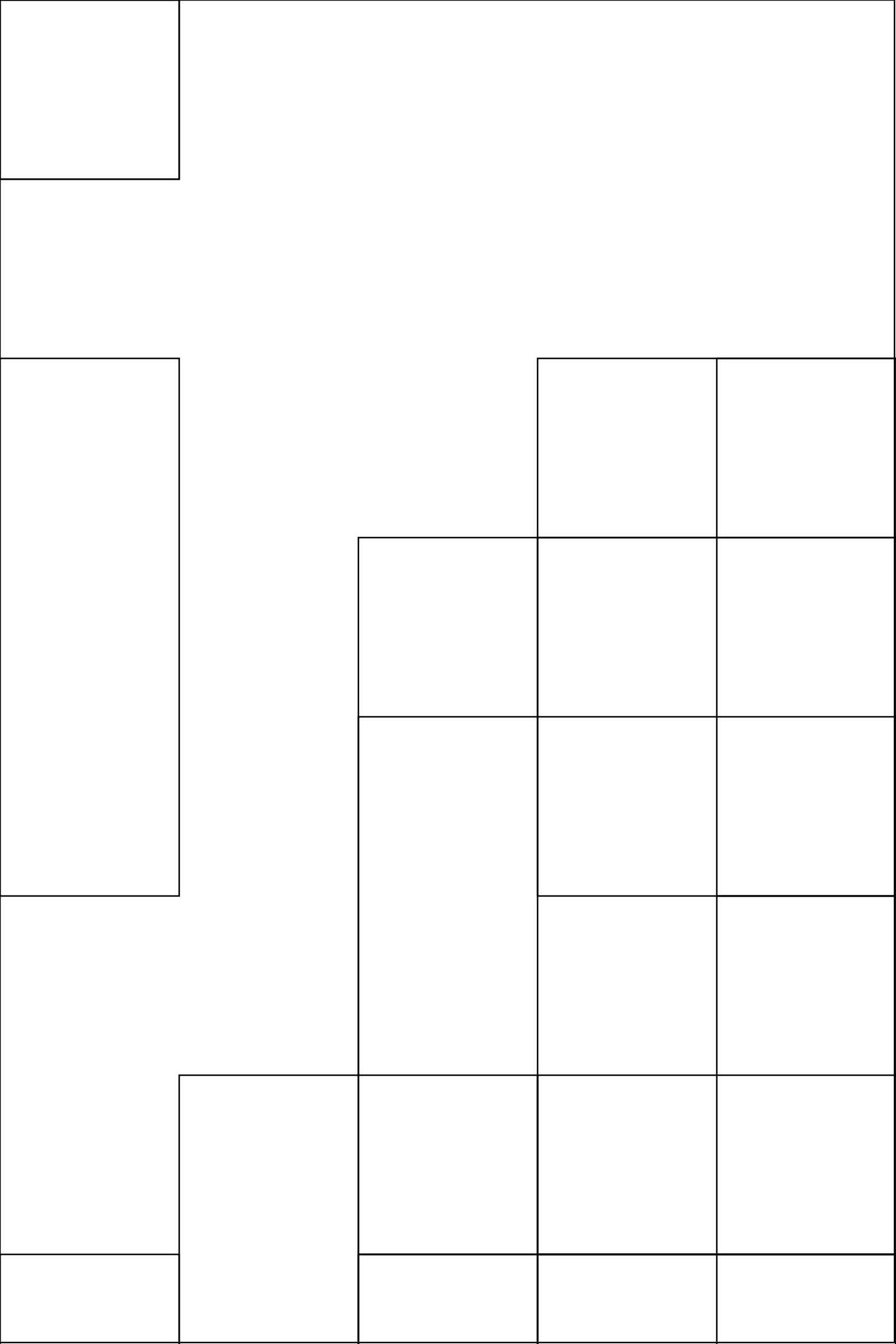
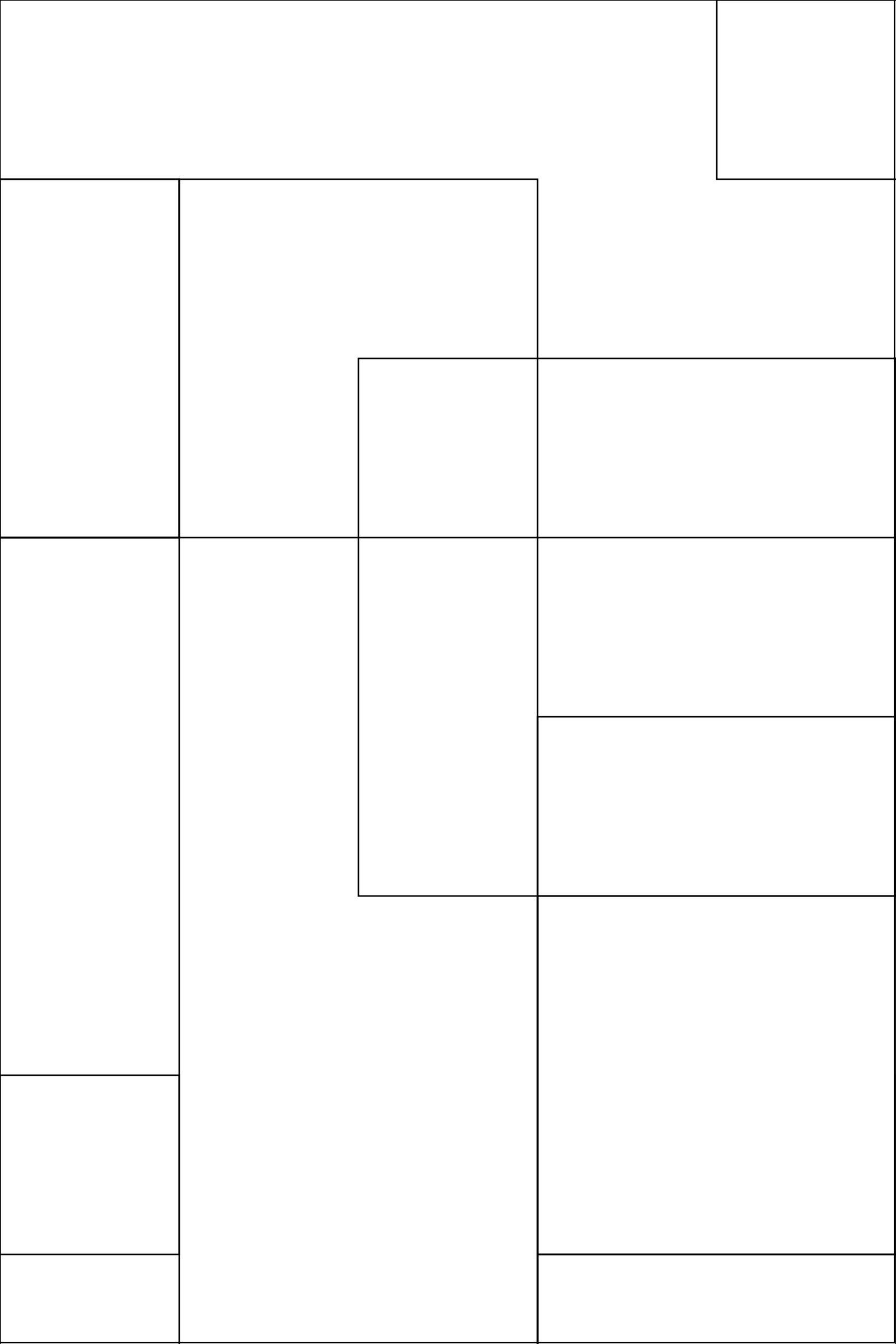
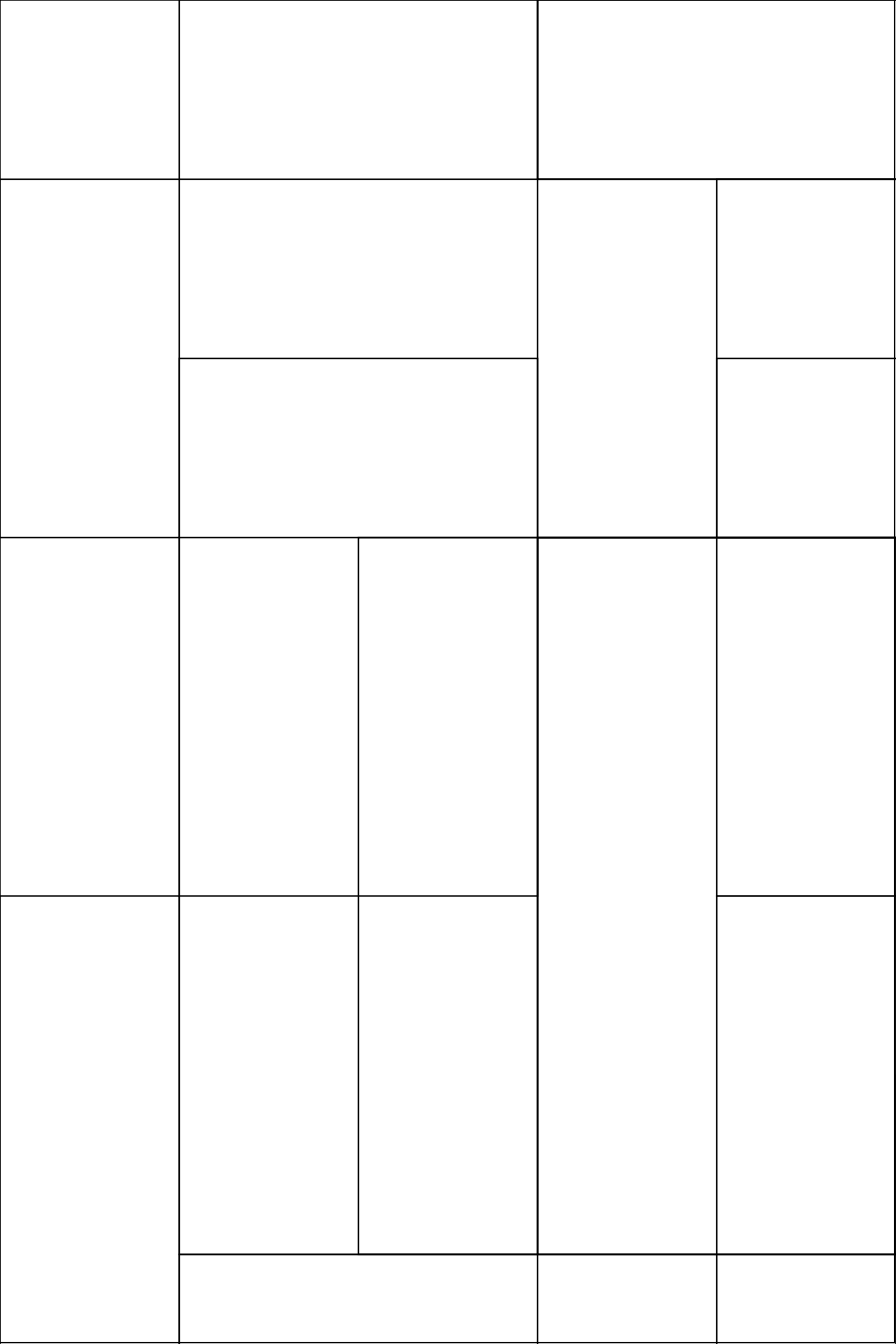


