
)
```

)

animate on

(

at time(38)

(

```
sphereArray[1].position = [0.112274, -0.986711, 0.117460]
sphereArray[2].position = [0.188234, -0.608985, 0.770523]
sphereArray[3].position = [-0.218859, 0.007830, 0.975725]
sphereArray[4].position = [0.683319, 0.424137, 0.594292]
sphereArray[5].position = [0.963869, -0.265209, -0.024929]
sphereArray[6].position = [-0.550670, 0.611303, 0.568393]
sphereArray[7].position = [0.212987, -0.760732, -0.613125]
sphereArray[8].position = [-0.209710, -0.224530, -0.951634]
sphereArray[9].position = [-0.463809, 0.527537, -0.711748]
sphereArray[10].position = [0.637749, 0.398714, -0.659017]
sphereArray[11].position = [0.156089, 0.987457, -0.023777]
sphereArray[12].position = [-0.953147, 0.295213, -0.066039]
```

)

)

animate on

(

at time(39)

(

```
sphereArray[1].position = [0.096105, -0.988529, 0.116512]
sphereArray[2].position = [0.179687, -0.612570, 0.769721]
sphereArray[3].position = [-0.230780, 0.004022, 0.972998]
sphereArray[4].position = [0.679961, 0.418761, 0.601907]
sphereArray[5].position = [0.961449, -0.274221, -0.020471]
sphereArray[6].position = [-0.547140, 0.619780, 0.562593]
sphereArray[7].position = [0.208245, -0.758210, -0.617861]
sphereArray[8].position = [-0.222919, -0.226272, -0.948213]
sphereArray[9].position = [-0.458746, 0.536820, -0.708079]
sphereArray[10].position = [0.641904, 0.389425, -0.660535]
sphereArray[11].position = [0.166206, 0.985802, -0.023854]
sphereArray[12].position = [-0.958746, 0.276575, -0.065663]
```

)

)

animate on

(

at time(40)

(

```
sphereArray[1].position = [0.079804, -0.990132, 0.115199]
sphereArray[2].position = [0.188136, -0.610735, 0.769161]
sphereArray[3].position = [-0.242728, 0.000190, 0.970094]
sphereArray[4].position = [0.676355, 0.413531, 0.609538]
sphereArray[5].position = [0.959335, -0.281918, -0.014077]
sphereArray[6].position = [-0.543801, 0.628249, 0.556402]
sphereArray[7].position = [0.218328, -0.755935, -0.617167]
sphereArray[8].position = [-0.236129, -0.227968, -0.944602]
sphereArray[9].position = [-0.453860, 0.546170, -0.704067]
sphereArray[10].position = [0.645991, 0.380143, -0.661958]
```

```
sphereArray[11].position = [0.176323, 0.984023, -0.024680]
sphereArray[12].position = [-0.963910, 0.258122, -0.065204]
)
)

animate on
(
at time(41)
(
sphereArray[1].position = [0.063195, -0.991464, 0.114041]
sphereArray[2].position = [0.198023, -0.607043, 0.769601]
sphereArray[3].position = [-0.254795, -0.003809, 0.966987]
sphereArray[4].position = [0.670600, 0.416917, 0.613576]
sphereArray[5].position = [0.957803, -0.287368, -0.005717]
sphereArray[6].position = [-0.540743, 0.636643, 0.549803]
sphereArray[7].position = [0.228105, -0.752042, -0.618386]
sphereArray[8].position = [-0.249258, -0.230026, -0.940722]
sphereArray[9].position = [-0.449108, 0.555503, -0.699799]
sphereArray[10].position = [0.649214, 0.370715, -0.664148]
sphereArray[11].position = [0.186337, 0.982132, -0.026355]
sphereArray[12].position = [-0.968652, 0.239855, -0.064671]
)
)

animate on
(
at time(42)
(
sphereArray[1].position = [0.046374, -0.992518, 0.112950]
sphereArray[2].position = [0.208141, -0.603432, 0.769771]
sphereArray[3].position = [-0.266832, -0.008064, 0.963709]
sphereArray[4].position = [0.670633, 0.425037, 0.607942]
sphereArray[5].position = [0.956790, -0.290756, 0.003783]
sphereArray[6].position = [-0.537801, 0.644934, 0.542982]
sphereArray[7].position = [0.237950, -0.747901, -0.619696]
sphereArray[8].position = [-0.262314, -0.232375, -0.936586]
sphereArray[9].position = [-0.444573, 0.564767, -0.695264]
sphereArray[10].position = [0.650962, 0.361290, -0.667621]
sphereArray[11].position = [0.195698, 0.980200, -0.030157]
sphereArray[12].position = [-0.972988, 0.221796, -0.064036]
)
)

animate on
(
at time(43)
(
sphereArray[1].position = [0.029405, -0.993282, 0.111918]
sphereArray[2].position = [0.218367, -0.599711, 0.769846]
sphereArray[3].position = [-0.278819, -0.012512, 0.960262]
sphereArray[4].position = [0.665680, 0.427501, 0.611648]
sphereArray[5].position = [0.955734, -0.293933, 0.013275]
sphereArray[6].position = [-0.534823, 0.653135, 0.536077]
sphereArray[7].position = [0.247939, -0.743710, -0.620824]
```

```
sphereArray[8].position = [-0.275272, -0.234995, -0.932203]
sphereArray[9].position = [-0.440347, 0.573919, -0.690443]
sphereArray[10].position = [0.651794, 0.351970, -0.671776]
sphereArray[11].position = [0.204485, 0.978240, -0.035118]
sphereArray[12].position = [-0.976928, 0.203981, -0.063275]
)
)
```

```
animate on
```

```
(
at time(44)
(
sphereArray[1].position = [0.012358, -0.993758, 0.110867]
sphereArray[2].position = [0.228745, -0.596336, 0.769454]
sphereArray[3].position = [-0.290835, -0.017110, 0.956620]
sphereArray[4].position = [0.660491, 0.424242, 0.619492]
sphereArray[5].position = [0.955741, -0.293300, 0.023129]
sphereArray[6].position = [-0.531884, 0.661233, 0.529028]
sphereArray[7].position = [0.258043, -0.739467, -0.621773]
sphereArray[8].position = [-0.288099, -0.237824, -0.927598]
sphereArray[9].position = [-0.436346, 0.582932, -0.685414]
sphereArray[10].position = [0.652600, 0.342624, -0.675812]
sphereArray[11].position = [0.214026, 0.976073, -0.038412]
sphereArray[12].position = [-0.980480, 0.186452, -0.062411]
)
)
```

```
animate on
```

```
(
at time(45)
(
sphereArray[1].position = [-0.004666, -0.993944, 0.109788]
sphereArray[2].position = [0.239246, -0.593368, 0.768554]
sphereArray[3].position = [-0.302813, -0.021942, 0.952797]
sphereArray[4].position = [0.653100, 0.425743, 0.626262]
sphereArray[5].position = [0.957872, -0.285850, 0.027762]
sphereArray[6].position = [-0.529124, 0.669165, 0.521772]
sphereArray[7].position = [0.268308, -0.735337, -0.622327]
sphereArray[8].position = [-0.300757, -0.240859, -0.922785]
sphereArray[9].position = [-0.432574, 0.591787, -0.680197]
sphereArray[10].position = [0.652018, 0.333789, -0.680777]
sphereArray[11].position = [0.223781, 0.973770, -0.041159]
sphereArray[12].position = [-0.983659, 0.169232, -0.061450]
)
)
```

```
animate on
```

```
(
at time(46)
(
sphereArray[1].position = [-0.021584, -0.993834, 0.108761]
sphereArray[2].position = [0.249882, -0.590770, 0.767170]
sphereArray[3].position = [-0.314662, -0.027072, 0.948818]
sphereArray[4].position = [0.646036, 0.425813, 0.633499]
)
```

```
sphereArray[5].position = [0.959687, -0.280337, 0.020314]
sphereArray[6].position = [-0.526529, 0.676905, 0.514361]
sphereArray[7].position = [0.278686, -0.731465, -0.622328]
sphereArray[8].position = [-0.313226, -0.244124, -0.917765]
sphereArray[9].position = [-0.429324, 0.600457, -0.674635]
sphereArray[10].position = [0.648076, 0.327498, -0.687563]
sphereArray[11].position = [0.233621, 0.971349, -0.043626]
sphereArray[12].position = [-0.986484, 0.152333, -0.060365]
)
)
```

```
animate on
(
at time(47)
(
sphereArray[1].position = [-0.038379, -0.993428, 0.107832]
sphereArray[2].position = [0.260590, -0.588347, 0.765468]
sphereArray[3].position = [-0.326348, -0.032439, 0.944693]
sphereArray[4].position = [0.640467, 0.422553, 0.641288]
sphereArray[5].position = [0.960476, -0.278140, 0.011174]
sphereArray[6].position = [-0.523941, 0.684483, 0.506921]
sphereArray[7].position = [0.289011, -0.727707, -0.622025]
sphereArray[8].position = [-0.325483, -0.247593, -0.912556]
sphereArray[9].position = [-0.426984, 0.608881, -0.668541]
sphereArray[10].position = [0.641680, 0.324633, -0.694882]
sphereArray[11].position = [0.243737, 0.968812, -0.044676]
sphereArray[12].position = [-0.988974, 0.135775, -0.059126]
)
)
```

```
animate on
(
at time(48)
(
sphereArray[1].position = [-0.055000, -0.992747, 0.106907]
sphereArray[2].position = [0.271275, -0.586235, 0.763373]
sphereArray[3].position = [-0.337874, -0.037982, 0.940425]
sphereArray[4].position = [0.634579, 0.419756, 0.648933]
sphereArray[5].position = [0.961472, -0.274213, 0.019451]
sphereArray[6].position = [-0.521380, 0.691886, 0.499457]
sphereArray[7].position = [0.299308, -0.724037, -0.621438]
sphereArray[8].position = [-0.337463, -0.251263, -0.907186]
sphereArray[9].position = [-0.425713, 0.616952, -0.661921]
sphereArray[10].position = [0.635157, 0.321905, -0.702105]
sphereArray[11].position = [0.253962, 0.966183, -0.044647]
sphereArray[12].position = [-0.991146, 0.119566, -0.057732]
)
)
```

```
animate on
(
at time(49)
(
sphereArray[1].position = [-0.071412, -0.991808, 0.105915]
```

```
sphereArray[2].position = [0.281833, -0.584422, 0.760934]
sphereArray[3].position = [-0.349221, -0.043679, 0.936022]
sphereArray[4].position = [0.627051, 0.420509, 0.655728]
sphereArray[5].position = [0.962866, -0.268590, 0.027362]
sphereArray[6].position = [-0.519033, 0.699050, 0.491867]
sphereArray[7].position = [0.309596, -0.720433, -0.620585]
sphereArray[8].position = [-0.349123, -0.255099, -0.901686]
sphereArray[9].position = [-0.425279, 0.624629, -0.654963]
sphereArray[10].position = [0.630374, 0.316191, -0.708979]
sphereArray[11].position = [0.264206, 0.963412, -0.045078]
sphereArray[12].position = [-0.993018, 0.103712, -0.056198]
)
)
```

animate on

```
(
at time(50)
(
sphereArray[1].position = [-0.087551, -0.990621, 0.104900]
sphereArray[2].position = [0.292270, -0.583010, 0.758075]
sphereArray[3].position = [-0.360327, -0.049555, 0.931509]
sphereArray[4].position = [0.619391, 0.421272, 0.662484]
sphereArray[5].position = [0.965418, -0.259115, 0.028773]
sphereArray[6].position = [-0.516915, 0.705961, 0.484167]
sphereArray[7].position = [0.319873, -0.717162, -0.619161]
sphereArray[8].position = [-0.360442, -0.259093, -0.896076]
sphereArray[9].position = [-0.425982, 0.631727, -0.647657]
sphereArray[10].position = [0.624965, 0.311189, -0.715947]
sphereArray[11].position = [0.274410, 0.960501, -0.046237]
sphereArray[12].position = [-0.994609, 0.088211, -0.054510]
)
)
```

animate on

```
(
at time(51)
(
sphereArray[1].position = [-0.103382, -0.989200, 0.103900]
sphereArray[2].position = [0.302570, -0.582066, 0.754752]
sphereArray[3].position = [-0.371148, -0.055600, 0.926908]
sphereArray[4].position = [0.611877, 0.421103, 0.669537]
sphereArray[5].position = [0.967989, -0.249437, 0.027897]
sphereArray[6].position = [-0.514815, 0.712682, 0.476497]
sphereArray[7].position = [0.330076, -0.714335, -0.617070]
sphereArray[8].position = [-0.371371, -0.263289, -0.890372]
sphereArray[9].position = [-0.429116, 0.637392, -0.639993]
sphereArray[10].position = [0.618236, 0.308216, -0.723040]
sphereArray[11].position = [0.284590, 0.957465, -0.047634]
sphereArray[12].position = [-0.995938, 0.073060, -0.052624]
)
)
```

animate on

```
(
```

```
at time (52)
(
sphereArray[1].position = [-0.118882, -0.987560, 0.102917]
sphereArray[2].position = [0.312674, -0.581636, 0.750955]
sphereArray[3].position = [-0.381661, -0.061787, 0.922235]
sphereArray[4].position = [0.604324, 0.420666, 0.676633]
sphereArray[5].position = [0.970454, -0.239690, 0.027714]
sphereArray[6].position = [-0.512358, 0.719340, 0.469083]
sphereArray[7].position = [0.340153, -0.711948, -0.614350]
sphereArray[8].position = [-0.381819, -0.267798, -0.884590]
sphereArray[9].position = [-0.435719, 0.639817, -0.633074]
sphereArray[10].position = [0.611004, 0.306098, -0.730054]
sphereArray[11].position = [0.294711, 0.954312, -0.049335]
sphereArray[12].position = [-0.997025, 0.058258, -0.050463]
)
)
```

```
animate on
(
at time (53)
(
sphereArray[1].position = [-0.134036, -0.985717, 0.101963]
sphereArray[2].position = [0.322530, -0.581728, 0.746704]
sphereArray[3].position = [-0.391850, -0.068085, 0.917507]
sphereArray[4].position = [0.596620, 0.420299, 0.683662]
sphereArray[5].position = [0.972832, -0.229916, 0.027152]
sphereArray[6].position = [-0.508984, 0.726083, 0.462319]
sphereArray[7].position = [0.350052, -0.710055, -0.610972]
sphereArray[8].position = [-0.391646, -0.272824, -0.878738]
sphereArray[9].position = [-0.444391, 0.638011, -0.628855]
sphereArray[10].position = [0.603470, 0.304454, -0.736975]
sphereArray[11].position = [0.304651, 0.951059, -0.051715]
sphereArray[12].position = [-0.997889, 0.043829, -0.047918]
)
)
```

```
animate on
(
at time (54)
(
sphereArray[1].position = [-0.148836, -0.983684, 0.101063]
sphereArray[2].position = [0.332097, -0.582320, 0.742034]
sphereArray[3].position = [-0.401704, -0.074471, 0.912737]
sphereArray[4].position = [0.588760, 0.420024, 0.690610]
sphereArray[5].position = [0.975119, -0.220088, 0.026542]
sphereArray[6].position = [-0.504322, 0.732900, 0.456636]
sphereArray[7].position = [0.359691, -0.708759, -0.606863]
sphereArray[8].position = [-0.400716, -0.278553, -0.872831]
sphereArray[9].position = [-0.453064, 0.633943, -0.626777]
sphereArray[10].position = [0.595734, 0.303047, -0.743817]
sphereArray[11].position = [0.314286, 0.947737, -0.054936]
sphereArray[12].position = [-0.998546, 0.029823, -0.044913]
)
)
```

```
animate on
(
at time(55)
(
sphereArray[1].position = [-0.163287, -0.981475, 0.100219]
sphereArray[2].position = [0.341306, -0.583466, 0.736938]
sphereArray[3].position = [-0.411210, -0.080958, 0.907938]
sphereArray[4].position = [0.580792, 0.419707, 0.697514]
sphereArray[5].position = [0.977313, -0.210194, 0.026041]
sphereArray[6].position = [-0.497770, 0.739403, 0.453330]
sphereArray[7].position = [0.368975, -0.708108, -0.602030]
sphereArray[8].position = [-0.409140, -0.284742, -0.866906]
sphereArray[9].position = [-0.451847, 0.638424, -0.623096]
sphereArray[10].position = [0.587995, 0.301282, -0.750661]
sphereArray[11].position = [0.323752, 0.944332, -0.058492]
sphereArray[12].position = [-0.999003, 0.016278, -0.041564]
)
)
```

```
animate on
(
at time(56)
(
sphereArray[1].position = [-0.177410, -0.979103, 0.099418]
sphereArray[2].position = [0.350018, -0.585323, 0.731357]
sphereArray[3].position = [-0.420318, -0.087677, 0.903131]
sphereArray[4].position = [0.572835, 0.419023, 0.704471]
sphereArray[5].position = [0.979410, -0.200237, 0.025726]
sphereArray[6].position = [-0.491997, 0.740412, 0.457962]
sphereArray[7].position = [0.377658, -0.708375, -0.596305]
sphereArray[8].position = [-0.417254, -0.290975, -0.860949]
sphereArray[9].position = [-0.442971, 0.641633, -0.626166]
sphereArray[10].position = [0.580707, 0.298132, -0.757560]
sphereArray[11].position = [0.333408, 0.940794, -0.061201]
sphereArray[12].position = [-0.999265, 0.003299, -0.038179]
)
)
```

```
animate on
(
at time(57)
(
sphereArray[1].position = [-0.191198, -0.976581, 0.098654]
sphereArray[2].position = [0.358287, -0.587708, 0.725417]
sphereArray[3].position = [-0.428729, -0.094957, 0.898429]
sphereArray[4].position = [0.564664, 0.418616, 0.711277]
sphereArray[5].position = [0.981411, -0.190205, 0.025568]
sphereArray[6].position = [-0.499402, 0.738305, 0.453325]
sphereArray[7].position = [0.385629, -0.709513, -0.589815]
sphereArray[8].position = [-0.425024, -0.297245, -0.854985]
sphereArray[9].position = [-0.442804, 0.645392, -0.622409]
sphereArray[10].position = [0.573643, 0.294304, -0.764408]
sphereArray[11].position = [0.343181, 0.937183, -0.062576]
sphereArray[12].position = [-0.999342, -0.009263, -0.035068]
)
)
```

