```
/*Draws nine spirals with varying starting radiuses*/

void setup() {
 size(600,600,P3D); //size of your intended pattern
 noLoop(); // don't need to use the draw loop

 /*unique name for your file. if left unchanged,
 will simply save file with current milisecond*/
 String fileName= "voronoi"+millis()+".pdf";

  beginRaw(PDF, fileName); //enables you to save your design to a pdf

   setupVoronoi(); // create your voronoi generator

   // =========GENERATE SPIRALS================ //

  int centerLimit = 100; // variable to control the diameter of the spiral
  float theta = 0; //increases with every point in your spiral, producing the spiral effect.

  //this will draw the four smaller spirals

   theta=0; //reset theta
  //this will draw the four larger spirals
 for(int i=0;i<100;i++){
  theta++;
      drawPoint(300,300,theta,theta);
    }

  for(int j=0;j<80;j++){
   theta+=1;
      drawPoint(200,200,theta/2,theta/2);
      drawPoint(400,200,theta/2,theta/2);
      drawPoint(400,400,theta/2,theta/2);
      drawPoint(200,400,theta/2,theta/2);
    }

     for(int k=0;k<120;k++){
      theta+=1 ;
      drawPoint(300,100,theta/3,theta/3);
      drawPoint(300,500,theta/3,theta/3);
      drawPoint(500,300,theta/3,theta/3);
      drawPoint(100,300 ,theta/3,theta/3);
    }

   drawVoronoi(); //renders your voronoi
   endRaw(); //ends the recording

}
void drawPoint(float orgX, float orgY, float theta, float diameter) { //function that generates and adds
circular points
  float xPos = sin(theta)*0.5*diameter+orgX;
  float yPos = cos(theta)*0.5(diameter)+orgY;

  voronoi.addPoint(new Vec2D(xPos, yPos));
}
```