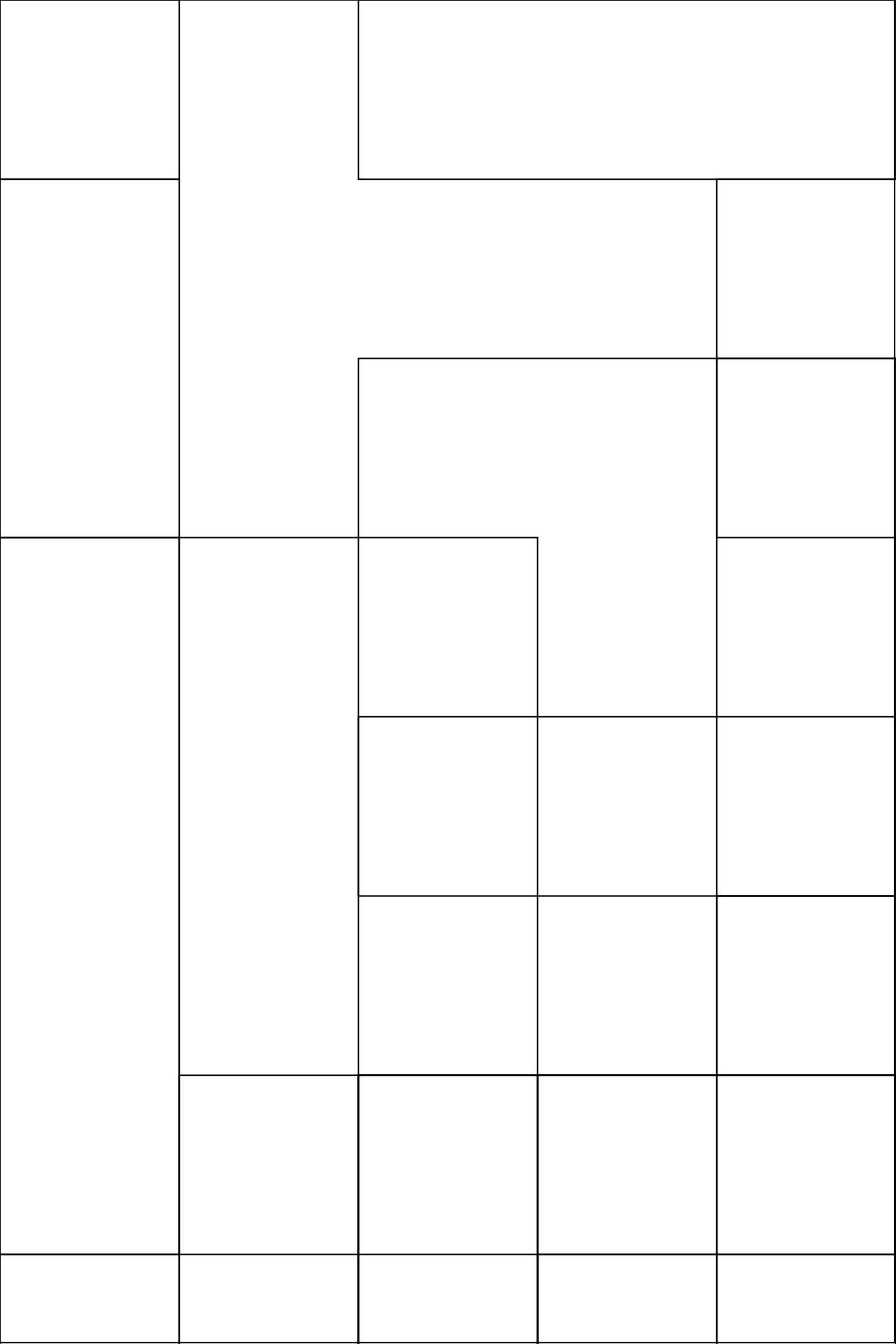
GridBot

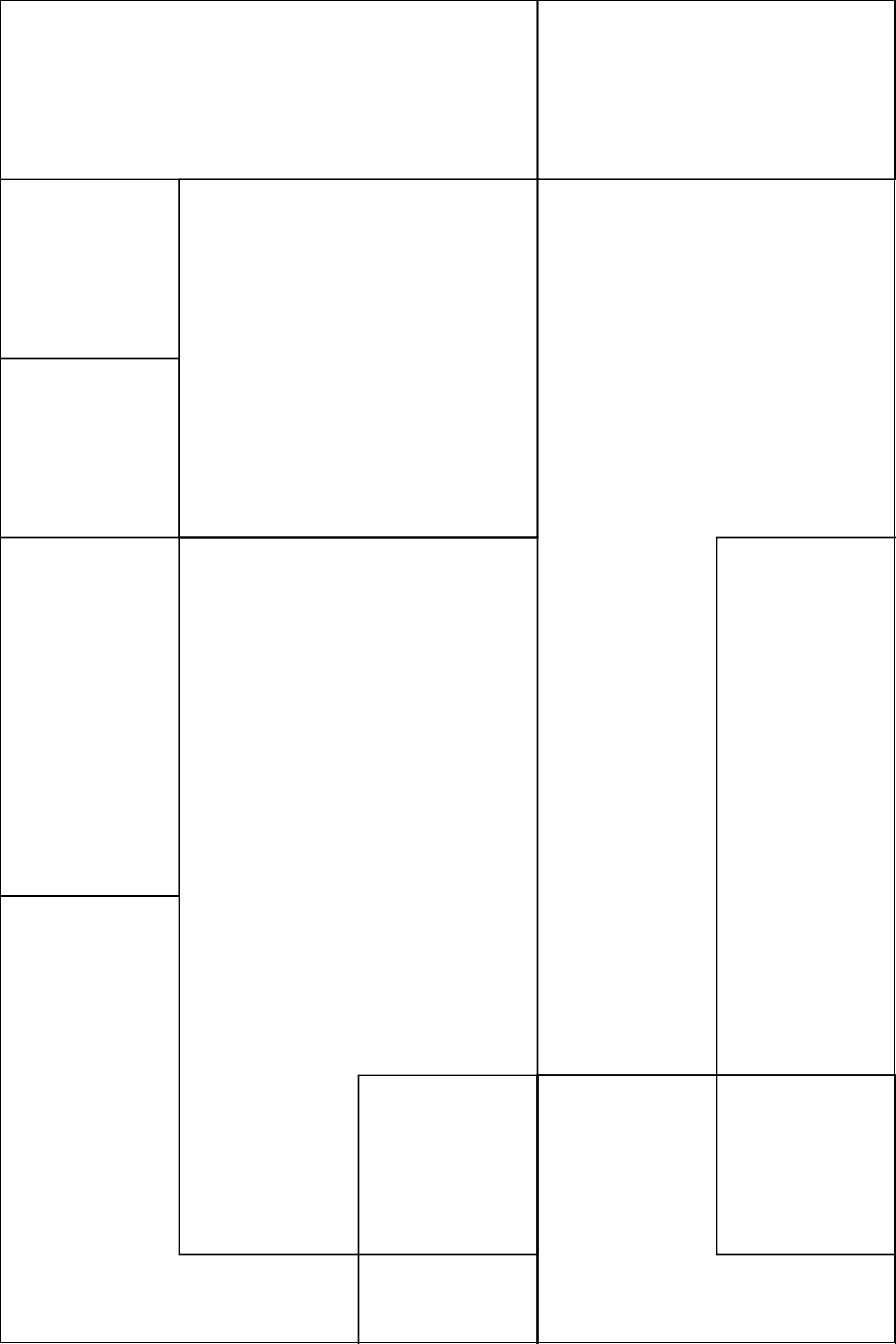
GridBot es un sencillo código realizado por Manuel Guerrero, este código se ejecuta en processign. Su finalidad es generar retículas en base a la decomposición geométrica de un rectángulo, puede ser de utilidad para el diseño de cartels, diseño editorial y diseño de interfaces gráficas.