```
)  
)
```

```
animate on
```

```
(  
at time(58)  
(  
sphereArray[1].position = [-0.204634, -0.973923, 0.097974]  
sphereArray[2].position = [0.366340, -0.590216, 0.719333]  
sphereArray[3].position = [-0.436598, -0.102397, 0.893810]  
sphereArray[4].position = [0.556238, 0.418549, 0.717925]  
sphereArray[5].position = [0.983323, -0.180092, 0.025341]  
sphereArray[6].position = [-0.502357, 0.741618, 0.444567]  
sphereArray[7].position = [0.393146, -0.711058, -0.582952]  
sphereArray[8].position = [-0.432028, -0.303955, -0.849095]  
sphereArray[9].position = [-0.451820, 0.641897, -0.619538]  
sphereArray[10].position = [0.566138, 0.291101, -0.771199]  
sphereArray[11].position = [0.352847, 0.933493, -0.063955]  
sphereArray[12].position = [-0.999259, -0.021539, -0.031911]  
)  
)
```

```
animate on
```

```
(  
at time(59)  
(  
sphereArray[1].position = [-0.217718, -0.971138, 0.097421]  
sphereArray[2].position = [0.374165, -0.592853, 0.713110]  
sphereArray[3].position = [-0.444125, -0.109759, 0.889217]  
sphereArray[4].position = [0.547701, 0.418402, 0.724544]  
sphereArray[5].position = [0.985144, -0.169905, 0.024954]  
sphereArray[6].position = [-0.497235, 0.747713, 0.440093]  
sphereArray[7].position = [0.400329, -0.712838, -0.575846]  
sphereArray[8].position = [-0.438008, -0.311332, -0.843339]  
sphereArray[9].position = [-0.460640, 0.638946, -0.616083]  
sphereArray[10].position = [0.558315, 0.288320, -0.777918]  
sphereArray[11].position = [0.362157, 0.929736, -0.066586]  
sphereArray[12].position = [-0.999039, -0.033404, -0.028363]  
)  
)
```

```
animate on
```

```
(  
at time(60)  
(  
sphereArray[1].position = [-0.230459, -0.968240, 0.096953]  
sphereArray[2].position = [0.381605, -0.595834, 0.706653]  
sphereArray[3].position = [-0.451137, -0.117346, 0.884706]  
sphereArray[4].position = [0.539194, 0.417890, 0.731189]  
sphereArray[5].position = [0.986873, -0.159660, 0.024282]  
sphereArray[6].position = [-0.490982, 0.747783, 0.446942]  
sphereArray[7].position = [0.407260, -0.714742, -0.568580]  
sphereArray[8].position = [-0.443191, -0.319045, -0.837730]  
sphereArray[9].position = [-0.465370, 0.642124, -0.609187]  
)  
)
```

```
sphereArray[10].position = [0.550310, 0.285613, -0.784591]
sphereArray[11].position = [0.370896, 0.925983, -0.070655]
sphereArray[12].position = [-0.998697, -0.044776, -0.024477]
)
)
```

animate on

```
(
at time(61)
(
sphereArray[1].position = [-0.242862, -0.965251, 0.096477]
sphereArray[2].position = [0.388720, -0.599081, 0.699998]
sphereArray[3].position = [-0.457093, -0.125717, 0.880489]
sphereArray[4].position = [0.530672, 0.417250, 0.737760]
sphereArray[5].position = [0.988505, -0.149358, 0.023447]
sphereArray[6].position = [-0.492975, 0.742419, 0.453641]
sphereArray[7].position = [0.413899, -0.716792, -0.561156]
sphereArray[8].position = [-0.448315, -0.326424, -0.832143]
sphereArray[9].position = [-0.461045, 0.649613, -0.604516]
sphereArray[10].position = [0.542330, 0.282494, -0.791249]
sphereArray[11].position = [0.379794, 0.922115, -0.073892]
sphereArray[12].position = [-0.998224, -0.055796, -0.020887]
)
)
```

animate on

```
(
at time(62)
(
sphereArray[1].position = [-0.254926, -0.962182, 0.096015]
sphereArray[2].position = [0.395830, -0.602187, 0.693317]
sphereArray[3].position = [-0.462021, -0.134603, 0.876595]
sphereArray[4].position = [0.522009, 0.416715, 0.744215]
sphereArray[5].position = [0.990034, -0.138990, 0.022666]
sphereArray[6].position = [-0.495066, 0.745724, 0.445876]
sphereArray[7].position = [0.420148, -0.719081, -0.553532]
sphereArray[8].position = [-0.453352, -0.333508, -0.826586]
sphereArray[9].position = [-0.463189, 0.652564, -0.599679]
sphereArray[10].position = [0.534395, 0.278982, -0.797866]
sphereArray[11].position = [0.389168, 0.918186, -0.074045]
sphereArray[12].position = [-0.997624, -0.066568, -0.017732]
)
)
```

animate on

```
(
at time(63)
(
sphereArray[1].position = [-0.266651, -0.959029, 0.095711]
sphereArray[2].position = [0.403011, -0.605037, 0.686668]
sphereArray[3].position = [-0.466655, -0.143316, 0.872750]
sphereArray[4].position = [0.513282, 0.415993, 0.750660]
sphereArray[5].position = [0.991460, -0.128559, 0.021921]
sphereArray[6].position = [-0.491810, 0.752048, 0.438801]
)
```

```
sphereArray[7].position = [0.426338, -0.721295, -0.545865]
sphereArray[8].position = [-0.455347, -0.342155, -0.821942]
sphereArray[9].position = [-0.467210, 0.644896, -0.604834]
sphereArray[10].position = [0.526305, 0.275597, -0.804394]
sphereArray[11].position = [0.398205, 0.914149, -0.075921]
sphereArray[12].position = [-0.996954, -0.076756, -0.013833]
)
)
```

```
animate on
(
at time(64)
(
sphereArray[1].position = [-0.278051, -0.955791, 0.095664]
sphereArray[2].position = [0.410307, -0.607549, 0.680097]
sphereArray[3].position = [-0.470937, -0.151898, 0.868991]
sphereArray[4].position = [0.504399, 0.415410, 0.756978]
sphereArray[5].position = [0.992776, -0.118055, 0.021426]
sphereArray[6].position = [-0.490916, 0.757367, 0.430578]
sphereArray[7].position = [0.432505, -0.723435, -0.538128]
sphereArray[8].position = [-0.452376, -0.351357, -0.819698]
sphereArray[9].position = [-0.472584, 0.637468, -0.608523]
sphereArray[10].position = [0.518191, 0.272142, -0.810812]
sphereArray[11].position = [0.406332, 0.910197, -0.080223]
sphereArray[12].position = [-0.996236, -0.086207, -0.009044]
)
)
```

```
animate on
(
at time(65)
(
sphereArray[1].position = [-0.289143, -0.952481, 0.095788]
sphereArray[2].position = [0.417871, -0.609491, 0.673724]
sphereArray[3].position = [-0.472506, -0.161234, 0.866453]
sphereArray[4].position = [0.495263, 0.415354, 0.763017]
sphereArray[5].position = [0.993982, -0.107480, 0.021179]
sphereArray[6].position = [-0.495993, 0.758301, 0.423048]
sphereArray[7].position = [0.438506, -0.725655, -0.530225]
sphereArray[8].position = [-0.444766, -0.356723, -0.821542]
sphereArray[9].position = [-0.480936, 0.633797, -0.605807]
sphereArray[10].position = [0.509980, 0.268802, -0.817108]
sphereArray[11].position = [0.413831, 0.906338, -0.085414]
sphereArray[12].position = [-0.995430, -0.095394, -0.004301]
)
)
```

```
animate on
(
at time(66)
(
sphereArray[1].position = [-0.299993, -0.949141, 0.095584]
sphereArray[2].position = [0.424844, -0.612064, 0.666997]
sphereArray[3].position = [-0.464844, -0.164190, 0.870036]
)
```

```
sphereArray[4].position = [0.485979, 0.415779, 0.768734]
sphereArray[5].position = [0.995081, -0.096871, 0.020754]
sphereArray[6].position = [-0.495529, 0.754549, 0.430240]
sphereArray[7].position = [0.443459, -0.728676, -0.521896]
sphereArray[8].position = [-0.440288, -0.350516, -0.826611]
sphereArray[9].position = [-0.483745, 0.638737, -0.598336]
sphereArray[10].position = [0.501625, 0.265720, -0.823265]
sphereArray[11].position = [0.419367, 0.904047, -0.082653]
sphereArray[12].position = [-0.994458, -0.105125, -0.001467]
)
)
```

animate on

```
(
at time(67)
(
sphereArray[1].position = [-0.310651, -0.945783, 0.094815]
sphereArray[2].position = [0.429423, -0.617027, 0.659449]
sphereArray[3].position = [-0.456332, -0.163965, 0.874572]
sphereArray[4].position = [0.477102, 0.415105, 0.774636]
sphereArray[5].position = [0.996080, -0.086277, 0.019517]
sphereArray[6].position = [-0.494847, 0.750542, 0.437965]
sphereArray[7].position = [0.446263, -0.733079, -0.513269]
sphereArray[8].position = [-0.440082, -0.341391, -0.830530]
sphereArray[9].position = [-0.485112, 0.644755, -0.590726]
sphereArray[10].position = [0.493324, 0.262625, -0.829252]
sphereArray[11].position = [0.410951, 0.907949, -0.082146]
sphereArray[12].position = [-0.993409, -0.114617, 0.001518]
)
)
```

animate on

```
(
at time(68)
(
sphereArray[1].position = [-0.321061, -0.942446, 0.093352]
sphereArray[2].position = [0.435511, -0.620492, 0.652165]
sphereArray[3].position = [-0.452472, -0.172889, 0.874859]
sphereArray[4].position = [0.468204, 0.414959, 0.780125]
sphereArray[5].position = [0.996972, -0.075606, 0.018168]
sphereArray[6].position = [-0.503379, 0.745986, 0.436020]
sphereArray[7].position = [0.449281, -0.737189, -0.504677]
sphereArray[8].position = [-0.432845, -0.339294, -0.835179]
sphereArray[9].position = [-0.492503, 0.644988, -0.584321]
sphereArray[10].position = [0.485366, 0.258930, -0.835090]
sphereArray[11].position = [0.406229, 0.909313, -0.090151]
sphereArray[12].position = [-0.992292, -0.123844, 0.004325]
)
)
```

animate on

```
(
at time(69)
(
```

```
sphereArray[1].position = [-0.331237, -0.939063, 0.091887]
sphereArray[2].position = [0.443105, -0.621965, 0.645613]
sphereArray[3].position = [-0.446522, -0.180141, 0.876452]
sphereArray[4].position = [0.459009, 0.416549, 0.784728]
sphereArray[5].position = [0.997748, -0.064836, 0.017189]
sphereArray[6].position = [-0.510716, 0.740432, 0.436955]
sphereArray[7].position = [0.455674, -0.738445, -0.497051]
sphereArray[8].position = [-0.426041, -0.346502, -0.835719]
sphereArray[9].position = [-0.501134, 0.641456, -0.580860]
sphereArray[10].position = [0.477299, 0.255537, -0.840766]
sphereArray[11].position = [0.412352, 0.906655, -0.089117]
sphereArray[12].position = [-0.992623, -0.121224, -0.002164]
)
)
```

```
animate on
(
at time(70)
(
sphereArray[1].position = [-0.341306, -0.935560, 0.090763]
sphereArray[2].position = [0.449445, -0.624913, 0.638344]
sphereArray[3].position = [-0.439872, -0.185875, 0.878614]
sphereArray[4].position = [0.450189, 0.416484, 0.789855]
sphereArray[5].position = [0.998411, -0.054067, 0.015885]
sphereArray[6].position = [-0.504486, 0.741640, 0.442113]
sphereArray[7].position = [0.462427, -0.739199, -0.489638]
sphereArray[8].position = [-0.420676, -0.354823, -0.834945]
sphereArray[9].position = [-0.501588, 0.644832, -0.576716]
sphereArray[10].position = [0.468439, 0.254587, -0.846021]
sphereArray[11].position = [0.408638, 0.909069, -0.081297]
sphereArray[12].position = [-0.993789, -0.111271, -0.001772]
)
)
```

```
animate on
(
at time(71)
(
sphereArray[1].position = [-0.351235, -0.931988, 0.089628]
sphereArray[2].position = [0.454622, -0.628917, 0.630700]
sphereArray[3].position = [-0.447144, -0.189710, 0.874112]
sphereArray[4].position = [0.443386, 0.412129, 0.795964]
sphereArray[5].position = [0.998958, -0.043248, 0.014593]
sphereArray[6].position = [-0.496503, 0.747431, 0.441398]
sphereArray[7].position = [0.469116, -0.739858, -0.482223]
sphereArray[8].position = [-0.424283, -0.360900, -0.830503]
sphereArray[9].position = [-0.495446, 0.643020, -0.584002]
sphereArray[10].position = [0.460126, 0.252196, -0.851282]
sphereArray[11].position = [0.407897, 0.908830, -0.087452]
sphereArray[12].position = [-0.994858, -0.101255, -0.002228]
)
)
```

```
animate on
```

```
(
at time(72)
(
sphereArray[1].position = [-0.361008, -0.928324, 0.088809]
sphereArray[2].position = [0.455235, -0.635267, 0.623857]
sphereArray[3].position = [-0.455967, -0.189081, 0.869680]
sphereArray[4].position = [0.437807, 0.406200, 0.802076]
sphereArray[5].position = [0.999379, -0.032441, 0.013749]
sphereArray[6].position = [-0.492812, 0.753570, 0.435049]
sphereArray[7].position = [0.472159, -0.743159, -0.474110]
sphereArray[8].position = [-0.431412, -0.363853, -0.825527]
sphereArray[9].position = [-0.489070, 0.641629, -0.590866]
sphereArray[10].position = [0.454559, 0.245311, -0.856270]
sphereArray[11].position = [0.417012, 0.904693, -0.087360]
sphereArray[12].position = [-0.995834, -0.091168, -0.001823]
)
)
```

```
animate on
(
at time(73)
(
sphereArray[1].position = [-0.370662, -0.924473, 0.089212]
sphereArray[2].position = [0.448370, -0.636086, 0.627980]
sphereArray[3].position = [-0.456109, -0.182358, 0.871040]
sphereArray[4].position = [0.432873, 0.399615, 0.808040]
sphereArray[5].position = [0.999674, -0.021831, 0.013256]
sphereArray[6].position = [-0.490197, 0.759442, 0.427733]
sphereArray[7].position = [0.465638, -0.749443, -0.470654]
sphereArray[8].position = [-0.424862, -0.369314, -0.826498]
sphereArray[9].position = [-0.480422, 0.646161, -0.593018]
sphereArray[10].position = [0.451519, 0.236523, -0.860342]
sphereArray[11].position = [0.425944, 0.900765, -0.084811]
sphereArray[12].position = [-0.996682, -0.081315, -0.003684]
)
)
```

```
animate on
(
at time(74)
(
sphereArray[1].position = [-0.380192, -0.920488, 0.090306]
sphereArray[2].position = [0.453368, -0.632859, 0.627652]
sphereArray[3].position = [-0.447906, -0.182486, 0.875259]
sphereArray[4].position = [0.426890, 0.394249, 0.813838]
sphereArray[5].position = [0.999857, -0.011480, 0.012418]
sphereArray[6].position = [-0.482618, 0.765275, 0.425952]
sphereArray[7].position = [0.470446, -0.751437, -0.462626]
sphereArray[8].position = [-0.423943, -0.362751, -0.829870]
sphereArray[9].position = [-0.471733, 0.648985, -0.596897]
sphereArray[10].position = [0.451567, 0.226772, -0.862938]
sphereArray[11].position = [0.434929, 0.896529, -0.084103]
sphereArray[12].position = [-0.997399, -0.071763, -0.006735]
)
)
```

```
animate on
(
at time(75)
(
sphereArray[1].position = [-0.389708, -0.916539, 0.089910]
sphereArray[2].position = [0.455450, -0.639004, 0.619870]
sphereArray[3].position = [-0.454000, -0.187723, 0.871002]
sphereArray[4].position = [0.419574, 0.390705, 0.819333]
sphereArray[5].position = [0.999917, -0.001231, 0.012827]
sphereArray[6].position = [-0.478632, 0.764371, 0.432027]
sphereArray[7].position = [0.471831, -0.755780, -0.454062]
sphereArray[8].position = [-0.430537, -0.366998, -0.824591]
sphereArray[9].position = [-0.467055, 0.655526, -0.593419]
sphereArray[10].position = [0.450347, 0.217297, -0.866008]
sphereArray[11].position = [0.441685, 0.892715, -0.089298]
sphereArray[12].position = [-0.998076, -0.061739, -0.005698]
)
)
```

```
animate on
(
at time(76)
(
sphereArray[1].position = [-0.399080, -0.912490, 0.089988]
sphereArray[2].position = [0.458894, -0.644062, 0.612046]
sphereArray[3].position = [-0.458467, -0.194985, 0.867058]
sphereArray[4].position = [0.422987, 0.383347, 0.821052]
sphereArray[5].position = [0.999873, 0.008929, 0.013187]
sphereArray[6].position = [-0.483688, 0.758311, 0.437047]
sphereArray[7].position = [0.470749, -0.761164, -0.446123]
sphereArray[8].position = [-0.432551, -0.375042, -0.819905]
sphereArray[9].position = [-0.472107, 0.658434, -0.586157]
sphereArray[10].position = [0.446080, 0.209114, -0.870220]
sphereArray[11].position = [0.435219, 0.895628, -0.091840]
sphereArray[12].position = [-0.998578, -0.052470, -0.009441]
)
)
```

```
animate on
(
at time(77)
(
sphereArray[1].position = [-0.408294, -0.908346, 0.090571]
sphereArray[2].position = [0.466235, -0.644825, 0.605661]
sphereArray[3].position = [-0.451384, -0.200238, 0.869573]
sphereArray[4].position = [0.431222, 0.384866, 0.816043]
sphereArray[5].position = [0.999786, 0.018422, 0.009455]
sphereArray[6].position = [-0.476455, 0.759014, 0.443720]
sphereArray[7].position = [0.477319, -0.756405, -0.447234]
sphereArray[8].position = [-0.424929, -0.374328, -0.824205]
sphereArray[9].position = [-0.470682, 0.654184, -0.592033]
sphereArray[10].position = [0.439125, 0.204196, -0.874914]
sphereArray[11].position = [0.426705, 0.899887, -0.090142]
)
```

```
sphereArray[12].position = [-0.998978, -0.043308, -0.012960]
)
)
```

```
animate on
```

```
(
at time(78)
(
sphereArray[1].position = [-0.417342, -0.904352, 0.089288]
sphereArray[2].position = [0.467777, -0.649308, 0.599653]
sphereArray[3].position = [-0.442490, -0.201529, 0.873836]
sphereArray[4].position = [0.438141, 0.381895, 0.813750]
sphereArray[5].position = [0.999633, 0.026823, 0.003812]
sphereArray[6].position = [-0.474009, 0.755700, 0.451922]
sphereArray[7].position = [0.474839, -0.753806, -0.454207]
sphereArray[8].position = [-0.424420, -0.368468, -0.827103]
sphereArray[9].position = [-0.462779, 0.654629, -0.597743]
sphereArray[10].position = [0.437876, 0.209645, -0.874250]
sphereArray[11].position = [0.418592, 0.903225, -0.094683]
sphereArray[12].position = [-0.999326, -0.036102, -0.006714]
)
)
```

