

rr

float yoff = 0.0;

```
void setup() {  
  size(1000, 500);  
}
```

```
void draw() {  
  background(255);
```

```
  fill(255);
```

```
  beginShape();
```

```
  float xoff = 0;
```

```
  for (float x = 0; x <= width; x += 10) {
```

```
    float y = map(noise(xoff*mouseX/100, yoff*mouseY/100), 0, 1, 2, 500);
```

```
    for(float z = 0 ; z <=height; z+=100){
```

```
      noFill();
```

```
      strokeWeight(1);
```

```
      vertex(x, y);
```

```
      //curve(noise(x),noise(z),noise(x),z,x,z,noise(x),y);
```

```
      strokeWeight(5);
```

```
      line(x,z,x,y);
```

```
      xoff += 0.05;
```

```
    }
```

```
  }
```

```
  yoff += 0.01;
```

```
  vertex(width, height);
```

```
  vertex(0, height);
```

```
  endShape(CLOSE);
```

```
}
```