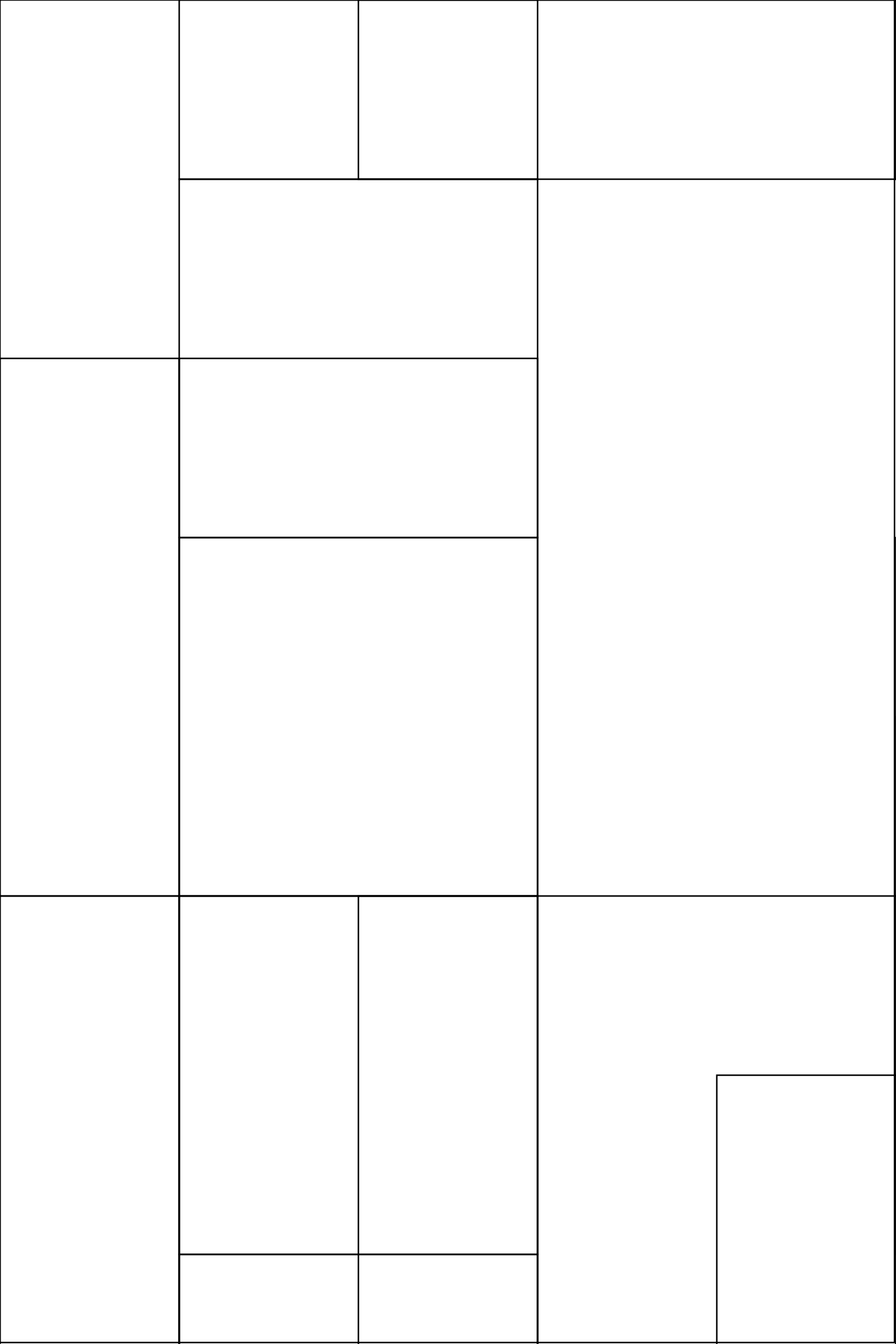