```
animate on
```

```
(
at time(79)
(
sphereArray[1].position = [-0.424546, -0.901585, 0.083103]
sphereArray[2].position = [0.464023, -0.656456, 0.594767]
sphereArray[3].position = [-0.435951, -0.208471, 0.875492]
sphereArray[4].position = [0.436761, 0.373220, 0.818502]
sphereArray[5].position = [0.999401, 0.034525, -0.002470]
sphereArray[6].position = [-0.479883, 0.749265, 0.456415]
sphereArray[7].position = [0.470298, -0.760001, -0.448574]
sphereArray[8].position = [-0.432468, -0.371119, -0.821731]
sphereArray[9].position = [-0.464736, 0.657506, -0.593048]
sphereArray[10].position = [0.445931, 0.205338, -0.871196]
sphereArray[11].position = [0.415020, 0.905665, -0.086772]
sphereArray[12].position = [-0.999566, -0.029459, 0.000204]
)
)
```

```
animate on
```

```
(
at time(80)
(
sphereArray[1].position = [-0.431161, -0.899055, 0.076165]
sphereArray[2].position = [0.470968, -0.657394, 0.588236]
sphereArray[3].position = [-0.435243, -0.218090, 0.873499]
sphereArray[4].position = [0.438444, 0.364024, 0.821738]
sphereArray[5].position = [0.999025, 0.044083, -0.002174]
sphereArray[6].position = [-0.476909, 0.747899, 0.461742]
sphereArray[7].position = [0.472113, -0.763838, -0.440070]
sphereArray[8].position = [-0.437310, -0.364855, -0.821973]
)
```

```
sphereArray[9].position = [-0.469197, 0.652070, -0.595532]
sphereArray[10].position = [0.443828, 0.197886, -0.873990]
sphereArray[11].position = [0.410495, 0.908387, -0.079542]
sphereArray[12].position = [-0.999800, -0.019932, -0.001671]
)
)
```

```
animate on
```

```
(
at time(81)
(
sphereArray[1].position = [-0.438132, -0.896185, 0.069949]
sphereArray[2].position = [0.476845, -0.658937, 0.581740]
sphereArray[3].position = [-0.440228, -0.225404, 0.869133]
sphereArray[4].position = [0.434595, 0.357984, 0.826423]
sphereArray[5].position = [0.998589, 0.052840, -0.005307]
sphereArray[6].position = [-0.468209, 0.751732, 0.464414]
sphereArray[7].position = [0.476512, -0.758882, -0.443886]
sphereArray[8].position = [-0.430386, -0.368736, -0.823894]
sphereArray[9].position = [-0.462098, 0.657718, -0.594872]
sphereArray[10].position = [0.439123, 0.203783, -0.875011]
sphereArray[11].position = [0.404903, 0.910292, -0.086155]
sphereArray[12].position = [-0.999927, -0.011927, 0.001940]
)
)
```

```
animate on
```

```
(
at time(82)
(
sphereArray[1].position = [-0.432190, -0.899223, 0.067887]
sphereArray[2].position = [0.469718, -0.664302, 0.581436]
sphereArray[3].position = [-0.438546, -0.233542, 0.867834]
sphereArray[4].position = [0.425749, 0.360113, 0.830094]
sphereArray[5].position = [0.998545, 0.052725, -0.011307]
sphereArray[6].position = [-0.461370, 0.751492, 0.471591]
sphereArray[7].position = [0.476388, -0.753880, -0.452458]
sphereArray[8].position = [-0.434174, -0.372569, -0.820174]
sphereArray[9].position = [-0.467715, 0.658263, -0.589858]
sphereArray[10].position = [0.445818, 0.209087, -0.870361]
sphereArray[11].position = [0.411174, 0.907730, -0.083442]
sphereArray[12].position = [-0.999826, -0.016588, 0.008481]
)
)
```

```
animate on
```

```
(
at time(83)
(
sphereArray[1].position = [-0.423252, -0.903324, 0.069745]
sphereArray[2].position = [0.472265, -0.660415, 0.583796]
sphereArray[3].position = [-0.434876, -0.228905, 0.870911]
sphereArray[4].position = [0.429503, 0.356277, 0.829815]
sphereArray[5].position = [0.998891, 0.047000, -0.002818]
)
```

```
sphereArray[6].position = [-0.465148, 0.747869, 0.473634]
sphereArray[7].position = [0.478469, -0.747884, -0.460148]
sphereArray[8].position = [-0.434931, -0.363610, -0.823786]
sphereArray[9].position = [-0.475502, 0.655367, -0.586849]
sphereArray[10].position = [0.439293, 0.215076, -0.872218]
sphereArray[11].position = [0.410664, 0.908796, -0.073792]
sphereArray[12].position = [-0.999726, -0.023377, 0.001415]
)
)
```

```
animate on
```

```
(
at time(84)
(
sphereArray[1].position = [-0.414145, -0.907507, 0.070102]
sphereArray[2].position = [0.474902, -0.665042, 0.576357]
sphereArray[3].position = [-0.443579, -0.226307, 0.867193]
sphereArray[4].position = [0.438321, 0.356410, 0.825134]
sphereArray[5].position = [0.999230, 0.039126, 0.002919]
sphereArray[6].position = [-0.473149, 0.746224, 0.468273]
sphereArray[7].position = [0.476751, -0.743651, -0.468713]
sphereArray[8].position = [-0.429696, -0.357342, -0.829257]
sphereArray[9].position = [-0.472248, 0.662601, -0.581328]
sphereArray[10].position = [0.437491, 0.223671, -0.870961]
sphereArray[11].position = [0.403789, 0.912333, -0.067847]
sphereArray[12].position = [-0.999446, -0.033274, 0.001018]
)
)
```

```
animate on
```

```
(
at time(85)
(
sphereArray[1].position = [-0.408169, -0.910658, 0.064035]
sphereArray[2].position = [0.467371, -0.667823, 0.579291]
sphereArray[3].position = [-0.451280, -0.222248, 0.864264]
sphereArray[4].position = [0.440913, 0.349221, 0.826826]
sphereArray[5].position = [0.999432, 0.033531, -0.003451]
sphereArray[6].position = [-0.477513, 0.740110, 0.473518]
sphereArray[7].position = [0.471022, -0.742227, -0.476694]
sphereArray[8].position = [-0.432322, -0.350162, -0.830954]
sphereArray[9].position = [-0.469367, 0.669742, -0.575448]
sphereArray[10].position = [0.442857, 0.230888, -0.866354]
sphereArray[11].position = [0.407115, 0.911287, -0.061761]
sphereArray[12].position = [-0.999154, -0.040818, -0.005009]
)
)
```

```
animate on
```

```
(
at time(86)
(
sphereArray[1].position = [-0.413286, -0.908778, 0.057590]
sphereArray[2].position = [0.462316, -0.664538, 0.587072]
)
```

```
sphereArray[3].position = [-0.446553, -0.223364, 0.866429]
sphereArray[4].position = [0.436643, 0.342361, 0.831945]
sphereArray[5].position = [0.999502, 0.029812, -0.010393]
sphereArray[6].position = [-0.471305, 0.740072, 0.479755]
sphereArray[7].position = [0.464340, -0.741872, -0.483750]
sphereArray[8].position = [-0.437454, -0.343072, -0.831225]
sphereArray[9].position = [-0.471858, 0.674906, -0.567320]
sphereArray[10].position = [0.440739, 0.239488, -0.865098]
sphereArray[11].position = [0.415308, 0.907881, -0.057188]
sphereArray[12].position = [-0.998963, -0.043159, -0.014480]
)
)
```

animate on

```
(
at time(87)
(
sphereArray[1].position = [-0.416714, -0.906623, 0.066205]
sphereArray[2].position = [0.460839, -0.668497, 0.583729]
sphereArray[3].position = [-0.451955, -0.229298, 0.862067]
sphereArray[4].position = [0.443947, 0.341758, 0.828319]
sphereArray[5].position = [0.999763, 0.021046, -0.005641]
sphereArray[6].position = [-0.463517, 0.745899, 0.478317]
sphereArray[7].position = [0.465145, -0.745215, -0.477802]
sphereArray[8].position = [-0.430016, -0.340329, -0.836219]
sphereArray[9].position = [-0.468921, 0.681803, -0.561478]
sphereArray[10].position = [0.432172, 0.242336, -0.868620]
sphereArray[11].position = [0.423571, 0.904301, -0.053168]
sphereArray[12].position = [-0.999286, -0.036053, -0.011295]
)
)
```

animate on

```
(
at time(88)
(
sphereArray[1].position = [-0.423187, -0.903663, 0.065618]
sphereArray[2].position = [0.463362, -0.673542, 0.575879]
sphereArray[3].position = [-0.452758, -0.223214, 0.863241]
sphereArray[4].position = [0.445233, 0.349878, 0.824229]
sphereArray[5].position = [0.999841, 0.014073, -0.010968]
sphereArray[6].position = [-0.460893, 0.743441, 0.484637]
sphereArray[7].position = [0.470398, -0.746783, -0.470150]
sphereArray[8].position = [-0.430572, -0.346705, -0.833309]
sphereArray[9].position = [-0.462089, 0.683832, -0.564666]
sphereArray[10].position = [0.432559, 0.234731, -0.870514]
sphereArray[11].position = [0.431393, 0.900328, -0.057523]
sphereArray[12].position = [-0.999580, -0.027426, -0.009416]
)
)
```

animate on

```
(
at time(89)
```

```
(
sphereArray[1].position = [-0.430010, -0.900855, 0.059590]
sphereArray[2].position = [0.458275, -0.673305, 0.580211]
sphereArray[3].position = [-0.444420, -0.227183, 0.866533]
sphereArray[4].position = [0.441437, 0.345943, 0.827923]
sphereArray[5].position = [0.999748, 0.020114, -0.009955]
sphereArray[6].position = [-0.466457, 0.743485, 0.479216]
sphereArray[7].position = [0.462659, -0.751526, -0.470272]
sphereArray[8].position = [-0.439366, -0.346058, -0.828976]
sphereArray[9].position = [-0.464217, 0.676845, -0.571300]
sphereArray[10].position = [0.437662, 0.226313, -0.870192]
sphereArray[11].position = [0.430616, 0.900118, -0.066004]
sphereArray[12].position = [-0.999774, -0.018472, -0.010539]
)
)
```

animate on

```
(
at time(90)
(
sphereArray[1].position = [-0.434675, -0.898155, 0.066142]
sphereArray[2].position = [0.464097, -0.670643, 0.578665]
sphereArray[3].position = [-0.436696, -0.231662, 0.869269]
sphereArray[4].position = [0.448140, 0.341854, 0.826018]
sphereArray[5].position = [0.999799, 0.020039, 0.000010]
sphereArray[6].position = [-0.459925, 0.749372, 0.476351]
sphereArray[7].position = [0.454194, -0.756082, -0.471219]
sphereArray[8].position = [-0.446084, -0.339254, -0.828200]
sphereArray[9].position = [-0.457241, 0.676836, -0.576909]
sphereArray[10].position = [0.443228, 0.218506, -0.869370]
sphereArray[11].position = [0.423183, 0.903905, -0.062226]
sphereArray[12].position = [-0.999861, -0.016646, -0.000668]
)
)
```

animate on

```
(
at time(91)
(
sphereArray[1].position = [-0.429379, -0.900085, 0.074032]
sphereArray[2].position = [0.463835, -0.677201, 0.571188]
sphereArray[3].position = [-0.437718, -0.222848, 0.871058]
sphereArray[4].position = [0.443931, 0.348569, 0.825485]
sphereArray[5].position = [0.999888, 0.014575, 0.003435]
sphereArray[6].position = [-0.458267, 0.746733, 0.482058]
sphereArray[7].position = [0.446854, -0.758567, -0.474233]
sphereArray[8].position = [-0.448640, -0.330051, -0.830535]
sphereArray[9].position = [-0.449487, 0.682601, -0.576209]
sphereArray[10].position = [0.452098, 0.216231, -0.865362]
sphereArray[11].position = [0.427564, 0.902049, -0.059139]
sphereArray[12].position = [-0.999900, -0.011743, 0.007822]
)
)
```

```
animate on
(
at time(92)
(
sphereArray[1].position = [-0.428800, -0.900722, 0.069497]
sphereArray[2].position = [0.459638, -0.684159, 0.566267]
sphereArray[3].position = [-0.444925, -0.221122, 0.867840]
sphereArray[4].position = [0.442539, 0.341274, 0.829272]
sphereArray[5].position = [0.999950, 0.009022, -0.004403]
sphereArray[6].position = [-0.461363, 0.749271, 0.475118]
sphereArray[7].position = [0.444661, -0.754270, -0.483067]
sphereArray[8].position = [-0.455467, -0.331295, -0.826313]
sphereArray[9].position = [-0.449701, 0.688477, -0.569007]
sphereArray[10].position = [0.460744, 0.214245, -0.861286]
sphereArray[11].position = [0.434896, 0.898210, -0.063905]
sphereArray[12].position = [-0.999949, -0.009738, 0.002581]
)
)
```

```
animate on
(
at time(93)
(
sphereArray[1].position = [-0.436607, -0.897367, 0.064082]
sphereArray[2].position = [0.455515, -0.681265, 0.573048]
sphereArray[3].position = [-0.441044, -0.228287, 0.867966]
sphereArray[4].position = [0.446843, 0.332468, 0.830540]
sphereArray[5].position = [0.999985, 0.004288, 0.003520]
sphereArray[6].position = [-0.453199, 0.753179, 0.476794]
sphereArray[7].position = [0.439661, -0.751990, -0.491130]
sphereArray[8].position = [-0.451303, -0.335349, -0.826962]
sphereArray[9].position = [-0.452554, 0.684482, -0.571559]
sphereArray[10].position = [0.456504, 0.214013, -0.863599]
sphereArray[11].position = [0.442735, 0.894714, -0.058924]
sphereArray[12].position = [-0.999842, -0.017355, -0.003772]
)
)
```

```
animate on
(
at time(94)
(
sphereArray[1].position = [-0.444587, -0.893697, 0.060402]
sphereArray[2].position = [0.458882, -0.680978, 0.570698]
sphereArray[3].position = [-0.444059, -0.222347, 0.867971]
sphereArray[4].position = [0.441228, 0.332078, 0.833692]
sphereArray[5].position = [0.999989, -0.002549, 0.003914]
sphereArray[6].position = [-0.450560, 0.750238, 0.483878]
sphereArray[7].position = [0.438809, -0.755362, -0.486698]
sphereArray[8].position = [-0.448070, -0.327217, -0.831963]
sphereArray[9].position = [-0.445667, 0.687642, -0.573175]
sphereArray[10].position = [0.451833, 0.222830, -0.863825]
sphereArray[11].position = [0.447391, 0.892898, -0.050740]
sphereArray[12].position = [-0.999897, -0.012986, -0.006192]
)
)
```

)

animate on

(

at time(95)

(

```
sphereArray[1].position = [-0.451496, -0.889829, 0.065992]
sphereArray[2].position = [0.451889, -0.687449, 0.568516]
sphereArray[3].position = [-0.448617, -0.228483, 0.864025]
sphereArray[4].position = [0.443870, 0.337814, 0.829977]
sphereArray[5].position = [0.999983, -0.001060, -0.005811]
sphereArray[6].position = [-0.457557, 0.750189, 0.477345]
sphereArray[7].position = [0.444225, -0.757383, -0.478576]
sphereArray[8].position = [-0.441591, -0.323111, -0.837017]
sphereArray[9].position = [-0.444892, 0.694272, -0.565737]
sphereArray[10].position = [0.449546, 0.232451, -0.862482]
sphereArray[11].position = [0.443045, 0.895460, -0.043157]
sphereArray[12].position = [-0.999982, -0.003377, -0.004926]
```

)

)

animate on

(

at time(96)

(

```
sphereArray[1].position = [-0.452655, -0.889822, 0.057629]
sphereArray[2].position = [0.444984, -0.687513, 0.573860]
sphereArray[3].position = [-0.442380, -0.226151, 0.867846]
sphereArray[4].position = [0.448235, 0.328968, 0.831183]
sphereArray[5].position = [0.999908, 0.005788, -0.012256]
sphereArray[6].position = [-0.461204, 0.746062, 0.480294]
sphereArray[7].position = [0.447186, -0.760959, -0.470071]
sphereArray[8].position = [-0.435230, -0.330603, -0.837423]
sphereArray[9].position = [-0.448361, 0.697358, -0.559165]
sphereArray[10].position = [0.443308, 0.235379, -0.864913]
sphereArray[11].position = [0.437404, 0.897955, -0.048525]
sphereArray[12].position = [-0.999910, -0.002453, -0.013208]
```

)

)

animate on

(

at time(97)

(

```
sphereArray[1].position = [-0.446179, -0.893382, 0.052850]
sphereArray[2].position = [0.452030, -0.683514, 0.573130]
sphereArray[3].position = [-0.448776, -0.221162, 0.865845]
sphereArray[4].position = [0.455677, 0.328286, 0.827398]
sphereArray[5].position = [0.999939, 0.009840, -0.005073]
sphereArray[6].position = [-0.454154, 0.746273, 0.486642]
sphereArray[7].position = [0.455580, -0.756299, -0.469531]
sphereArray[8].position = [-0.428006, -0.337198, -0.838516]
sphereArray[9].position = [-0.451553, 0.690299, -0.565320]
sphereArray[10].position = [0.443394, 0.225753, -0.867431]
```

