```
<!DOCTYPE html>
<!-- saved from url=(0096)https://flippant.eu/wp-content/uploads/2025/05/shuffleBoxGuldenSnede.html?utm_source=chatgpt.com -->
<html lang="nl"><head><meta http-equiv="Content-Type" content="text/html; charset=UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Fractale Vierkanten - Gulden Snede</title>
    <style>
        body {
            display: flex;
            justify-content: center;
            align-items: center;
            height: 100vh;
            margin: 0;
            background-color: black;
        }
        canvas {
            position: absolute;
        }
    </style>
</head>
<body>
    <canvas id="canvas" width="2835" height="1453"></canvas>
    <script>
        const canvas = document.getElementById("canvas");
        const ctx = canvas.getContext("2d");

        canvas.width = window.innerWidth;
        canvas.height = window.innerHeight;

        const phi = (1 + Math.sqrt(5)) / 2; // Gulden Snede
        let time = 0;
        let speed = 0.005;

        function drawGoldenFractal(x, y, size, level, angle) {
            if (level > 7) return;

            ctx.save();
            ctx.translate(x, y);
            ctx.rotate(angle);
            ctx.translate(-x, -y);

            let halfSize = size / 2;
            let x1 = x - halfSize;
            let y1 = y - halfSize;

            ctx.strokeStyle = `hsl(${level * 40}, 80%, 60%)`;
            ctx.lineWidth = Math.max(0.5, 4 - level * 0.5);
            ctx.strokeRect(x1, y1, size, size);

            let newSize = size / phi;
            let newAngle = angle + Math.sin(time) * 0.2;

            drawGoldenFractal(x1, y1, newSize, level + 1, newAngle);
            drawGoldenFractal(x1 + size, y1, newSize, level + 1, -newAngle);
            drawGoldenFractal(x1, y1 + size, newSize, level + 1, newAngle);
            drawGoldenFractal(x1 + size, y1 + size, newSize, level + 1, -newAngle);

            ctx.restore();
        }

        function animate() {
            time += speed;
            ctx.clearRect(0, 0, canvas.width, canvas.height);
            drawGoldenFractal(canvas.width / 2, canvas.height / 2, 400, 0, time);
            requestAnimationFrame(animate);
```

```
66            }
67
68            animate();
69        </script>
70
71
72    </body></html>
```