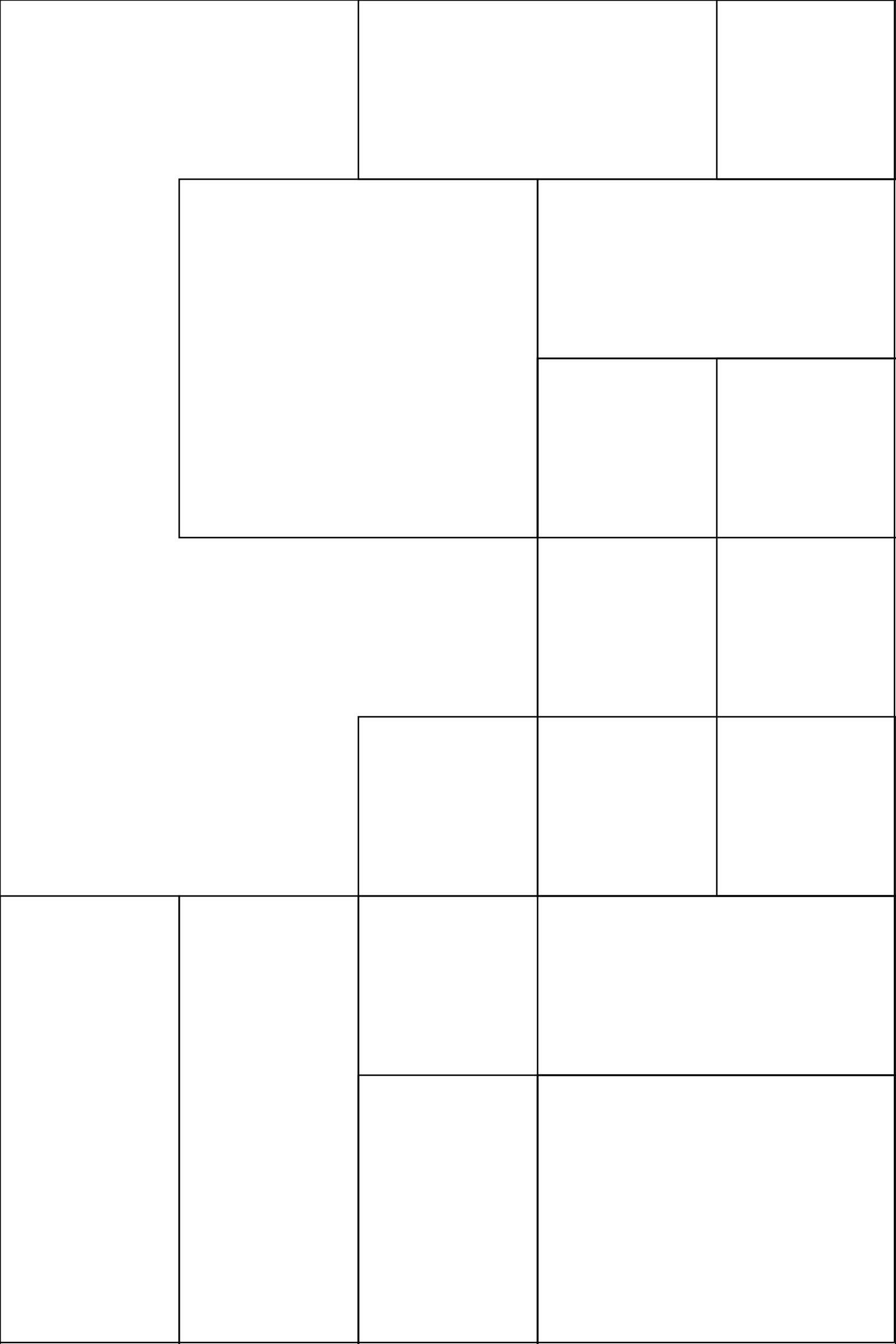


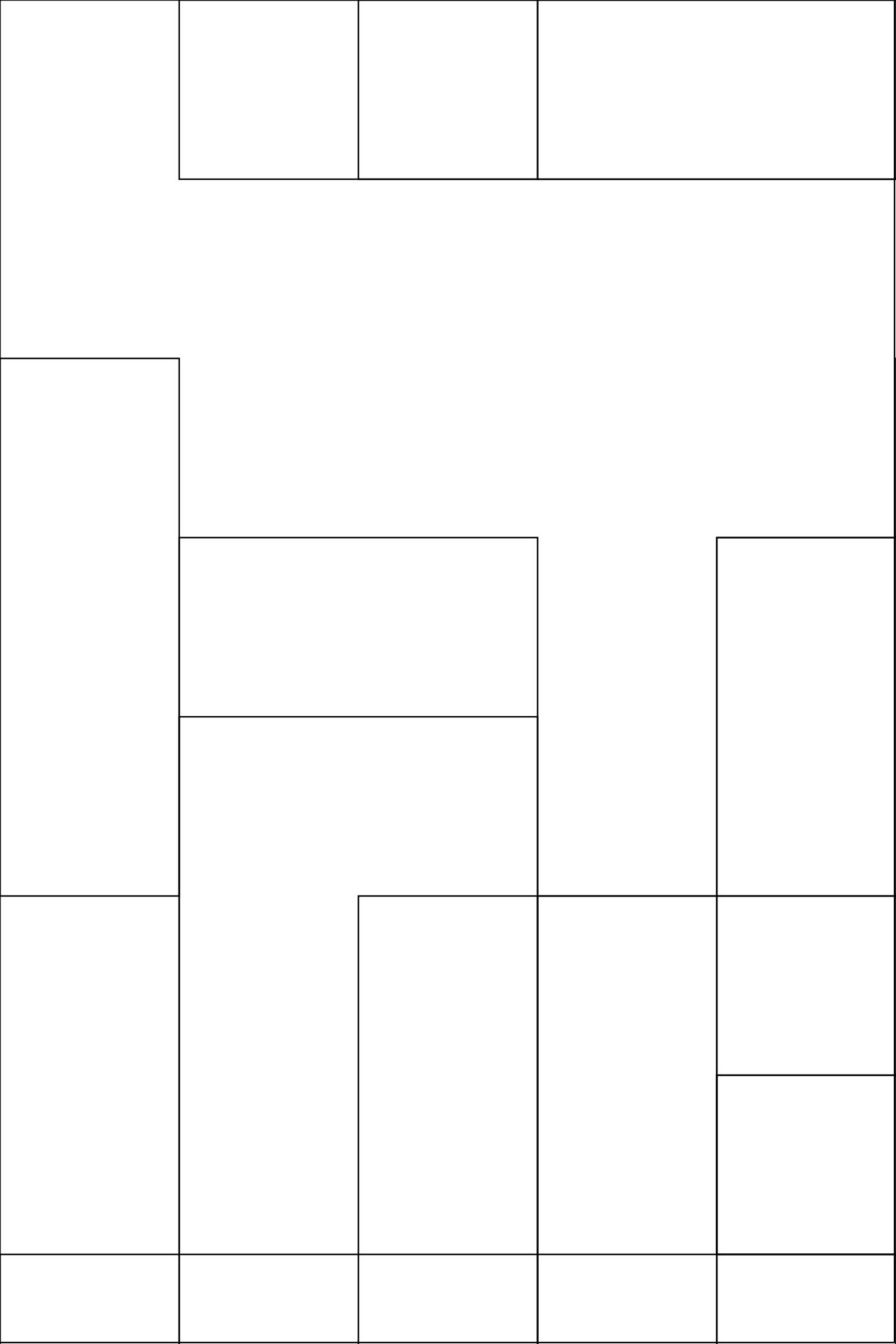