```
sphereArray[11].position = [0.445265, 0.893883, -0.052075]
sphereArray[12].position = [-0.999861, -0.011628, -0.011961]
)
)

animate on
(
at time(98)
(
sphereArray[1].position = [-0.439772, -0.896112, 0.059863]
sphereArray[2].position = [0.448724, -0.687715, 0.570697]
sphereArray[3].position = [-0.452576, -0.228218, 0.862028]
sphereArray[4].position = [0.448589, 0.332317, 0.829658]
sphereArray[5].position = [0.999986, 0.004412, 0.002919]
sphereArray[6].position = [-0.449913, 0.752308, 0.481259]
sphereArray[7].position = [0.462296, -0.750075, -0.472938]
sphereArray[8].position = [-0.429748, -0.341286, -0.835967]
sphereArray[9].position = [-0.457211, 0.683275, -0.569292]
sphereArray[10].position = [0.448108, 0.218465, -0.866875]
sphereArray[11].position = [0.442578, 0.894780, -0.059111]
sphereArray[12].position = [-0.999940, -0.009983, -0.004492]
)
)

animate on
(
at time(99)
(
sphereArray[1].position = [-0.435056, -0.898635, 0.056402]
sphereArray[2].position = [0.447943, -0.682471, 0.577564]
sphereArray[3].position = [-0.448280, -0.225134, 0.865078]
sphereArray[4].position = [0.439916, 0.335317, 0.833088]
sphereArray[5].position = [0.999889, 0.011399, 0.009542]
sphereArray[6].position = [-0.452587, 0.756055, 0.472807]
sphereArray[7].position = [0.457482, -0.748789, -0.479610]
sphereArray[8].position = [-0.438783, -0.339464, -0.832006]
sphereArray[9].position = [-0.456290, 0.677948, -0.576356]
sphereArray[10].position = [0.448791, 0.227546, -0.864181]
sphereArray[11].position = [0.434342, 0.898525, -0.063246]
sphereArray[12].position = [-0.999985, -0.000249, -0.005547]
)
)

animate on
(
at time(100)
(
sphereArray[1].position = [-0.441845, -0.895342, 0.056005]
sphereArray[2].position = [0.455623, -0.681251, 0.572978]
sphereArray[3].position = [-0.455343, -0.222202, 0.862142]
sphereArray[4].position = [0.433561, 0.342904, 0.833332]
sphereArray[5].position = [0.999766, 0.020091, 0.007960]
sphereArray[6].position = [-0.460808, 0.752182, 0.471039]
sphereArray[7].position = [0.456458, -0.752959, -0.474024]
```

```
sphereArray[8].position = [-0.446739, -0.341915, -0.826752]
sphereArray[9].position = [-0.449717, 0.676105, -0.583641]
sphereArray[10].position = [0.453677, 0.228995, -0.861242]
sphereArray[11].position = [0.430645, 0.900736, -0.056737]
sphereArray[12].position = [-0.999990, -0.004489, -0.000198]
)
)
```

```
animate on
```

```
(
at time(101)
(
sphereArray[1].position = [-0.435819, -0.897853, 0.062621]
sphereArray[2].position = [0.462758, -0.679114, 0.569789]
sphereArray[3].position = [-0.448748, -0.228076, 0.864064]
sphereArray[4].position = [0.430047, 0.337816, 0.837222]
sphereArray[5].position = [0.999885, 0.015102, 0.001074]
sphereArray[6].position = [-0.468451, 0.749403, 0.467919]
sphereArray[7].position = [0.464636, -0.748704, -0.472816]
sphereArray[8].position = [-0.441948, -0.346872, -0.827261]
sphereArray[9].position = [-0.442365, 0.676208, -0.589115]
sphereArray[10].position = [0.451092, 0.220521, -0.864805]
sphereArray[11].position = [0.434886, 0.899212, -0.047864]
sphereArray[12].position = [-0.999922, -0.010032, -0.007505]
)
)
```

```
animate on
```

```
(
at time(102)
(
sphereArray[1].position = [-0.427007, -0.901937, 0.064612]
sphereArray[2].position = [0.457796, -0.677587, 0.575586]
sphereArray[3].position = [-0.443369, -0.225123, 0.867608]
sphereArray[4].position = [0.436946, 0.333282, 0.835465]
sphereArray[5].position = [0.999851, 0.015500, 0.007535]
sphereArray[6].position = [-0.469916, 0.753826, 0.459266]
sphereArray[7].position = [0.460773, -0.747508, -0.478455]
sphereArray[8].position = [-0.433756, -0.345055, -0.832342]
sphereArray[9].position = [-0.442219, 0.682103, -0.582389]
sphereArray[10].position = [0.446174, 0.225159, -0.866159]
sphereArray[11].position = [0.440306, 0.896929, -0.040599]
sphereArray[12].position = [-0.999781, -0.013627, -0.015853]
)
)
```

```
animate on
```

```
(
at time(103)
(
sphereArray[1].position = [-0.421923, -0.904590, 0.060803]
sphereArray[2].position = [0.451264, -0.684343, 0.572743]
sphereArray[3].position = [-0.451205, -0.219174, 0.865088]
sphereArray[4].position = [0.431512, 0.338762, 0.836084]
)
```

```
sphereArray[5].position = [0.999840, 0.017782, 0.001957]
sphereArray[6].position = [-0.467309, 0.759024, 0.453326]
sphereArray[7].position = [0.459882, -0.752029, -0.472187]
sphereArray[8].position = [-0.436895, -0.337524, -0.833787]
sphereArray[9].position = [-0.449990, 0.681175, -0.577503]
sphereArray[10].position = [0.452487, 0.230724, -0.861407]
sphereArray[11].position = [0.441121, 0.896162, -0.048026]
sphereArray[12].position = [-0.999688, -0.022321, -0.011207]
)
)
```

```
animate on
(
at time(104)
(
sphereArray[1].position = [-0.430373, -0.900854, 0.056929]
sphereArray[2].position = [0.448773, -0.681324, 0.578273]
sphereArray[3].position = [-0.458928, -0.213616, 0.862411]
sphereArray[4].position = [0.427442, 0.332948, 0.840500]
sphereArray[5].position = [0.999871, 0.013006, 0.009378]
sphereArray[6].position = [-0.464425, 0.755519, 0.462062]
sphereArray[7].position = [0.464207, -0.746687, -0.476415]
sphereArray[8].position = [-0.445186, -0.332864, -0.831271]
sphereArray[9].position = [-0.453622, 0.674314, -0.582689]
sphereArray[10].position = [0.456504, 0.224164, -0.861019]
sphereArray[11].position = [0.433947, 0.899307, -0.054198]
sphereArray[12].position = [-0.999678, -0.025256, -0.002348]
)
)
```

```
animate on
(
at time(105)
(
sphereArray[1].position = [-0.427939, -0.902343, 0.051436]
sphereArray[2].position = [0.455385, -0.675376, 0.580079]
sphereArray[3].position = [-0.459042, -0.220262, 0.860677]
sphereArray[4].position = [0.433719, 0.335723, 0.836169]
sphereArray[5].position = [0.999687, 0.018071, 0.017311]
sphereArray[6].position = [-0.456882, 0.756701, 0.467614]
sphereArray[7].position = [0.457722, -0.749150, -0.478817]
sphereArray[8].position = [-0.446382, -0.338356, -0.828407]
sphereArray[9].position = [-0.447394, 0.676346, -0.585145]
sphereArray[10].position = [0.451022, 0.217390, -0.865633]
sphereArray[11].position = [0.430727, 0.900323, -0.062394]
sphereArray[12].position = [-0.999872, -0.015959, -0.001480]
)
)
```

```
animate on
(
at time(106)
(
sphereArray[1].position = [-0.428830, -0.901413, 0.059664]
```

```
sphereArray[2].position = [0.456609, -0.680558, 0.573017]
sphereArray[3].position = [-0.452073, -0.227269, 0.862542]
sphereArray[4].position = [0.430328, 0.344569, 0.834320]
sphereArray[5].position = [0.999722, 0.021434, 0.009836]
sphereArray[6].position = [-0.451636, 0.755832, 0.474071]
sphereArray[7].position = [0.462971, -0.750977, -0.470840]
sphereArray[8].position = [-0.438555, -0.344221, -0.830170]
sphereArray[9].position = [-0.452029, 0.679535, -0.577843]
sphereArray[10].position = [0.453538, 0.208197, -0.866578]
sphereArray[11].position = [0.438505, 0.896227, -0.067010]
sphereArray[12].position = [-0.999964, -0.006677, -0.005155]
)
)
```

animate on

```
(
at time(107)
(
sphereArray[1].position = [-0.437829, -0.897061, 0.059893]
sphereArray[2].position = [0.452356, -0.679932, 0.577119]
sphereArray[3].position = [-0.444318, -0.232593, 0.865149]
sphereArray[4].position = [0.427767, 0.352196, 0.832450]
sphereArray[5].position = [0.999829, 0.014838, 0.011068]
sphereArray[6].position = [-0.459600, 0.751599, 0.473147]
sphereArray[7].position = [0.464774, -0.755118, -0.462366]
sphereArray[8].position = [-0.432177, -0.351595, -0.830424]
sphereArray[9].position = [-0.460087, 0.676161, -0.575436]
sphereArray[10].position = [0.449218, 0.207610, -0.868966]
sphereArray[11].position = [0.438721, 0.895428, -0.075709]
sphereArray[12].position = [-0.999909, -0.004130, -0.012875]
)
)
```

animate on

```
(
at time(108)
(
sphereArray[1].position = [-0.445279, -0.893128, 0.063638]
sphereArray[2].position = [0.454710, -0.672732, 0.583669]
sphereArray[3].position = [-0.444024, -0.224858, 0.867342]
sphereArray[4].position = [0.435774, 0.354837, 0.827159]
sphereArray[5].position = [0.999647, 0.021197, 0.015995]
sphereArray[6].position = [-0.466261, 0.751999, 0.465938]
sphereArray[7].position = [0.467046, -0.758702, -0.454135]
sphereArray[8].position = [-0.425116, -0.356426, -0.832008]
sphereArray[9].position = [-0.455459, 0.672752, -0.583062]
sphereArray[10].position = [0.449014, 0.216769, -0.866832]
sphereArray[11].position = [0.430679, 0.899384, -0.074989]
sphereArray[12].position = [-0.999895, -0.012134, -0.007898]
)
)
```

animate on

```
(
```

```
at time(109)
(
sphereArray[1].position = [-0.439006, -0.895985, 0.066974]
sphereArray[2].position = [0.451373, -0.668040, 0.591596]
sphereArray[3].position = [-0.446234, -0.215187, 0.868660]
sphereArray[4].position = [0.434753, 0.362328, 0.824444]
sphereArray[5].position = [0.999741, 0.021714, 0.006824]
sphereArray[6].position = [-0.470128, 0.754895, 0.457289]
sphereArray[7].position = [0.475373, -0.754568, -0.452380]
sphereArray[8].position = [-0.424284, -0.348526, -0.835771]
sphereArray[9].position = [-0.456523, 0.666094, -0.589835]
sphereArray[10].position = [0.456763, 0.214017, -0.863461]
sphereArray[11].position = [0.424363, 0.902924, -0.068146]
sphereArray[12].position = [-0.999752, -0.020856, -0.007846]
)
)
```

```
animate on
(
at time(110)
(
sphereArray[1].position = [-0.430370, -0.900326, 0.064772]
sphereArray[2].position = [0.446267, -0.664563, 0.599335]
sphereArray[3].position = [-0.451418, -0.207568, 0.867835]
sphereArray[4].position = [0.429405, 0.357806, 0.829208]
sphereArray[5].position = [0.999806, 0.017196, 0.009652]
sphereArray[6].position = [-0.478221, 0.752786, 0.452347]
sphereArray[7].position = [0.471617, -0.754810, -0.455893]
sphereArray[8].position = [-0.428255, -0.353166, -0.831788]
sphereArray[9].position = [-0.455954, 0.660433, -0.596602]
sphereArray[10].position = [0.462547, 0.206355, -0.862246]
sphereArray[11].position = [0.417116, 0.906106, -0.070611]
sphereArray[12].position = [-0.999488, -0.029507, -0.012377]
)
)
```

```
animate on
(
at time(111)
(
sphereArray[1].position = [-0.422861, -0.903461, 0.070336]
sphereArray[2].position = [0.448995, -0.658813, 0.603630]
sphereArray[3].position = [-0.460197, -0.205647, 0.863671]
sphereArray[4].position = [0.432923, 0.359008, 0.826856]
sphereArray[5].position = [0.999585, 0.022168, 0.018400]
sphereArray[6].position = [-0.481088, 0.754965, 0.445626]
sphereArray[7].position = [0.470141, -0.760147, -0.448491]
sphereArray[8].position = [-0.421600, -0.359579, -0.832440]
sphereArray[9].position = [-0.447255, 0.663289, -0.600009]
sphereArray[10].position = [0.465364, 0.212947, -0.859122]
sphereArray[11].position = [0.423664, 0.902959, -0.071934]
sphereArray[12].position = [-0.999214, -0.035217, -0.018203]
)
)
```

```
animate on
(
at time(112)
(
sphereArray[1].position = [-0.423571, -0.902409, 0.079030]
sphereArray[2].position = [0.453284, -0.661738, 0.597190]
sphereArray[3].position = [-0.466913, -0.198639, 0.861704]
sphereArray[4].position = [0.424506, 0.362536, 0.829676]
sphereArray[5].position = [0.999326, 0.023592, 0.028118]
sphereArray[6].position = [-0.472867, 0.759915, 0.446011]
sphereArray[7].position = [0.477650, -0.756816, -0.446183]
sphereArray[8].position = [-0.413234, -0.362617, -0.835312]
sphereArray[9].position = [-0.442400, 0.668888, -0.597387]
sphereArray[10].position = [0.459263, 0.211483, -0.862759]
sphereArray[11].position = [0.428436, 0.901334, -0.063558]
sphereArray[12].position = [-0.999236, -0.029037, -0.026166]
)
)
```

```
animate on
(
at time(113)
(
sphereArray[1].position = [-0.431096, -0.899121, 0.075744]
sphereArray[2].position = [0.444619, -0.666033, 0.598928]
sphereArray[3].position = [-0.473094, -0.201027, 0.857770]
sphereArray[4].position = [0.417846, 0.357543, 0.835205]
sphereArray[5].position = [0.998965, 0.025380, 0.037744]
sphereArray[6].position = [-0.466738, 0.759520, 0.453084]
sphereArray[7].position = [0.479763, -0.751016, -0.453655]
sphereArray[8].position = [-0.418276, -0.367843, -0.830504]
sphereArray[9].position = [-0.449739, 0.663888, -0.597484]
sphereArray[10].position = [0.465529, 0.206105, -0.860700]
sphereArray[11].position = [0.432980, 0.898681, -0.070013]
sphereArray[12].position = [-0.999177, -0.022652, -0.033645]
)
)
```

```
animate on
(
at time(114)
(
sphereArray[1].position = [-0.427519, -0.901515, 0.067067]
sphereArray[2].position = [0.439088, -0.672540, 0.595728]
sphereArray[3].position = [-0.471681, -0.210855, 0.856188]
sphereArray[4].position = [0.411968, 0.351674, 0.840600]
sphereArray[5].position = [0.999045, 0.018056, 0.039794]
sphereArray[6].position = [-0.471530, 0.756399, 0.453343]
sphereArray[7].position = [0.474832, -0.749695, -0.460969]
sphereArray[8].position = [-0.422981, -0.361336, -0.830978]
sphereArray[9].position = [-0.445375, 0.661395, -0.603488]
sphereArray[10].position = [0.469579, 0.213901, -0.856588]
sphereArray[11].position = [0.427162, 0.900992, -0.075798]
sphereArray[12].position = [-0.999464, -0.014551, -0.029324]
)
)
```

```
)  
)
```

```
animate on
```

```
(  
at time(115)  
(  
sphereArray[1].position = [-0.429943, -0.900955, 0.058551]  
sphereArray[2].position = [0.445734, -0.672673, 0.590620]  
sphereArray[3].position = [-0.468787, -0.220329, 0.855391]  
sphereArray[4].position = [0.404150, 0.352725, 0.843948]  
sphereArray[5].position = [0.999326, 0.018797, 0.031532]  
sphereArray[6].position = [-0.471390, 0.761516, 0.444843]  
sphereArray[7].position = [0.472033, -0.755028, -0.455101]  
sphereArray[8].position = [-0.419733, -0.353328, -0.836053]  
sphereArray[9].position = [-0.440796, 0.668201, -0.599338]  
sphereArray[10].position = [0.476545, 0.216612, -0.852047]  
sphereArray[11].position = [0.429269, 0.900714, -0.066659]  
sphereArray[12].position = [-0.999675, -0.015795, -0.019986]  
)  
)
```

```
animate on
```

```
(  
at time(116)  
(  
sphereArray[1].position = [-0.436052, -0.898442, 0.051588]  
sphereArray[2].position = [0.449439, -0.665761, 0.595623]  
sphereArray[3].position = [-0.461356, -0.222387, 0.858891]  
sphereArray[4].position = [0.409271, 0.358468, 0.839046]  
sphereArray[5].position = [0.998967, 0.025733, 0.037453]  
sphereArray[6].position = [-0.476764, 0.759852, 0.441952]  
sphereArray[7].position = [0.476830, -0.757068, -0.446633]  
sphereArray[8].position = [-0.417071, -0.345076, -0.840818]  
sphereArray[9].position = [-0.447319, 0.667088, -0.595735]  
sphereArray[10].position = [0.473603, 0.209828, -0.855379]  
sphereArray[11].position = [0.435628, 0.898162, -0.059441]  
sphereArray[12].position = [-0.999485, -0.024629, -0.020553]  
)  
)
```

```
animate on
```

```
(  
at time(117)  
(  
sphereArray[1].position = [-0.429709, -0.901599, 0.049698]  
sphereArray[2].position = [0.441314, -0.667599, 0.599628]  
sphereArray[3].position = [-0.463778, -0.214619, 0.859563]  
sphereArray[4].position = [0.411705, 0.365401, 0.834854]  
sphereArray[5].position = [0.998953, 0.020929, 0.040681]  
sphereArray[6].position = [-0.481711, 0.753401, 0.447595]  
sphereArray[7].position = [0.483346, -0.756596, -0.440386]  
sphereArray[8].position = [-0.409986, -0.348551, -0.842867]  
sphereArray[9].position = [-0.443987, 0.665074, -0.600460]  
)  
)
```

```
sphereArray[10].position = [0.465750, 0.212808, -0.858946]
sphereArray[11].position = [0.437474, 0.896953, -0.063965]
sphereArray[12].position = [-0.999160, -0.028569, -0.029391]
)
)
```

animate on

```
(
at time(118)
(
sphereArray[1].position = [-0.426800, -0.902407, 0.059187]
sphereArray[2].position = [0.436134, -0.665264, 0.605979]
sphereArray[3].position = [-0.472317, -0.215467, 0.854687]
sphereArray[4].position = [0.404341, 0.365642, 0.838340]
sphereArray[5].position = [0.999345, 0.018277, 0.031235]
sphereArray[6].position = [-0.489829, 0.750086, 0.444341]
sphereArray[7].position = [0.485072, -0.751338, -0.447432]
sphereArray[8].position = [-0.408200, -0.357942, -0.839792]
sphereArray[9].position = [-0.443892, 0.671495, -0.593342]
sphereArray[10].position = [0.471540, 0.217008, -0.854727]
sphereArray[11].position = [0.429160, 0.900953, -0.064081]
sphereArray[12].position = [-0.998887, -0.026414, -0.039083]
)
)
```

animate on

