rr

```
float ele = 10;
float gap = 50;
float xoff = 0.0;
float yoff = 0.0;


void setup() {
 size(800, 800);
 frameRate(60);

}

void draw() {
 background(255);
 pushMatrix();
 beginShape();

   translate(width/6,height/6);
  for (float x = 1; x <= ele; x++) {
  float y = map(noise(xoff/100, yoff/100), 0 ,1, 1,550);
  for(float z = 1 ; z <= ele; z++){
    float xPos = x*gap;
    float yPos = z*gap;
  noFill();
  stroke(0);
  strokeWeight(8);
  point(xPos, yPos);
  strokeWeight(0);
  stroke(0);
  line(xPos,yPos,y,y);
  ellipse(xPos,yPos,y/2,y/2);


  stroke(random(255),150,random(220,150),180);
```

```
  strokeWeight(2);
  curve(xPos,yPos,y,yPos,xPos,y,xPos,y);

  xoff += 0.01;


yoff += 0.01;
vertex(xPos*xoff, yPos*yoff);
vertex(xPos,yPos);
endShape(CLOSE);
 }
}
popMatrix();
}
```