



```

void trazo(float x, float y, color c, float spacer) {

    float h = hue(c);
    float s = saturation(c);
    float b = brightness(c);

    int numStrokes = round(map(b, 0, 255, 20, 0));
    float strokeRotation = map(h, 0, 255, 0, -HALF_PI);
    float strokeLenght = map(b, 0, 255, spacer*2, spacer/2);

    color n = color(h, s + 10, b);
    stroke(n);
    noFill();
    strokeWeight(.25);

    pushMatrix();
    {
        translate(x, y);
        rotate(strokeRotation);
        for(int i = 0; i < numStrokes; i++){

            float nX = random(-spacer/3, spacer/3);
            float nY = random(-spacer/3, spacer/3);

            beginShape();
            vertex(-spacer + nX, 0 + nY);
            vertex(-spacer + nX, 0 + nY);
            vertex(nX, nY - s);
            vertex(spacer + nX, nY);
            vertex(spacer + nX, nY);
            endShape();
        }
    }
    popMatrix();
}

```