```
(
at time(119)
(
sphereArray[1].position = [-0.420343, -0.904959, 0.066033]
sphereArray[2].position = [0.444163, -0.660481, 0.605379]
sphereArray[3].position = [-0.480422, -0.213626, 0.850623]
sphereArray[4].position = [0.408845, 0.357268, 0.839765]
sphereArray[5].position = [0.999206, 0.024342, 0.031543]
sphereArray[6].position = [-0.489840, 0.753408, 0.438672]
sphereArray[7].position = [0.478581, -0.755096, -0.448097]
sphereArray[8].position = [-0.401865, -0.361642, -0.841261]
sphereArray[9].position = [-0.448786, 0.672270, -0.588765]
sphereArray[10].position = [0.477939, 0.219638, -0.850490]
sphereArray[11].position = [0.428714, 0.901801, -0.054404]
sphereArray[12].position = [-0.998402, -0.032559, -0.046192]
)
)
```

animate on

```
(
at time(120)
(
sphereArray[1].position = [-0.412192, -0.908374, 0.070387]
sphereArray[2].position = [0.451461, -0.660845, 0.599555]
sphereArray[3].position = [-0.480809, -0.204352, 0.852680]
sphereArray[4].position = [0.404642, 0.351846, 0.844079]
sphereArray[5].position = [0.998847, 0.024445, 0.041305]
sphereArray[6].position = [-0.485748, 0.751132, 0.447045]
)
```

```
sphereArray[7].position = [0.483767, -0.754607, -0.443326]
sphereArray[8].position = [-0.400758, -0.352781, -0.845540]
sphereArray[9].position = [-0.444705, 0.667855, -0.596831]
sphereArray[10].position = [0.470106, 0.224362, -0.853617]
sphereArray[11].position = [0.426691, 0.903263, -0.045294]
sphereArray[12].position = [-0.997994, -0.042445, -0.046973]
)
)
```

```
animate on
(
at time(121)
(
sphereArray[1].position = [-0.410932, -0.909418, 0.063979]
sphereArray[2].position = [0.444711, -0.665380, 0.599584]
sphereArray[3].position = [-0.476588, -0.208911, 0.853944]
sphereArray[4].position = [0.398370, 0.357623, 0.844634]
sphereArray[5].position = [0.998828, 0.031485, 0.036761]
sphereArray[6].position = [-0.492386, 0.748512, 0.444168]
sphereArray[7].position = [0.486210, -0.748476, -0.450981]
sphereArray[8].position = [-0.405767, -0.351326, -0.843755]
sphereArray[9].position = [-0.440751, 0.663704, -0.604347]
sphereArray[10].position = [0.469427, 0.229527, -0.852617]
sphereArray[11].position = [0.420792, 0.905746, -0.050577]
sphereArray[12].position = [-0.997896, -0.049562, -0.041805]
)
)
```

```
animate on
(
at time(122)
(
sphereArray[1].position = [-0.414940, -0.908177, 0.055138]
sphereArray[2].position = [0.446426, -0.659571, 0.604706]
sphereArray[3].position = [-0.473978, -0.218294, 0.853049]
sphereArray[4].position = [0.405569, 0.361701, 0.839456]
sphereArray[5].position = [0.998990, 0.035349, 0.027737]
sphereArray[6].position = [-0.497222, 0.750308, 0.435669]
sphereArray[7].position = [0.492583, -0.743659, -0.452033]
sphereArray[8].position = [-0.403997, -0.360656, -0.840663]
sphereArray[9].position = [-0.449095, 0.661139, -0.601006]
sphereArray[10].position = [0.475388, 0.222560, -0.851160]
sphereArray[11].position = [0.417292, 0.906832, -0.059362]
sphereArray[12].position = [-0.998451, -0.041011, -0.037610]
)
)
```

```
animate on
(
at time(123)
(
sphereArray[1].position = [-0.409968, -0.910636, 0.051653]
sphereArray[2].position = [0.455264, -0.655682, 0.602342]
sphereArray[3].position = [-0.465736, -0.221758, 0.856687]
)
```

```
sphereArray[4].position = [0.405794, 0.368817, 0.836245]
sphereArray[5].position = [0.998638, 0.041115, 0.032122]
sphereArray[6].position = [-0.494390, 0.752718, 0.434734]
sphereArray[7].position = [0.494437, -0.747784, -0.443114]
sphereArray[8].position = [-0.400513, -0.369624, -0.838431]
sphereArray[9].position = [-0.453656, 0.655017, -0.604275]
sphereArray[10].position = [0.468127, 0.220760, -0.855641]
sphereArray[11].position = [0.408852, 0.910806, -0.057202]
sphereArray[12].position = [-0.998844, -0.037072, -0.030615]
)
)
```

animate on

```
(
at time(124)
(
sphereArray[1].position = [-0.411091, -0.909513, 0.061570]
sphereArray[2].position = [0.463257, -0.649939, 0.602472]
sphereArray[3].position = [-0.457661, -0.225101, 0.860161]
sphereArray[4].position = [0.396742, 0.370221, 0.839960]
sphereArray[5].position = [0.998176, 0.048471, 0.035978]
sphereArray[6].position = [-0.497579, 0.746644, 0.441517]
sphereArray[7].position = [0.501500, -0.744814, -0.440169]
sphereArray[8].position = [-0.406077, -0.375083, -0.833315]
sphereArray[9].position = [-0.456929, 0.647969, -0.609386]
sphereArray[10].position = [0.463003, 0.228516, -0.856393]
sphereArray[11].position = [0.405048, 0.912101, -0.063310]
sphereArray[12].position = [-0.998601, -0.045881, -0.026289]
)
)
```

animate on

```
(
at time(125)
(
sphereArray[1].position = [-0.403931, -0.912335, 0.066967]
sphereArray[2].position = [0.470697, -0.649879, 0.596742]
sphereArray[3].position = [-0.460985, -0.232591, 0.856384]
sphereArray[4].position = [0.394983, 0.378268, 0.837198]
sphereArray[5].position = [0.997892, 0.057014, 0.030991]
sphereArray[6].position = [-0.505845, 0.741642, 0.440553]
sphereArray[7].position = [0.501059, -0.740074, -0.448587]
sphereArray[8].position = [-0.406800, -0.381102, -0.830226]
sphereArray[9].position = [-0.465478, 0.646049, -0.604939]
sphereArray[10].position = [0.467173, 0.228775, -0.854055]
sphereArray[11].position = [0.404890, 0.911545, -0.071760]
sphereArray[12].position = [-0.998170, -0.055498, -0.024008]
)
)
```

animate on

```
(
at time(126)
(
```

```
sphereArray[1].position = [-0.394776, -0.916187, 0.068947]
sphereArray[2].position = [0.476842, -0.645759, 0.596337]
sphereArray[3].position = [-0.463318, -0.228622, 0.856194]
sphereArray[4].position = [0.401175, 0.383426, 0.831891]
sphereArray[5].position = [0.997315, 0.062845, 0.037587]
sphereArray[6].position = [-0.512019, 0.736466, 0.442102]
sphereArray[7].position = [0.502785, -0.734911, -0.455097]
sphereArray[8].position = [-0.401898, -0.374851, -0.835443]
sphereArray[9].position = [-0.474125, 0.643673, -0.600741]
sphereArray[10].position = [0.460105, 0.224976, -0.858888]
sphereArray[11].position = [0.396137, 0.915592, -0.069039]
sphereArray[12].position = [-0.997614, -0.061772, -0.030821]
)
)
```

animate on

```
(
at time(127)
(
sphereArray[1].position = [-0.386182, -0.919912, 0.068017]
sphereArray[2].position = [0.469667, -0.645935, 0.601815]
sphereArray[3].position = [-0.454686, -0.227397, 0.861134]
sphereArray[4].position = [0.403717, 0.377820, 0.833226]
sphereArray[5].position = [0.997547, 0.058103, 0.039040]
sphereArray[6].position = [-0.507370, 0.734470, 0.450700]
sphereArray[7].position = [0.509221, -0.734934, -0.447846]
sphereArray[8].position = [-0.396121, -0.370319, -0.840209]
sphereArray[9].position = [-0.476083, 0.648592, -0.593864]
sphereArray[10].position = [0.458996, 0.232724, -0.857416]
sphereArray[11].position = [0.387731, 0.918908, -0.072612]
sphereArray[12].position = [-0.997010, -0.070363, -0.031951]
)
)
```

animate on

```
(
at time(128)
(
sphereArray[1].position = [-0.389836, -0.918946, 0.059720]
sphereArray[2].position = [0.463223, -0.652213, 0.600035]
sphereArray[3].position = [-0.449255, -0.231691, 0.862838]
sphereArray[4].position = [0.398565, 0.381714, 0.833931]
sphereArray[5].position = [0.997386, 0.064461, 0.032658]
sphereArray[6].position = [-0.510608, 0.729170, 0.455620]
sphereArray[7].position = [0.516360, -0.733513, -0.441962]
sphereArray[8].position = [-0.389548, -0.377500, -0.840087]
sphereArray[9].position = [-0.480119, 0.649350, -0.589772]
sphereArray[10].position = [0.467105, 0.234327, -0.852586]
sphereArray[11].position = [0.380292, 0.921946, -0.073440]
sphereArray[12].position = [-0.996706, -0.077211, -0.024813]
)
)
```

animate on

```
(
at time(129)
(
sphereArray[1].position = [-0.392779, -0.918211, 0.051119]
sphereArray[2].position = [0.470321, -0.649442, 0.597514]
sphereArray[3].position = [-0.454803, -0.238335, 0.858109]
sphereArray[4].position = [0.405936, 0.380016, 0.831146]
sphereArray[5].position = [0.996642, 0.072121, 0.038761]
sphereArray[6].position = [-0.517301, 0.728738, 0.448709]
sphereArray[7].position = [0.519798, -0.727666, -0.447563]
sphereArray[8].position = [-0.386875, -0.373483, -0.843112]
sphereArray[9].position = [-0.481542, 0.642098, -0.596513]
sphereArray[10].position = [0.466969, 0.229968, -0.853847]
sphereArray[11].position = [0.380442, 0.922617, -0.063567]
sphereArray[12].position = [-0.996991, -0.075146, -0.019043]
)
)
```

animate on

```
(
at time(130)
(
sphereArray[1].position = [-0.384623, -0.921660, 0.051073]
sphereArray[2].position = [0.477407, -0.643356, 0.598478]
sphereArray[3].position = [-0.451163, -0.246873, 0.857616]
sphereArray[4].position = [0.398337, 0.377237, 0.836074]
sphereArray[5].position = [0.996181, 0.079084, 0.036990]
sphereArray[6].position = [-0.514550, 0.734089, 0.443116]
sphereArray[7].position = [0.512818, -0.731182, -0.449879]
sphereArray[8].position = [-0.395533, -0.370098, -0.840584]
sphereArray[9].position = [-0.476251, 0.639075, -0.603960]
sphereArray[10].position = [0.464027, 0.238994, -0.852972]
sphereArray[11].position = [0.373116, 0.925842, -0.060010]
sphereArray[12].position = [-0.997059, -0.071282, -0.028149]
)
)
```

animate on

```
(
at time(131)
(
sphereArray[1].position = [-0.385044, -0.920953, 0.059882]
sphereArray[2].position = [0.485290, -0.643069, 0.592415]
sphereArray[3].position = [-0.444668, -0.246837, 0.861012]
sphereArray[4].position = [0.389352, 0.378864, 0.839564]
sphereArray[5].position = [0.996747, 0.075693, 0.027664]
sphereArray[6].position = [-0.516708, 0.728736, 0.449396]
sphereArray[7].position = [0.516033, -0.733056, -0.443101]
sphereArray[8].position = [-0.396916, -0.377084, -0.836819]
sphereArray[9].position = [-0.467808, 0.640959, -0.608545]
sphereArray[10].position = [0.469326, 0.239658, -0.849881]
sphereArray[11].position = [0.373498, 0.925252, -0.066390]
sphereArray[12].position = [-0.997444, -0.064535, -0.030678]
)
)
```

```
animate on
(
at time(132)
(
sphereArray[1].position = [-0.391640, -0.917728, 0.066281]
sphereArray[2].position = [0.489317, -0.637456, 0.595162]
sphereArray[3].position = [-0.452792, -0.243436, 0.857740]
sphereArray[4].position = [0.391861, 0.384558, 0.835799]
sphereArray[5].position = [0.996513, 0.079951, 0.023864]
sphereArray[6].position = [-0.524563, 0.724430, 0.447254]
sphereArray[7].position = [0.513763, -0.731154, -0.448845]
sphereArray[8].position = [-0.392609, -0.385055, -0.835219]
sphereArray[9].position = [-0.464261, 0.645778, -0.606162]
sphereArray[10].position = [0.463453, 0.233757, -0.854734]
sphereArray[11].position = [0.378474, 0.923778, -0.058229]
sphereArray[12].position = [-0.997473, -0.067178, -0.023111]
)
)
```

```
animate on
(
at time(133)
(
sphereArray[1].position = [-0.384483, -0.920444, 0.070397]
sphereArray[2].position = [0.481353, -0.639047, 0.599932]
sphereArray[3].position = [-0.457198, -0.236935, 0.857224]
sphereArray[4].position = [0.394411, 0.377419, 0.837852]
sphereArray[5].position = [0.996598, 0.076440, 0.030801]
sphereArray[6].position = [-0.523743, 0.728977, 0.440778]
sphereArray[7].position = [0.510867, -0.736696, -0.443051]
sphereArray[8].position = [-0.399904, -0.381614, -0.833335]
sphereArray[9].position = [-0.472322, 0.640404, -0.605635]
sphereArray[10].position = [0.454801, 0.232923, -0.859594]
sphereArray[11].position = [0.379260, 0.924022, -0.048427]
sphereArray[12].position = [-0.997019, -0.070014, -0.032409]
)
)
```

```
animate on
(
at time(134)
(
sphereArray[1].position = [-0.378339, -0.923423, 0.064409]
sphereArray[2].position = [0.472959, -0.644226, 0.601069]
sphereArray[3].position = [-0.460809, -0.229119, 0.857415]
sphereArray[4].position = [0.389663, 0.370875, 0.842979]
sphereArray[5].position = [0.997076, 0.073140, 0.022147]
sphereArray[6].position = [-0.515295, 0.733944, 0.442489]
sphereArray[7].position = [0.517128, -0.731539, -0.444330]
sphereArray[8].position = [-0.394715, -0.379099, -0.836949]
sphereArray[9].position = [-0.478907, 0.637121, -0.603925]
sphereArray[10].position = [0.452872, 0.239326, -0.858854]
sphereArray[11].position = [0.384592, 0.921581, -0.052699]
)
```

```
sphereArray[12].position = [-0.996380, -0.077241, -0.035508]
)
)
```

```
animate on
```

```
(
at time(135)
(
sphereArray[1].position = [-0.383429, -0.921844, 0.056450]
sphereArray[2].position = [0.464562, -0.646421, 0.605245]
sphereArray[3].position = [-0.468949, -0.231469, 0.852355]
sphereArray[4].position = [0.397872, 0.368565, 0.840153]
sphereArray[5].position = [0.996764, 0.077672, 0.020701]
sphereArray[6].position = [-0.507209, 0.739137, 0.443188]
sphereArray[7].position = [0.522475, -0.725064, -0.448667]
sphereArray[8].position = [-0.386391, -0.382967, -0.839070]
sphereArray[9].position = [-0.480159, 0.643208, -0.596432]
sphereArray[10].position = [0.457577, 0.246194, -0.854407]
sphereArray[11].position = [0.386525, 0.920168, -0.062368]
sphereArray[12].position = [-0.996697, -0.076457, -0.027374]
)
)
```

```
animate on
```

```
(
at time(136)
(
sphereArray[1].position = [-0.385326, -0.921535, 0.047934]
sphereArray[2].position = [0.460976, -0.642089, 0.612555]
sphereArray[3].position = [-0.471786, -0.238937, 0.848721]
sphereArray[4].position = [0.404448, 0.372920, 0.835076]
sphereArray[5].position = [0.997000, 0.071782, 0.028958]
sphereArray[6].position = [-0.504752, 0.735582, 0.451824]
sphereArray[7].position = [0.526301, -0.727016, -0.440970]
sphereArray[8].position = [-0.386147, -0.374655, -0.842926]
sphereArray[9].position = [-0.488264, 0.638808, -0.594578]
sphereArray[10].position = [0.451608, 0.244932, -0.857938]
sphereArray[11].position = [0.382393, 0.921351, -0.069911]
sphereArray[12].position = [-0.997011, -0.069537, -0.033683]
)
)
```

```
animate on
```

```
(
at time(137)
(
sphereArray[1].position = [-0.377656, -0.924662, 0.048757]
sphereArray[2].position = [0.468296, -0.639976, 0.609203]
sphereArray[3].position = [-0.462716, -0.240610, 0.853230]
sphereArray[4].position = [0.398539, 0.380393, 0.834546]
sphereArray[5].position = [0.997124, 0.066203, 0.036878]
sphereArray[6].position = [-0.507888, 0.729312, 0.458425]
sphereArray[7].position = [0.521435, -0.733035, -0.436766]
sphereArray[8].position = [-0.392895, -0.368072, -0.842708]
)
```

```
sphereArray[9].position = [-0.492351, 0.639219, -0.590753]
sphereArray[10].position = [0.457550, 0.238229, -0.856676]
sphereArray[11].position = [0.374385, 0.924955, -0.065539]
sphereArray[12].position = [-0.996586, -0.072894, -0.038771]
)
)
```

```
animate on
```

```
(
at time(138)
(
sphereArray[1].position = [-0.381998, -0.922431, 0.056549]
sphereArray[2].position = [0.474431, -0.642485, 0.601770]
sphereArray[3].position = [-0.461434, -0.244057, 0.852945]
sphereArray[4].position = [0.389926, 0.383811, 0.837046]
sphereArray[5].position = [0.996588, 0.074101, 0.036344]
sphereArray[6].position = [-0.516277, 0.724896, 0.456052]
sphereArray[7].position = [0.518690, -0.729784, -0.445395]
sphereArray[8].position = [-0.393041, -0.373895, -0.840072]
sphereArray[9].position = [-0.483699, 0.643398, -0.593358]
sphereArray[10].position = [0.465922, 0.239590, -0.851771]
sphereArray[11].position = [0.378511, 0.923280, -0.065452]
sphereArray[12].position = [-0.996575, -0.077148, -0.029762]
)
)
```