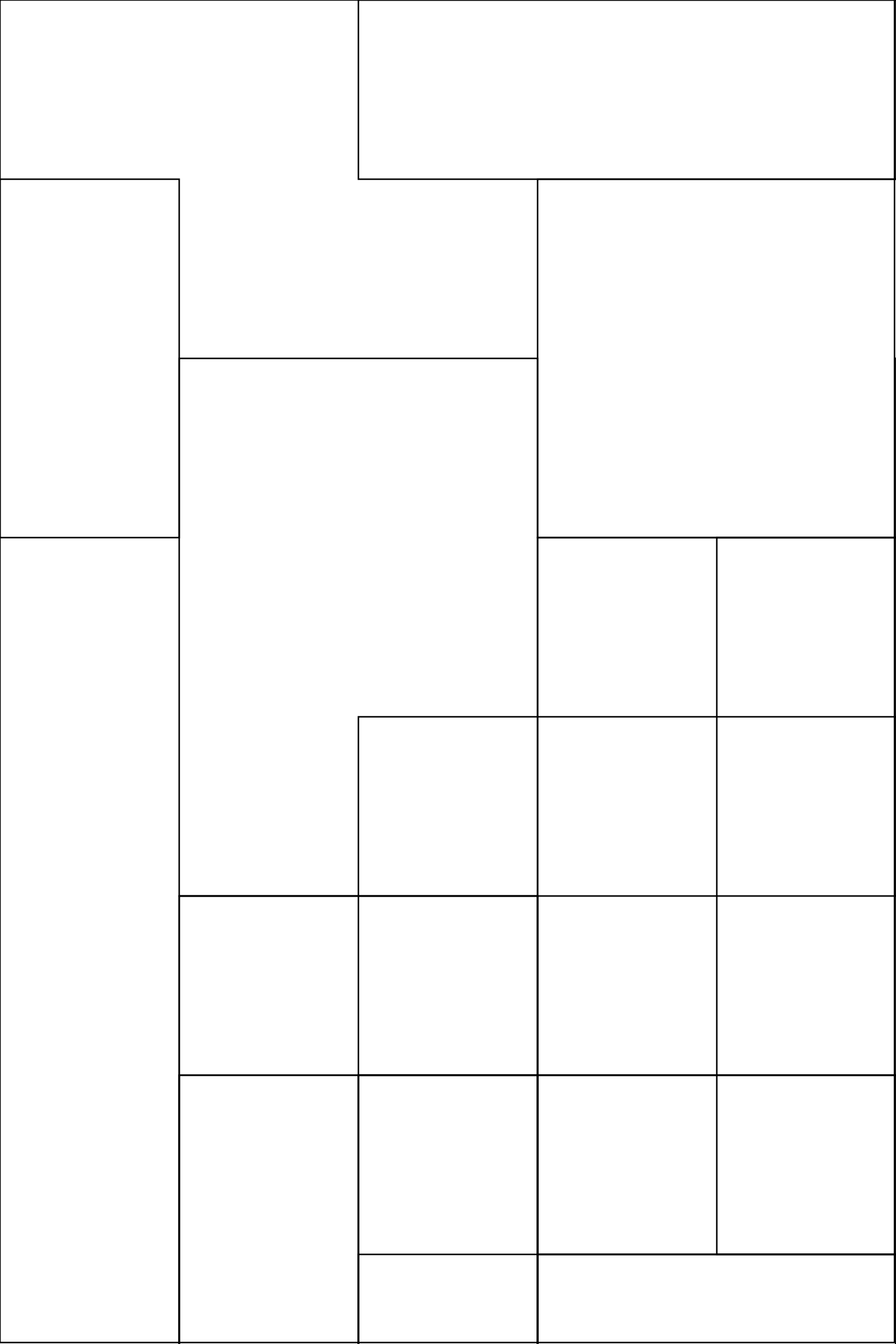


