



```

import processing.pdf.*;
PFont fuente;
String[] code;
String[] poema;

void setup(){
    size(1560, 2835, PDF, "dibujo.pdf");
    hint(ENABLE_NATIVE_POINTS);
    fuente = createFont("Courier", 12);
    noStroke();
    code = loadStrings("catapdf.pde");
    poema = loadStrings("texto.txt");
}

void draw(){
    background(255);
    for(int i=0;i<4;i++){
        for(int j=1;j<3;j++){
            if(i==0){
                fill(int(random(0, 200)),int(random(100,200)),200);
            }else{
                if(i==1){
                    fill(50,int(random(100,200)),250);
                }else{
                    if(i==2){
                        fill(int(random(#FFFF33)));
                    }else{
                        fill(int(random(#96C964)));
                    }
                }
            }
            pez(i*300+220,j*300);
        }
    }
    printCode();
    printpoema();
    println("Dadd");
    exit();
}

void pez(int _x,int _y){
    pushMatrix();
    translate(_x,_y);
    beginShape();
    vertex(15,0);
    bezierVertex(15,-15,15,-15,0,-55);
    bezierVertex(25,-35,25,-70,20,-55);
    bezierVertex(20,60,20,55,15,55);
    bezierVertex(25,70,25,70,0,55);
    bezierVertex(15,15,15,15,15,0);
    endShape(CLOSE);
    popMatrix();
}

void cuerpo2(int _x3,int _y3){
    pushMatrix();
    translate(_x3,_y3);
    beginShape();
    vertex(15,0);
    bezierVertex(20,-35,30,-45,50,-5);
    bezierVertex(50,-20,50,-40,60,-5);
    bezierVertex(80,0,80,50,60,50);
    bezierVertex(50,50,50,50,50,5);
    bezierVertex(20,35,50,20,0,55);
    endShape(CLOSE);
    popMatrix();
}

void aleta1(int _x4,int _y4){
    pushMatrix();
    translate(_x4,_y4);
    beginShape();
    vertex(0,0);
    bezierVertex(10,-15,40,-30,60,-20);
    vertex(40,0);
    bezierVertex(40,-20,15,-10,0,0);
    endShape(CLOSE);
    popMatrix();
}

void printCode(){
    pushMatrix();
    translate(10,0);
    scale(1.1,1.5);
    random(0.5,1.5);
    cabeza();
    popMatrix();
}

void cabeza(){
    beginShape();
    vertex(0,0);
    bezierVertex(25,-40,25,-40,50,-50);
    bezierVertex(75,-35,70,-20,70,0);
    bezierVertex(70,20,75,35,50,50);
    bezierVertex(25,40,25,40,0,0);
    endShape();
    cuerpopol(65,60);
    cuerpo2(120,0);
    aleta1(65,60);
}

void cuerpopol(int _x2,int _y2){
}

```

"Los elementos

irreductibles
de toda lengua

son las unidades discretas

con que ella se constituye

como tal."

Catalina Lara