```
animate on
```

```
(
at time(139)
(
sphereArray[1].position = [-0.389776, -0.918856, 0.061463]
sphereArray[2].position = [0.481593, -0.643303, 0.595172]
sphereArray[3].position = [-0.447427, -0.248874, 0.858994]
sphereArray[4].position = [0.389991, 0.376267, 0.840434]
sphereArray[5].position = [0.995933, 0.081926, 0.037496]
sphereArray[6].position = [-0.519390, 0.727863, 0.447715]
sphereArray[7].position = [0.515474, -0.726798, -0.453928]
sphereArray[8].position = [-0.384454, -0.373487, -0.844217]
sphereArray[9].position = [-0.479188, 0.640244, -0.600388]
sphereArray[10].position = [0.464655, 0.245376, -0.850815]
sphereArray[11].position = [0.383022, 0.921433, -0.065236]
sphereArray[12].position = [-0.996960, -0.075119, -0.020673]
)
)
```

```
animate on
```

```
(
at time(140)
(
sphereArray[1].position = [-0.393603, -0.917611, 0.055371]
sphereArray[2].position = [0.480450, -0.649888, 0.588908]
sphereArray[3].position = [-0.455595, -0.232566, 0.859271]
sphereArray[4].position = [0.397251, 0.369662, 0.839965]
sphereArray[5].position = [0.996455, 0.074947, 0.038214]
)
```

```
sphereArray[6].position = [-0.513709, 0.733955, 0.444311]
sphereArray[7].position = [0.510342, -0.731762, -0.451746]
sphereArray[8].position = [-0.388604, -0.370240, -0.843747]
sphereArray[9].position = [-0.485878, 0.634482, -0.601128]
sphereArray[10].position = [0.461410, 0.238686, -0.854476]
sphereArray[11].position = [0.376604, 0.924554, -0.058050]
sphereArray[12].position = [-0.997055, -0.071482, -0.027786]
)
)
```

```
animate on
(
at time(141)
(
sphereArray[1].position = [-0.384698, -0.921467, 0.053910]
sphereArray[2].position = [0.473475, -0.650616, 0.593735]
sphereArray[3].position = [-0.463218, -0.247999, 0.850838]
sphereArray[4].position = [0.402631, 0.363554, 0.840070]
sphereArray[5].position = [0.996710, 0.075837, 0.028606]
sphereArray[6].position = [-0.511496, 0.730931, 0.451787]
sphereArray[7].position = [0.516997, -0.729849, -0.447253]
sphereArray[8].position = [-0.393108, -0.377148, -0.838586]
sphereArray[9].position = [-0.481981, 0.640319, -0.598069]
sphereArray[10].position = [0.466160, 0.242275, -0.850880]
sphereArray[11].position = [0.377835, 0.924404, -0.052140]
sphereArray[12].position = [-0.996403, -0.076865, -0.035675]
)
)
```

```
animate on
(
at time(142)
(
sphereArray[1].position = [-0.377173, -0.924276, 0.058770]
sphereArray[2].position = [0.476439, -0.643720, 0.598858]
sphereArray[3].position = [-0.463689, -0.238540, 0.853283]
sphereArray[4].position = [0.395711, 0.367274, 0.841738]
sphereArray[5].position = [0.996188, 0.083216, 0.026167]
sphereArray[6].position = [-0.516122, 0.724175, 0.457372]
sphereArray[7].position = [0.523273, -0.723123, -0.450864]
sphereArray[8].position = [-0.386008, -0.379194, -0.840958]
sphereArray[9].position = [-0.473946, 0.646187, -0.598179]
sphereArray[10].position = [0.457857, 0.244797, -0.854658]
sphereArray[11].position = [0.375280, 0.925423, -0.052508]
sphereArray[12].position = [-0.996965, -0.068268, -0.037428]
)
)
```

```
animate on
(
at time(143)
(
sphereArray[1].position = [-0.382402, -0.921805, 0.063604]
sphereArray[2].position = [0.483961, -0.642564, 0.594049]
)
```

```
sphereArray[3].position = [-0.467983, -0.240486, 0.850387]
sphereArray[4].position = [0.390674, 0.374555, 0.840882]
sphereArray[5].position = [0.996209, 0.080013, 0.034138]
sphereArray[6].position = [-0.522347, 0.723090, 0.451989]
sphereArray[7].position = [0.527096, -0.723870, -0.445177]
sphereArray[8].position = [-0.390381, -0.375924, -0.840407]
sphereArray[9].position = [-0.470111, 0.653412, -0.593337]
sphereArray[10].position = [0.449301, 0.244021, -0.859408]
sphereArray[11].position = [0.385785, 0.921111, -0.052198]
sphereArray[12].position = [-0.996859, -0.066773, -0.042594]
)
)
```

animate on

```
(
at time(144)
(
sphereArray[1].position = [-0.383658, -0.921886, 0.054158]
sphereArray[2].position = [0.477837, -0.646323, 0.594928]
sphereArray[3].position = [-0.460447, -0.246057, 0.852904]
sphereArray[4].position = [0.383242, 0.370871, 0.845920]
sphereArray[5].position = [0.997001, 0.071015, 0.030759]
sphereArray[6].position = [-0.516590, 0.728826, 0.449385]
sphereArray[7].position = [0.519146, -0.727128, -0.449190]
sphereArray[8].position = [-0.394411, -0.383512, -0.835080]
sphereArray[9].position = [-0.475987, 0.652738, -0.589380]
sphereArray[10].position = [0.452583, 0.236488, -0.859792]
sphereArray[11].position = [0.386235, 0.920875, -0.053027]
sphereArray[12].position = [-0.996239, -0.075745, -0.042087]
)
)
```

animate on

```
(
at time(145)
(
sphereArray[1].position = [-0.377016, -0.924344, 0.058704]
sphereArray[2].position = [0.475216, -0.641587, 0.602110]
sphereArray[3].position = [-0.454799, -0.243277, 0.856723]
sphereArray[4].position = [0.389548, 0.368306, 0.844158]
sphereArray[5].position = [0.997678, 0.063241, 0.025298]
sphereArray[6].position = [-0.508680, 0.730959, 0.454911]
sphereArray[7].position = [0.513675, -0.725909, -0.457377]
sphereArray[8].position = [-0.397680, -0.375391, -0.837217]
sphereArray[9].position = [-0.474353, 0.646975, -0.597003]
sphereArray[10].position = [0.456097, 0.243261, -0.856037]
sphereArray[11].position = [0.382364, 0.922374, -0.054992]
sphereArray[12].position = [-0.996841, -0.072251, -0.032989]
)
)
```

animate on

```
(
at time(146)
```

```
(
sphereArray[1].position = [-0.384466, -0.920932, 0.063798]
sphereArray[2].position = [0.480196, -0.643058, 0.596564]
sphereArray[3].position = [-0.463351, -0.240970, 0.852783]
sphereArray[4].position = [0.396804, 0.372866, 0.838759]
sphereArray[5].position = [0.997470, 0.063286, 0.032373]
sphereArray[6].position = [-0.505068, 0.727896, 0.463760]
sphereArray[7].position = [0.505805, -0.729681, -0.460138]
sphereArray[8].position = [-0.402720, -0.367644, -0.838245]
sphereArray[9].position = [-0.479904, 0.643653, -0.596157]
sphereArray[10].position = [0.458711, 0.250926, -0.852420]
sphereArray[11].position = [0.387314, 0.920130, -0.057866]
sphereArray[12].position = [-0.997464, -0.066736, -0.024728]
)
)
```

animate on

```
(
at time(147)
(
sphereArray[1].position = [-0.386760, -0.920619, 0.053645]
sphereArray[2].position = [0.476818, -0.650655, 0.591010]
sphereArray[3].position = [-0.460541, -0.246174, 0.852819]
sphereArray[4].position = [0.402411, 0.367445, 0.838480]
sphereArray[5].position = [0.997367, 0.067520, 0.026447]
sphereArray[6].position = [-0.508051, 0.731237, 0.455167]
sphereArray[7].position = [0.497909, -0.735477, -0.459523]
sphereArray[8].position = [-0.408555, -0.360147, -0.838675]
sphereArray[9].position = [-0.476522, 0.650095, -0.591864]
sphereArray[10].position = [0.461196, 0.243090, -0.853349]
sphereArray[11].position = [0.383948, 0.922027, -0.049505]
sphereArray[12].position = [-0.997930, -0.058399, -0.026937]
)
)
```

animate on

```
(
at time(148)
(
sphereArray[1].position = [-0.394244, -0.917494, 0.052701]
sphereArray[2].position = [0.475895, -0.657539, 0.584094]
sphereArray[3].position = [-0.453282, -0.242231, 0.857822]
sphereArray[4].position = [0.403814, 0.358702, 0.841586]
sphereArray[5].position = [0.998001, 0.059280, 0.021916]
sphereArray[6].position = [-0.505091, 0.729169, 0.461732]
sphereArray[7].position = [0.497143, -0.733220, -0.463937]
sphereArray[8].position = [-0.393047, -0.360662, -0.845835]
sphereArray[9].position = [-0.468213, 0.655248, -0.592812]
sphereArray[10].position = [0.461440, 0.233908, -0.855781]
sphereArray[11].position = [0.386930, 0.920498, -0.054482]
sphereArray[12].position = [-0.997464, -0.062979, -0.033142]
)
)
```

```
animate on
(
at time(149)
(
sphereArray[1].position = [-0.401563, -0.913960, 0.058520]
sphereArray[2].position = [0.471134, -0.663297, 0.581437]
sphereArray[3].position = [-0.452107, -0.232992, 0.860996]
sphereArray[4].position = [0.410857, 0.360767, 0.837284]
sphereArray[5].position = [0.997731, 0.060115, 0.030326]
sphereArray[6].position = [-0.512873, 0.725198, 0.459401]
sphereArray[7].position = [0.502542, -0.734429, -0.456143]
sphereArray[8].position = [-0.403438, -0.358061, -0.842039]
sphereArray[9].position = [-0.469152, 0.661056, -0.585578]
sphereArray[10].position = [0.464036, 0.239230, -0.852901]
sphereArray[11].position = [0.394452, 0.917620, -0.048809]
sphereArray[12].position = [-0.997481, -0.066156, -0.025577]
)
)
```

```
animate on
(
at time(150)
(
sphereArray[1].position = [-0.407548, -0.911590, 0.053920]
sphereArray[2].position = [0.466092, -0.660247, 0.588924]
sphereArray[3].position = [-0.445476, -0.232907, 0.864468]
sphereArray[4].position = [0.405051, 0.365475, 0.838070]
sphereArray[5].position = [0.997503, 0.064726, 0.028267]
sphereArray[6].position = [-0.507287, 0.731422, 0.455721]
sphereArray[7].position = [0.498013, -0.738865, -0.453941]
sphereArray[8].position = [-0.406505, -0.350677, -0.843670]
sphereArray[9].position = [-0.475280, 0.658595, -0.583405]
sphereArray[10].position = [0.456197, 0.240903, -0.856650]
sphereArray[11].position = [0.401124, 0.914925, -0.044850]
sphereArray[12].position = [-0.998086, -0.055954, -0.026339]
)
)
```

```
animate on
(
at time(151)
(
sphereArray[1].position = [-0.402026, -0.914407, 0.047275]
sphereArray[2].position = [0.472239, -0.657025, 0.587629]
sphereArray[3].position = [-0.450749, -0.239699, 0.859866]
sphereArray[4].position = [0.405242, 0.357634, 0.841354]
sphereArray[5].position = [0.998166, 0.055555, 0.024041]
sphereArray[6].position = [-0.498634, 0.735249, 0.459100]
sphereArray[7].position = [0.499082, -0.733819, -0.460898]
sphereArray[8].position = [-0.404342, -0.358578, -0.841385]
sphereArray[9].position = [-0.467635, 0.658854, -0.589261]
sphereArray[10].position = [0.457476, 0.233099, -0.858126]
sphereArray[11].position = [0.398733, 0.915419, -0.054955]
sphereArray[12].position = [-0.997886, -0.061753, -0.020234]
)
)
```

)

animate on

(

at time(152)

(

```
sphereArray[1].position = [-0.396927, -0.916219, 0.054690]
sphereArray[2].position = [0.468460, -0.662616, 0.584368]
sphereArray[3].position = [-0.459191, -0.240586, 0.855139]
sphereArray[4].position = [0.412771, 0.359520, 0.836878]
sphereArray[5].position = [0.998459, 0.048515, 0.026942]
sphereArray[6].position = [-0.492108, 0.735300, 0.466008]
sphereArray[7].position = [0.507705, -0.732074, -0.454207]
sphereArray[8].position = [-0.413105, -0.359403, -0.836764]
sphereArray[9].position = [-0.459005, 0.661931, -0.592589]
sphereArray[10].position = [0.461515, 0.238695, -0.854417]
sphereArray[11].position = [0.401626, 0.913593, -0.063594]
sphereArray[12].position = [-0.998452, -0.050360, -0.023615]
```

)

)

animate on

(

at time(153)

(

```
sphereArray[1].position = [-0.404057, -0.912930, 0.057415]
sphereArray[2].position = [0.462932, -0.659738, 0.591980]
sphereArray[3].position = [-0.461642, -0.233033, 0.855910]
sphereArray[4].position = [0.408736, 0.365798, 0.836138]
sphereArray[5].position = [0.997905, 0.054731, 0.034492]
sphereArray[6].position = [-0.497880, 0.732681, 0.463998]
sphereArray[7].position = [0.497968, -0.733455, -0.462679]
sphereArray[8].position = [-0.417554, -0.365388, -0.831950]
sphereArray[9].position = [-0.462302, 0.664467, -0.587163]
sphereArray[10].position = [0.455990, 0.234316, -0.858585]
sphereArray[11].position = [0.403728, 0.913241, -0.054731]
sphereArray[12].position = [-0.998720, -0.042160, -0.027951]
```

)

)

animate on

(

at time(154)

(

```
sphereArray[1].position = [-0.412385, -0.909219, 0.057095]
sphereArray[2].position = [0.464273, -0.654657, 0.596552]
sphereArray[3].position = [-0.455148, -0.237031, 0.858287]
sphereArray[4].position = [0.405352, 0.358466, 0.840947]
sphereArray[5].position = [0.998008, 0.056217, 0.028621]
sphereArray[6].position = [-0.497827, 0.738162, 0.455285]
sphereArray[7].position = [0.494238, -0.737406, -0.460392]
sphereArray[8].position = [-0.409407, -0.364519, -0.836369]
sphereArray[9].position = [-0.463984, 0.658781, -0.592222]
sphereArray[10].position = [0.458849, 0.226269, -0.859221]
```

```
sphereArray[11].position = [0.397847, 0.915715, -0.056423]
sphereArray[12].position = [-0.998335, -0.047360, -0.032920]
)
)

animate on
(
at time(155)
(
sphereArray[1].position = [-0.405480, -0.912155, 0.059657]
sphereArray[2].position = [0.467732, -0.659363, 0.588615]
sphereArray[3].position = [-0.460831, -0.235311, 0.855724]
sphereArray[4].position = [0.410997, 0.353725, 0.840214]
sphereArray[5].position = [0.998580, 0.047931, 0.023232]
sphereArray[6].position = [-0.501782, 0.741938, 0.444682]
sphereArray[7].position = [0.495498, -0.741895, -0.451745]
sphereArray[8].position = [-0.402001, -0.360503, -0.841685]
sphereArray[9].position = [-0.458438, 0.655706, -0.599904]
sphereArray[10].position = [0.465284, 0.231364, -0.854390]
sphereArray[11].position = [0.405137, 0.912498, -0.056663]
sphereArray[12].position = [-0.998578, -0.047944, -0.023309]
)
)

animate on
(
at time(156)
(
sphereArray[1].position = [-0.408719, -0.911122, 0.052968]
sphereArray[2].position = [0.461378, -0.662450, 0.590161]
sphereArray[3].position = [-0.457466, -0.227334, 0.859677]
sphereArray[4].position = [0.405565, 0.361891, 0.839376]
sphereArray[5].position = [0.998689, 0.041666, 0.029752]
sphereArray[6].position = [-0.494922, 0.742117, 0.452012]
sphereArray[7].position = [0.489181, -0.745036, -0.453457]
sphereArray[8].position = [-0.401163, -0.356705, -0.843700]
sphereArray[9].position = [-0.462498, 0.650890, -0.602028]
sphereArray[10].position = [0.469429, 0.239093, -0.849983]
sphereArray[11].position = [0.403941, 0.913575, -0.047028]
sphereArray[12].position = [-0.998797, -0.043659, -0.022310]
)
)

animate on
(
at time(157)
(
sphereArray[1].position = [-0.415500, -0.907739, 0.058054]
sphereArray[2].position = [0.454016, -0.663263, 0.594939]
sphereArray[3].position = [-0.453387, -0.230889, 0.860889]
sphereArray[4].position = [0.402125, 0.360650, 0.841563]
sphereArray[5].position = [0.998229, 0.042858, 0.041247]
sphereArray[6].position = [-0.492998, 0.740242, 0.457160]
sphereArray[7].position = [0.492922, -0.738883, -0.459434]
```

```
sphereArray[8].position = [-0.401501, -0.364471, -0.840213]
sphereArray[9].position = [-0.462463, 0.657168, -0.595197]
sphereArray[10].position = [0.477265, 0.237912, -0.845941]
sphereArray[11].position = [0.399905, 0.915193, -0.049985]
sphereArray[12].position = [-0.998225, -0.049948, -0.032437]
)
)
```

```
animate on
```

```
(
at time(158)
(
sphereArray[1].position = [-0.410292, -0.909981, 0.059964]
sphereArray[2].position = [0.457091, -0.667662, 0.587618]
sphereArray[3].position = [-0.462142, -0.229354, 0.856634]
sphereArray[4].position = [0.412921, 0.360531, 0.836369]
sphereArray[5].position = [0.998503, 0.041751, 0.035325]
sphereArray[6].position = [-0.501715, 0.736582, 0.453574]
sphereArray[7].position = [0.499227, -0.737793, -0.454351]
sphereArray[8].position = [-0.399141, -0.354205, -0.845710]
sphereArray[9].position = [-0.454406, 0.660712, -0.597474]
sphereArray[10].position = [0.472892, 0.231466, -0.850175]
sphereArray[11].position = [0.404899, 0.912508, -0.058185]
sphereArray[12].position = [-0.998156, -0.048626, -0.036329]
)
)
```

```
animate on
```

```
(
at time(159)
(
sphereArray[1].position = [-0.410536, -0.910468, 0.050081]
sphereArray[2].position = [0.459052, -0.662529, 0.591884]
sphereArray[3].position = [-0.463624, -0.221251, 0.857963]
sphereArray[4].position = [0.404151, 0.362383, 0.839846]
sphereArray[5].position = [0.998647, 0.038617, 0.034817]
sphereArray[6].position = [-0.508021, 0.735410, 0.448426]
sphereArray[7].position = [0.491643, -0.743050, -0.454053]
sphereArray[8].position = [-0.405385, -0.360079, -0.840242]
sphereArray[9].position = [-0.447663, 0.665263, -0.597514]
sphereArray[10].position = [0.466666, 0.226514, -0.854935]
sphereArray[11].position = [0.410161, 0.910440, -0.053536]
sphereArray[12].position = [-0.998310, -0.047975, -0.032794]
)
)
```

```
animate on
```

```
(
at time(160)
(
sphereArray[1].position = [-0.414967, -0.908249, 0.053730]
sphereArray[2].position = [0.452610, -0.660415, 0.599163]
sphereArray[3].position = [-0.460811, -0.227871, 0.857746]
sphereArray[4].position = [0.396775, 0.356758, 0.845750]
)
```

```
sphereArray[5].position = [0.998712, 0.038217, 0.033368]
sphereArray[6].position = [-0.500163, 0.741579, 0.447099]
sphereArray[7].position = [0.486663, -0.747867, -0.451501]
sphereArray[8].position = [-0.409903, -0.356232, -0.839689]
sphereArray[9].position = [-0.453967, 0.664194, -0.593936]
sphereArray[10].position = [0.469164, 0.217320, -0.855954]
sphereArray[11].position = [0.414405, 0.908925, -0.046085]
sphereArray[12].position = [-0.998636, -0.041338, -0.031891]
)
)
```

```
animate on
(
at time(161)
(
sphereArray[1].position = [-0.416617, -0.906896, 0.063006]
sphereArray[2].position = [0.449391, -0.655968, 0.606426]
sphereArray[3].position = [-0.468751, -0.227005, 0.853663]
sphereArray[4].position = [0.405648, 0.361752, 0.839396]
sphereArray[5].position = [0.998984, 0.033460, 0.030176]
sphereArray[6].position = [-0.491527, 0.746407, 0.448639]
sphereArray[7].position = [0.488279, -0.751726, -0.443273]
sphereArray[8].position = [-0.403984, -0.352038, -0.844314]
sphereArray[9].position = [-0.445884, 0.664964, -0.599174]
sphereArray[10].position = [0.472293, 0.223639, -0.852599]
sphereArray[11].position = [0.419096, 0.906326, -0.054153]
sphereArray[12].position = [-0.998315, -0.042475, -0.039538]
)
)
```

```
animate on
(
at time(162)
(
sphereArray[1].position = [-0.422415, -0.904556, 0.057824]
sphereArray[2].position = [0.455179, -0.655419, 0.602692]
sphereArray[3].position = [-0.473356, -0.218658, 0.853301]
sphereArray[4].position = [0.407125, 0.370287, 0.834947]
sphereArray[5].position = [0.998918, 0.028825, 0.036485]
sphereArray[6].position = [-0.483883, 0.748156, 0.454004]
sphereArray[7].position = [0.481014, -0.756010, -0.443931]
sphereArray[8].position = [-0.401260, -0.360946, -0.841848]
sphereArray[9].position = [-0.446436, 0.669023, -0.594225]
sphereArray[10].position = [0.467227, 0.228525, -0.854093]
sphereArray[11].position = [0.420713, 0.904945, -0.063838]
sphereArray[12].position = [-0.998566, -0.041917, -0.033297]
)
)
```

```
animate on
(
at time(163)
(
sphereArray[1].position = [-0.416241, -0.907255, 0.060256]
```

```
sphereArray[2].position = [0.447199, -0.660700, 0.602900]
sphereArray[3].position = [-0.466927, -0.220925, 0.856254]
sphereArray[4].position = [0.407503, 0.366006, 0.836648]
sphereArray[5].position = [0.999327, 0.024536, 0.027283]
sphereArray[6].position = [-0.488556, 0.746196, 0.452222]
sphereArray[7].position = [0.485590, -0.750078, -0.448983]
sphereArray[8].position = [-0.408422, -0.359549, -0.838997]
sphereArray[9].position = [-0.454938, 0.663622, -0.593833]
sphereArray[10].position = [0.467347, 0.218813, -0.856567]
sphereArray[11].position = [0.427802, 0.901299, -0.068152]
sphereArray[12].position = [-0.998779, -0.032715, -0.037007]
)
)
```

animate on

```
(
at time(164)
(
sphereArray[1].position = [-0.421313, -0.904766, 0.062407]
sphereArray[2].position = [0.443892, -0.658888, 0.607311]
sphereArray[3].position = [-0.469541, -0.226770, 0.853292]
sphereArray[4].position = [0.416337, 0.361597, 0.834213]
sphereArray[5].position = [0.999060, 0.029345, 0.031907]
sphereArray[6].position = [-0.482627, 0.751929, 0.449082]
sphereArray[7].position = [0.493149, -0.746818, -0.446169]
sphereArray[8].position = [-0.415191, -0.358138, -0.836274]
sphereArray[9].position = [-0.457888, 0.658117, -0.597680]
sphereArray[10].position = [0.460141, 0.217325, -0.860837]
sphereArray[11].position = [0.424896, 0.903078, -0.062553]
sphereArray[12].position = [-0.999112, -0.030654, -0.028889]
)
)
```

animate on

```
(
at time(165)
(
sphereArray[1].position = [-0.417544, -0.907082, 0.053476]
sphereArray[2].position = [0.447744, -0.663933, 0.598931]
sphereArray[3].position = [-0.469431, -0.217559, 0.855747]
sphereArray[4].position = [0.408364, 0.358629, 0.839419]
sphereArray[5].position = [0.999184, 0.029924, 0.027111]
sphereArray[6].position = [-0.474543, 0.753786, 0.454549]
sphereArray[7].position = [0.487830, -0.751042, -0.444925]
sphereArray[8].position = [-0.409787, -0.366028, -0.835523]
sphereArray[9].position = [-0.451783, 0.664227, -0.595562]
sphereArray[10].position = [0.460643, 0.224517, -0.858720]
sphereArray[11].position = [0.418392, 0.905629, -0.069171]
sphereArray[12].position = [-0.999396, -0.028257, -0.020221]
)
)
```

animate on

```
(
```

```
at time(166)
(
sphereArray[1].position = [-0.421707, -0.905296, 0.051016]
sphereArray[2].position = [0.447437, -0.670827, 0.591432]
sphereArray[3].position = [-0.463436, -0.220819, 0.858176]
sphereArray[4].position = [0.417527, 0.356901, 0.835639]
sphereArray[5].position = [0.998767, 0.037727, 0.032277]
sphereArray[6].position = [-0.471232, 0.750968, 0.462588]
sphereArray[7].position = [0.489015, -0.745748, -0.452465]
sphereArray[8].position = [-0.408878, -0.360206, -0.838493]
sphereArray[9].position = [-0.459694, 0.661107, -0.592974]
sphereArray[10].position = [0.464478, 0.216788, -0.858640]
sphereArray[11].position = [0.423876, 0.902642, -0.074611]
sphereArray[12].position = [-0.999342, -0.024302, -0.026918]
)
)
```

```
animate on
(
at time(167)
(
sphereArray[1].position = [-0.422162, -0.904587, 0.059176]
sphereArray[2].position = [0.448139, -0.667230, 0.594959]
sphereArray[3].position = [-0.468006, -0.226899, 0.854100]
sphereArray[4].position = [0.414464, 0.351733, 0.839347]
sphereArray[5].position = [0.998920, 0.031338, 0.034304]
sphereArray[6].position = [-0.479123, 0.749976, 0.456045]
sphereArray[7].position = [0.494841, -0.743463, -0.449884]
sphereArray[8].position = [-0.417201, -0.356380, -0.836024]
sphereArray[9].position = [-0.461728, 0.663782, -0.588388]
sphereArray[10].position = [0.458180, 0.216676, -0.862046]
sphereArray[11].position = [0.420178, 0.904942, -0.067307]
sphereArray[12].position = [-0.999124, -0.032472, -0.026404]
)
)
```

```
animate on
(
at time(168)
(
sphereArray[1].position = [-0.414241, -0.908497, 0.055116]
sphereArray[2].position = [0.453226, -0.668261, 0.589926]
sphereArray[3].position = [-0.468060, -0.219780, 0.855930]
sphereArray[4].position = [0.406759, 0.359174, 0.839965]
sphereArray[5].position = [0.998955, 0.037041, 0.026755]
sphereArray[6].position = [-0.476859, 0.753928, 0.451883]
sphereArray[7].position = [0.488405, -0.745974, -0.452751]
sphereArray[8].position = [-0.416238, -0.363458, -0.833453]
sphereArray[9].position = [-0.454994, 0.663973, -0.593397]
sphereArray[10].position = [0.459225, 0.225843, -0.859132]
sphereArray[11].position = [0.421135, 0.905012, -0.059986]
sphereArray[12].position = [-0.999305, -0.033040, -0.017242]
)
)
```

```
animate on
(
at time(169)
(
sphereArray[1].position = [-0.407837, -0.911194, 0.058263]
sphereArray[2].position = [0.457897, -0.660792, 0.594713]
sphereArray[3].position = [-0.463103, -0.226148, 0.856967]
sphereArray[4].position = [0.412583, 0.351866, 0.840218]
sphereArray[5].position = [0.998603, 0.043434, 0.030076]
sphereArray[6].position = [-0.485444, 0.750623, 0.448229]
sphereArray[7].position = [0.490793, -0.740180, -0.459625]
sphereArray[8].position = [-0.412155, -0.358131, -0.837777]
sphereArray[9].position = [-0.458223, 0.656706, -0.598974]
sphereArray[10].position = [0.465116, 0.232097, -0.854282]
sphereArray[11].position = [0.425433, 0.903350, -0.054462]
sphereArray[12].position = [-0.999359, -0.028882, -0.021139]
)
)
```

```
animate on
(
at time(170)
(
sphereArray[1].position = [-0.414701, -0.908093, 0.058230]
sphereArray[2].position = [0.460933, -0.664394, 0.588321]
sphereArray[3].position = [-0.465992, -0.234572, 0.853128]
sphereArray[4].position = [0.404899, 0.358586, 0.841114]
sphereArray[5].position = [0.998883, 0.033786, 0.033023]
sphereArray[6].position = [-0.492358, 0.744839, 0.450332]
sphereArray[7].position = [0.493175, -0.735317, -0.464851]
sphereArray[8].position = [-0.416523, -0.359090, -0.835203]
sphereArray[9].position = [-0.463563, 0.649202, -0.603030]
sphereArray[10].position = [0.472996, 0.233308, -0.849613]
sphereArray[11].position = [0.416197, 0.907638, -0.054522]
sphereArray[12].position = [-0.998989, -0.038611, -0.023047]
)
)
```

```
animate on
(
at time(171)
(
sphereArray[1].position = [-0.408228, -0.911428, 0.051461]
sphereArray[2].position = [0.451821, -0.669907, 0.589137]
sphereArray[3].position = [-0.459973, -0.233313, 0.856732]
sphereArray[4].position = [0.396752, 0.356416, 0.845906]
sphereArray[5].position = [0.998469, 0.037932, 0.040264]
sphereArray[6].position = [-0.490327, 0.747519, 0.448100]
sphereArray[7].position = [0.487549, -0.740749, -0.462155]
sphereArray[8].position = [-0.408131, -0.360619, -0.838680]
sphereArray[9].position = [-0.459199, 0.655306, -0.599759]
sphereArray[10].position = [0.463787, 0.235472, -0.854081]
sphereArray[11].position = [0.407379, 0.911501, -0.056641]
sphereArray[12].position = [-0.998654, -0.047725, -0.020303]
)
)
```

```
)  
)
```

```
animate on
```

```
(  
at time(172)  
(  
sphereArray[1].position = [-0.399449, -0.915705, 0.043872]  
sphereArray[2].position = [0.458775, -0.663390, 0.591134]  
sphereArray[3].position = [-0.464997, -0.225462, 0.856122]  
sphereArray[4].position = [0.403045, 0.356413, 0.842926]  
sphereArray[5].position = [0.998228, 0.046977, 0.036523]  
sphereArray[6].position = [-0.498042, 0.740939, 0.450515]  
sphereArray[7].position = [0.495933, -0.737656, -0.458163]  
sphereArray[8].position = [-0.408850, -0.352286, -0.841865]  
sphereArray[9].position = [-0.465184, 0.657689, -0.592494]  
sphereArray[10].position = [0.467524, 0.231093, -0.853239]  
sphereArray[11].position = [0.405911, 0.911654, -0.064217]  
sphereArray[12].position = [-0.998346, -0.055295, -0.015733]  
)  
)
```

```
animate on
```

```
(  
at time(173)  
(  
sphereArray[1].position = [-0.399885, -0.915288, 0.048365]  
sphereArray[2].position = [0.463560, -0.655213, 0.596496]  
sphereArray[3].position = [-0.465403, -0.231971, 0.854160]  
sphereArray[4].position = [0.404695, 0.365008, 0.838445]  
sphereArray[5].position = [0.997902, 0.055993, 0.032516]  
sphereArray[6].position = [-0.489199, 0.743360, 0.456180]  
sphereArray[7].position = [0.502390, -0.731787, -0.460534]  
sphereArray[8].position = [-0.417153, -0.347936, -0.839597]  
sphereArray[9].position = [-0.470620, 0.660142, -0.585431]  
sphereArray[10].position = [0.465551, 0.233698, -0.853609]  
sphereArray[11].position = [0.407918, 0.911168, -0.058098]  
sphereArray[12].position = [-0.998120, -0.055824, -0.025292]  
)  
)
```

```
animate on
```

```
(  
at time(174)  
(  
sphereArray[1].position = [-0.389658, -0.919353, 0.054373]  
sphereArray[2].position = [0.464696, -0.658755, 0.591692]  
sphereArray[3].position = [-0.460643, -0.240733, 0.854316]  
sphereArray[4].position = [0.398914, 0.367927, 0.839939]  
sphereArray[5].position = [0.998286, 0.050797, 0.029065]  
sphereArray[6].position = [-0.495259, 0.737404, 0.459297]  
sphereArray[7].position = [0.496494, -0.732549, -0.465689]  
sphereArray[8].position = [-0.411220, -0.356663, -0.838862]  
sphereArray[9].position = [-0.463917, 0.664611, -0.585724]  
)  
)
```

```
sphereArray[10].position = [0.456748, 0.233832, -0.858315]
sphereArray[11].position = [0.400582, 0.914180, -0.061719]
sphereArray[12].position = [-0.998582, -0.047529, -0.023996]
)
)
```

animate on

```
(
at time(175)
(
sphereArray[1].position = [-0.400622, -0.914713, 0.052940]
sphereArray[2].position = [0.473534, -0.654477, 0.589428]
sphereArray[3].position = [-0.454351, -0.246588, 0.856014]
sphereArray[4].position = [0.406814, 0.363771, 0.837958]
sphereArray[5].position = [0.998542, 0.042160, 0.033715]
sphereArray[6].position = [-0.502217, 0.730903, 0.462125]
sphereArray[7].position = [0.497247, -0.736607, -0.458428]
sphereArray[8].position = [-0.414602, -0.363738, -0.834146]
sphereArray[9].position = [-0.467300, 0.658508, -0.589914]
sphereArray[10].position = [0.447822, 0.236537, -0.862268]
sphereArray[11].position = [0.406505, 0.911524, -0.062265]
sphereArray[12].position = [-0.998362, -0.054156, -0.018461]
)
)
```

animate on

```
(
at time(176)
(
sphereArray[1].position = [-0.402312, -0.913671, 0.057892]
sphereArray[2].position = [0.473446, -0.658888, 0.584564]
sphereArray[3].position = [-0.447588, -0.241257, 0.861081]
sphereArray[4].position = [0.407153, 0.373086, 0.833686]
sphereArray[5].position = [0.998519, 0.047887, 0.025807]
sphereArray[6].position = [-0.497408, 0.732675, 0.464514]
sphereArray[7].position = [0.500847, -0.732040, -0.461811]
sphereArray[8].position = [-0.418436, -0.359822, -0.833930]
sphereArray[9].position = [-0.469770, 0.662281, -0.583696]
sphereArray[10].position = [0.453341, 0.234717, -0.859878]
sphereArray[11].position = [0.403582, 0.913274, -0.055245]
sphereArray[12].position = [-0.998487, -0.049925, -0.023066]
)
)
```

animate on

```
(
at time(177)
(
sphereArray[1].position = [-0.395928, -0.916893, 0.050478]
sphereArray[2].position = [0.466550, -0.657922, 0.591160]
sphereArray[3].position = [-0.446517, -0.232780, 0.863965]
sphereArray[4].position = [0.412648, 0.366843, 0.833755]
sphereArray[5].position = [0.998375, 0.053911, 0.018444]
sphereArray[6].position = [-0.506402, 0.730782, 0.457728]
)
```

```
sphereArray[7].position = [0.492741, -0.734213, -0.467053]
sphereArray[8].position = [-0.408336, -0.359500, -0.839060]
sphereArray[9].position = [-0.465126, 0.662460, -0.587201]
sphereArray[10].position = [0.450542, 0.237086, -0.860699]
sphereArray[11].position = [0.398223, 0.915116, -0.063096]
sphereArray[12].position = [-0.998433, -0.053637, -0.015943]
)
)
```

```
animate on
(
at time(178)
(
sphereArray[1].position = [-0.400950, -0.914149, 0.059752]
sphereArray[2].position = [0.474006, -0.655363, 0.588062]
sphereArray[3].position = [-0.453223, -0.235633, 0.859690]
sphereArray[4].position = [0.420028, 0.362335, 0.832040]
sphereArray[5].position = [0.998805, 0.047071, 0.013183]
sphereArray[6].position = [-0.496619, 0.734461, 0.462533]
sphereArray[7].position = [0.491277, -0.739599, -0.460044]
sphereArray[8].position = [-0.416610, -0.357193, -0.835972]
sphereArray[9].position = [-0.473432, 0.657648, -0.585971]
sphereArray[10].position = [0.460400, 0.231938, -0.856876]
sphereArray[11].position = [0.392977, 0.917550, -0.060592]
sphereArray[12].position = [-0.997904, -0.060823, -0.022077]
)
)
```

```
animate on
(
at time(179)
(
sphereArray[1].position = [-0.400046, -0.913871, 0.069309]
sphereArray[2].position = [0.470247, -0.657172, 0.589061]
sphereArray[3].position = [-0.450038, -0.241914, 0.859618]
sphereArray[4].position = [0.416431, 0.366414, 0.832061]
sphereArray[5].position = [0.998723, 0.045899, 0.021096]
sphereArray[6].position = [-0.492699, 0.732793, 0.469322]
sphereArray[7].position = [0.486055, -0.743319, -0.459595]
sphereArray[8].position = [-0.407972, -0.361478, -0.838387]
sphereArray[9].position = [-0.480486, 0.651594, -0.586991]
sphereArray[10].position = [0.454258, 0.237953, -0.858504]
sphereArray[11].position = [0.400114, 0.914590, -0.058607]
sphereArray[12].position = [-0.998275, -0.053725, -0.023684]
)
)
```

```
animate on
(
at time(180)
(
sphereArray[1].position = [-0.405013, -0.912299, 0.060626]
sphereArray[2].position = [0.477629, -0.653816, 0.586852]
sphereArray[3].position = [-0.449412, -0.232768, 0.862466]
)
```

```
sphereArray[4].position = [0.407173, 0.367360, 0.836216]
sphereArray[5].position = [0.998398, 0.053885, 0.017251]
sphereArray[6].position = [-0.497046, 0.734386, 0.462194]
sphereArray[7].position = [0.492296, -0.737915, -0.461656]
sphereArray[8].position = [-0.404033, -0.367742, -0.837570]
sphereArray[9].position = [-0.475321, 0.652755, -0.589899]
sphereArray[10].position = [0.452524, 0.244877, -0.857471]
sphereArray[11].position = [0.396374, 0.915735, -0.065707]
sphereArray[12].position = [-0.998600, -0.050799, -0.014782]
)
)
```

```
animate on
```

```
(
at time(181)
(
sphereArray[1].position = [-0.398381, -0.915323, 0.058959]
sphereArray[2].position = [0.473712, -0.659520, 0.583635]
sphereArray[3].position = [-0.444722, -0.228952, 0.865912]
sphereArray[4].position = [0.416308, 0.364704, 0.832874]
sphereArray[5].position = [0.997928, 0.062688, 0.014516]
sphereArray[6].position = [-0.497432, 0.739314, 0.453846]
sphereArray[7].position = [0.500840, -0.734645, -0.457664]
sphereArray[8].position = [-0.412275, -0.364444, -0.834991]
sphereArray[9].position = [-0.478125, 0.656928, -0.582960]
sphereArray[10].position = [0.451262, 0.235304, -0.860810]
sphereArray[11].position = [0.393920, 0.917348, -0.057451]
sphereArray[12].position = [-0.998124, -0.059531, -0.014314]
)
)
```

```
animate on
```

```
(
at time(182)
(
sphereArray[1].position = [-0.391424, -0.918004, 0.063685]
sphereArray[2].position = [0.471020, -0.655302, 0.590525]
sphereArray[3].position = [-0.447246, -0.235605, 0.862822]
sphereArray[4].position = [0.413226, 0.359104, 0.836832]
sphereArray[5].position = [0.997848, 0.061560, 0.022598]
sphereArray[6].position = [-0.502839, 0.734119, 0.456313]
sphereArray[7].position = [0.505896, -0.728766, -0.461486]
sphereArray[8].position = [-0.419417, -0.358288, -0.834098]
sphereArray[9].position = [-0.474146, 0.652992, -0.590582]
sphereArray[10].position = [0.442765, 0.235845, -0.865064]
sphereArray[11].position = [0.401301, 0.914075, -0.058509]
sphereArray[12].position = [-0.997526, -0.068944, -0.013701]
)
)
```

```
animate on
```

```
(
at time(183)
(
```

```
sphereArray[1].position = [-0.384794, -0.921246, 0.056920]
sphereArray[2].position = [0.479729, -0.654185, 0.584724]
sphereArray[3].position = [-0.456084, -0.234748, 0.858418]
sphereArray[4].position = [0.409698, 0.367391, 0.834968]
sphereArray[5].position = [0.998352, 0.055450, 0.014758]
sphereArray[6].position = [-0.497159, 0.733909, 0.462828]
sphereArray[7].position = [0.499518, -0.728449, -0.468875]
sphereArray[8].position = [-0.417245, -0.367469, -0.831188]
sphereArray[9].position = [-0.476839, 0.656698, -0.584270]
sphereArray[10].position = [0.444999, 0.243246, -0.861863]
sphereArray[11].position = [0.393502, 0.917234, -0.061945]
sphereArray[12].position = [-0.997804, -0.065626, -0.008972]
)
)
```

animate on

```
(
at time(184)
(
sphereArray[1].position = [-0.381967, -0.922035, 0.062864]
sphereArray[2].position = [0.483888, -0.646429, 0.589900]
sphereArray[3].position = [-0.448754, -0.241480, 0.860411]
sphereArray[4].position = [0.414655, 0.364665, 0.833715]
sphereArray[5].position = [0.997945, 0.062243, 0.015249]
sphereArray[6].position = [-0.496533, 0.736992, 0.458582]
sphereArray[7].position = [0.491685, -0.730358, -0.474155]
sphereArray[8].position = [-0.412277, -0.364146, -0.835120]
sphereArray[9].position = [-0.483926, 0.650449, -0.585432]
sphereArray[10].position = [0.446619, 0.248345, -0.859568]
sphereArray[11].position = [0.395228, 0.916637, -0.059755]
sphereArray[12].position = [-0.997980, -0.061059, -0.017566]
)
)
```

animate on

```
(
at time(185)
(
sphereArray[1].position = [-0.390651, -0.918223, 0.065257]
sphereArray[2].position = [0.483610, -0.653492, 0.582297]
sphereArray[3].position = [-0.443693, -0.235909, 0.864571]
sphereArray[4].position = [0.407292, 0.364128, 0.837570]
sphereArray[5].position = [0.998362, 0.056753, 0.007179]
sphereArray[6].position = [-0.502148, 0.729907, 0.463770]
sphereArray[7].position = [0.494466, -0.732871, -0.467336]
sphereArray[8].position = [-0.418816, -0.364989, -0.831490]
sphereArray[9].position = [-0.485295, 0.644290, -0.591083]
sphereArray[10].position = [0.448638, 0.239985, -0.860890]
sphereArray[11].position = [0.393456, 0.917505, -0.058117]
sphereArray[12].position = [-0.997625, -0.066954, -0.016168]
)
)
```

animate on

```
(
at time(186)
(
sphereArray[1].position = [-0.396428, -0.915297, 0.071250]
sphereArray[2].position = [0.488258, -0.648715, 0.583758]
sphereArray[3].position = [-0.439057, -0.235219, 0.867122]
sphereArray[4].position = [0.412646, 0.369573, 0.832550]
sphereArray[5].position = [0.997798, 0.064880, 0.013768]
sphereArray[6].position = [-0.504949, 0.732677, 0.456300]
sphereArray[7].position = [0.501263, -0.732795, -0.460160]
sphereArray[8].position = [-0.410570, -0.371200, -0.832852]
sphereArray[9].position = [-0.479479, 0.651403, -0.588025]
sphereArray[10].position = [0.444325, 0.237852, -0.863714]
sphereArray[11].position = [0.386182, 0.920747, -0.055566]
sphereArray[12].position = [-0.997983, -0.063069, -0.007227]
)
)
```

```
animate on
(
at time(187)
(
sphereArray[1].position = [-0.390905, -0.917666, 0.071288]
sphereArray[2].position = [0.479551, -0.648550, 0.591112]
sphereArray[3].position = [-0.442932, -0.238289, 0.864309]
sphereArray[4].position = [0.419723, 0.373727, 0.827140]
sphereArray[5].position = [0.997490, 0.070344, 0.008045]
sphereArray[6].position = [-0.499584, 0.736962, 0.455306]
sphereArray[7].position = [0.503092, -0.736977, -0.451401]
sphereArray[8].position = [-0.413204, -0.376783, -0.829034]
sphereArray[9].position = [-0.473106, 0.654683, -0.589543]
sphereArray[10].position = [0.441166, 0.231167, -0.867142]
sphereArray[11].position = [0.393005, 0.917263, -0.064620]
sphereArray[12].position = [-0.998281, -0.057371, -0.012012]
)
)
```

```
animate on
(
at time(188)
(
sphereArray[1].position = [-0.396353, -0.915803, 0.064879]
sphereArray[2].position = [0.482878, -0.640058, 0.597624]
sphereArray[3].position = [-0.446034, -0.228654, 0.865315]
sphereArray[4].position = [0.415206, 0.380475, 0.826343]
sphereArray[5].position = [0.998101, 0.061247, 0.006592]
sphereArray[6].position = [-0.500758, 0.731357, 0.462988]
sphereArray[7].position = [0.499668, -0.742497, -0.446128]
sphereArray[8].position = [-0.419892, -0.371560, -0.828030]
sphereArray[9].position = [-0.478848, 0.647278, -0.593073]
sphereArray[10].position = [0.444494, 0.222377, -0.867740]
sphereArray[11].position = [0.389493, 0.918070, -0.073780]
sphereArray[12].position = [-0.997974, -0.059892, -0.021463]
)
)
```

```
animate on
(
at time(189)
(
sphereArray[1].position = [-0.394437, -0.916011, 0.073094]
sphereArray[2].position = [0.472136, -0.643470, 0.602523]
sphereArray[3].position = [-0.451429, -0.231850, 0.861660]
sphereArray[4].position = [0.415940, 0.384168, 0.824263]
sphereArray[5].position = [0.998183, 0.058324, 0.015145]
sphereArray[6].position = [-0.504651, 0.731921, 0.457842]
sphereArray[7].position = [0.490990, -0.746685, -0.448765]
sphereArray[8].position = [-0.411512, -0.372019, -0.832021]
sphereArray[9].position = [-0.481469, 0.650096, -0.587846]
sphereArray[10].position = [0.449038, 0.218856, -0.866295]
sphereArray[11].position = [0.390136, 0.917034, -0.082718]
sphereArray[12].position = [-0.997583, -0.067076, -0.018153]
)
)
```

```
animate on
(
at time(190)
(
sphereArray[1].position = [-0.388045, -0.918902, 0.070996]
sphereArray[2].position = [0.476538, -0.641993, 0.600631]
sphereArray[3].position = [-0.447029, -0.225417, 0.865651]
sphereArray[4].position = [0.410756, 0.386589, 0.825729]
sphereArray[5].position = [0.998446, 0.051931, 0.020220]
sphereArray[6].position = [-0.497977, 0.738466, 0.454629]
sphereArray[7].position = [0.494599, -0.745972, -0.445980]
sphereArray[8].position = [-0.406201, -0.367930, -0.836437]
sphereArray[9].position = [-0.475264, 0.650377, -0.592565]
sphereArray[10].position = [0.456012, 0.224891, -0.861091]
sphereArray[11].position = [0.397479, 0.914150, -0.079630]
sphereArray[12].position = [-0.998061, -0.060678, -0.013892]
)
)
```

```
animate on
(
at time(191)
(
sphereArray[1].position = [-0.396124, -0.915484, 0.070524]
sphereArray[2].position = [0.477735, -0.638047, 0.603875]
sphereArray[3].position = [-0.454272, -0.223920, 0.862263]
sphereArray[4].position = [0.412459, 0.385023, 0.825612]
sphereArray[5].position = [0.998960, 0.041420, 0.019047]
sphereArray[6].position = [-0.499764, 0.742393, 0.446193]
sphereArray[7].position = [0.493899, -0.742048, -0.453242]
sphereArray[8].position = [-0.413368, -0.368221, -0.832791]
sphereArray[9].position = [-0.474405, 0.644613, -0.599512]
sphereArray[10].position = [0.456225, 0.223305, -0.861390]
sphereArray[11].position = [0.400565, 0.913577, -0.070173]
)
```

```
sphereArray[12].position = [-0.997778, -0.062443, -0.023251]
)
)
```

```
animate on
```

```
(
at time(192)
(
sphereArray[1].position = [-0.392699, -0.916329, 0.078288]
sphereArray[2].position = [0.470988, -0.644896, 0.601897]
sphereArray[3].position = [-0.461492, -0.221167, 0.859133]
sphereArray[4].position = [0.404964, 0.374927, 0.833927]
sphereArray[5].position = [0.998628, 0.049472, 0.017182]
sphereArray[6].position = [-0.507100, 0.741290, 0.439704]
sphereArray[7].position = [0.488019, -0.747498, -0.450649]
sphereArray[8].position = [-0.409894, -0.376872, -0.830635]
sphereArray[9].position = [-0.467445, 0.651121, -0.597944]
sphereArray[10].position = [0.451238, 0.233788, -0.861236]
sphereArray[11].position = [0.406178, 0.911671, -0.062249]
sphereArray[12].position = [-0.997996, -0.059776, -0.020747]
)
)
```

```
animate on
```

```
(
at time(193)
(
sphereArray[1].position = [-0.389878, -0.916956, 0.084771]
sphereArray[2].position = [0.474689, -0.648504, 0.595073]
sphereArray[3].position = [-0.455545, -0.210440, 0.864982]
sphereArray[4].position = [0.399432, 0.374011, 0.837001]
sphereArray[5].position = [0.998686, 0.046302, 0.021984]
sphereArray[6].position = [-0.507137, 0.745116, 0.433144]
sphereArray[7].position = [0.495772, -0.742816, -0.449927]
sphereArray[8].position = [-0.401529, -0.381652, -0.832536]
sphereArray[9].position = [-0.460041, 0.655080, -0.599360]
sphereArray[10].position = [0.453514, 0.226111, -0.862090]
sphereArray[11].position = [0.408738, 0.911126, -0.052758]
sphereArray[12].position = [-0.997687, -0.060914, -0.030170]
)
)
```

```
animate on
```

```
(
at time(194)
(
sphereArray[1].position = [-0.397419, -0.914078, 0.080740]
sphereArray[2].position = [0.474434, -0.643944, 0.600207]
sphereArray[3].position = [-0.465496, -0.220078, 0.857251]
sphereArray[4].position = [0.402674, 0.366420, 0.838802]
sphereArray[5].position = [0.998083, 0.056835, 0.024484]
sphereArray[6].position = [-0.501975, 0.745698, 0.438128]
sphereArray[7].position = [0.503436, -0.738090, -0.449195]
sphereArray[8].position = [-0.404592, -0.376770, -0.833276]
)
```

```
sphereArray[9].position = [-0.463081, 0.647855, -0.604847]
sphereArray[10].position = [0.459879, 0.230851, -0.857449]
sphereArray[11].position = [0.402807, 0.913650, -0.054689]
sphereArray[12].position = [-0.997255, -0.062853, -0.039131]
)
)
```

```
animate on
```

```
(
at time(195)
(
sphereArray[1].position = [-0.394100, -0.916269, 0.071675]
sphereArray[2].position = [0.465767, -0.648552, 0.602031]
sphereArray[3].position = [-0.464262, -0.226209, 0.856324]
sphereArray[4].position = [0.394191, 0.370832, 0.840891]
sphereArray[5].position = [0.997756, 0.054090, 0.039470]
sphereArray[6].position = [-0.506258, 0.739076, 0.444374]
sphereArray[7].position = [0.508509, -0.739628, -0.440872]
sphereArray[8].position = [-0.398770, -0.383093, -0.833200]
sphereArray[9].position = [-0.471514, 0.642514, -0.604029]
sphereArray[10].position = [0.457281, 0.236791, -0.857219]
sphereArray[11].position = [0.396538, 0.915937, -0.061788]
sphereArray[12].position = [-0.997859, -0.054346, -0.036393]
)
)
```

```
animate on
```

```
(
at time(196)
(
sphereArray[1].position = [-0.393713, -0.917163, 0.061656]
sphereArray[2].position = [0.467391, -0.650013, 0.599190]
sphereArray[3].position = [-0.455552, -0.233210, 0.859119]
sphereArray[4].position = [0.390909, 0.372108, 0.841859]
sphereArray[5].position = [0.994557, 0.099365, 0.031360]
sphereArray[6].position = [-0.511043, 0.732331, 0.450029]
sphereArray[7].position = [0.517330, -0.734877, -0.438549]
sphereArray[8].position = [-0.389573, -0.384671, -0.836816]
sphereArray[9].position = [-0.503230, 0.613255, -0.608834]
sphereArray[10].position = [0.457222, 0.226811, -0.859945]
sphereArray[11].position = [0.387427, 0.919613, -0.064893]
sphereArray[12].position = [-0.997759, -0.059989, -0.029648]
)
)
```

```
animate on
```

```
(
at time(197)
(
sphereArray[1].position = [-0.387325, -0.920070, 0.058745]
sphereArray[2].position = [0.474743, -0.644217, 0.599669]
sphereArray[3].position = [-0.467023, -0.230940, 0.853555]
sphereArray[4].position = [0.401563, 0.372707, 0.836562]
sphereArray[5].position = [0.995515, 0.089189, 0.031545]
)
```

```
sphereArray[6].position = [-0.509297, 0.736808, 0.444669]
sphereArray[7].position = [0.525982, -0.730566, -0.435450]
sphereArray[8].position = [-0.383818, -0.392513, -0.835833]
sphereArray[9].position = [-0.495673, 0.620581, -0.607608]
sphereArray[10].position = [0.452855, 0.230134, -0.861371]
sphereArray[11].position = [0.378923, 0.922792, -0.069799]
sphereArray[12].position = [-0.997255, -0.069238, -0.026221]
)
)
```

```
animate on
```

```
(
at time(198)
(
sphereArray[1].position = [-0.381433, -0.921987, 0.066708]
sphereArray[2].position = [0.474272, -0.637609, 0.607059]
sphereArray[3].position = [-0.458446, -0.230243, 0.858380]
sphereArray[4].position = [0.392511, 0.382631, 0.836378]
sphereArray[5].position = [0.996386, 0.079446, 0.030050]
sphereArray[6].position = [-0.503456, 0.742826, 0.441295]
sphereArray[7].position = [0.533406, -0.724617, -0.436359]
sphereArray[8].position = [-0.386093, -0.400197, -0.831128]
sphereArray[9].position = [-0.488392, 0.627503, -0.606394]
sphereArray[10].position = [0.453642, 0.239588, -0.858375]
sphereArray[11].position = [0.372830, 0.924688, -0.077128]
sphereArray[12].position = [-0.996491, -0.079058, -0.027500]
)
)
```

```
animate on
```

```
(
at time(199)
(
sphereArray[1].position = [-0.373459, -0.924838, 0.072138]
sphereArray[2].position = [0.475858, -0.630381, 0.613334]
sphereArray[3].position = [-0.459344, -0.221972, 0.860077]
sphereArray[4].position = [0.395817, 0.392086, 0.830420]
sphereArray[5].position = [0.996355, 0.076085, 0.038574]
sphereArray[6].position = [-0.511928, 0.738523, 0.438763]
sphereArray[7].position = [0.528476, -0.724157, -0.443069]
sphereArray[8].position = [-0.392443, -0.394936, -0.830671]
sphereArray[9].position = [-0.481164, 0.633826, -0.605595]
sphereArray[10].position = [0.448793, 0.239215, -0.861023]
sphereArray[11].position = [0.379773, 0.921714, -0.078840]
sphereArray[12].position = [-0.995627, -0.088669, -0.029392]
)
)
```