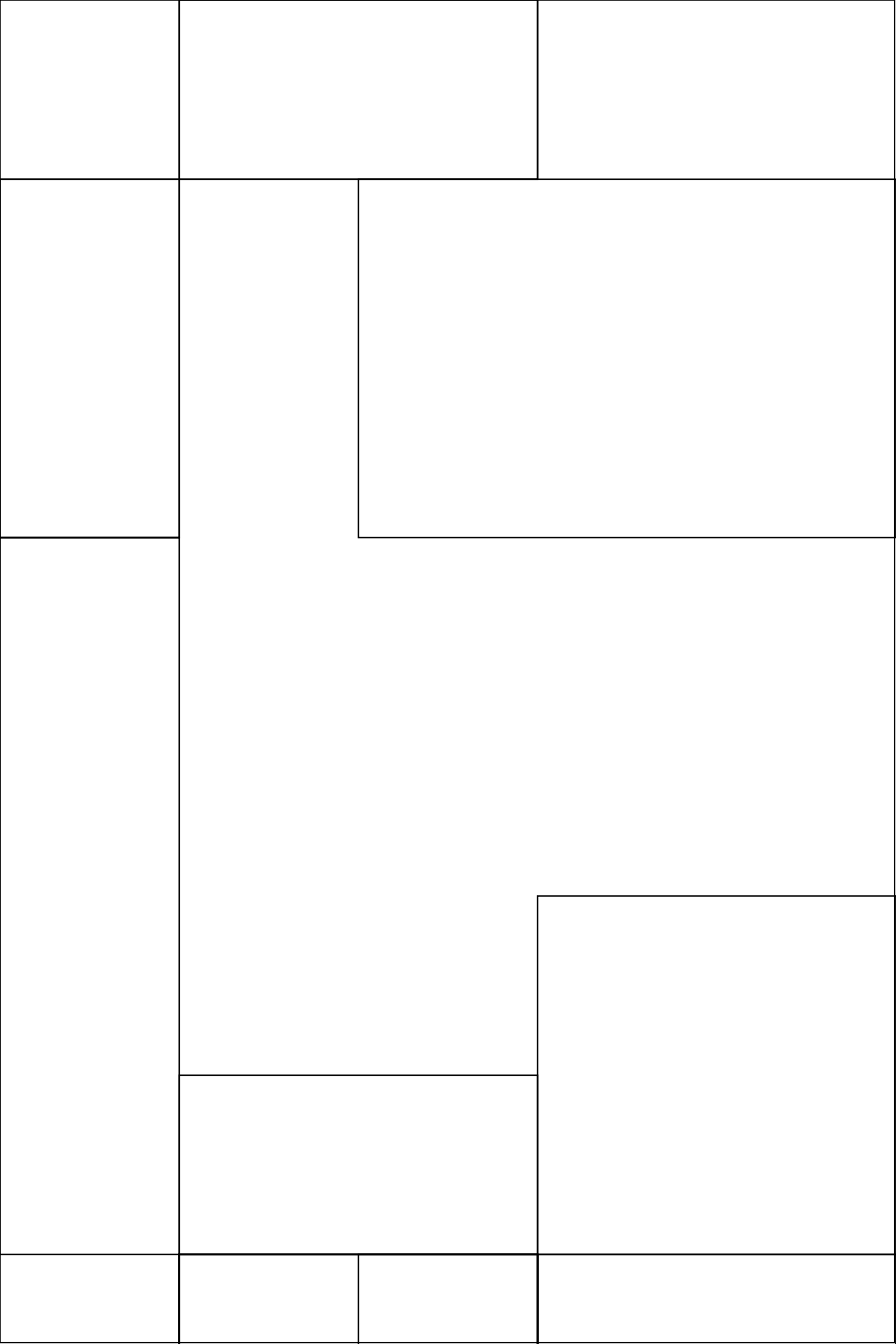


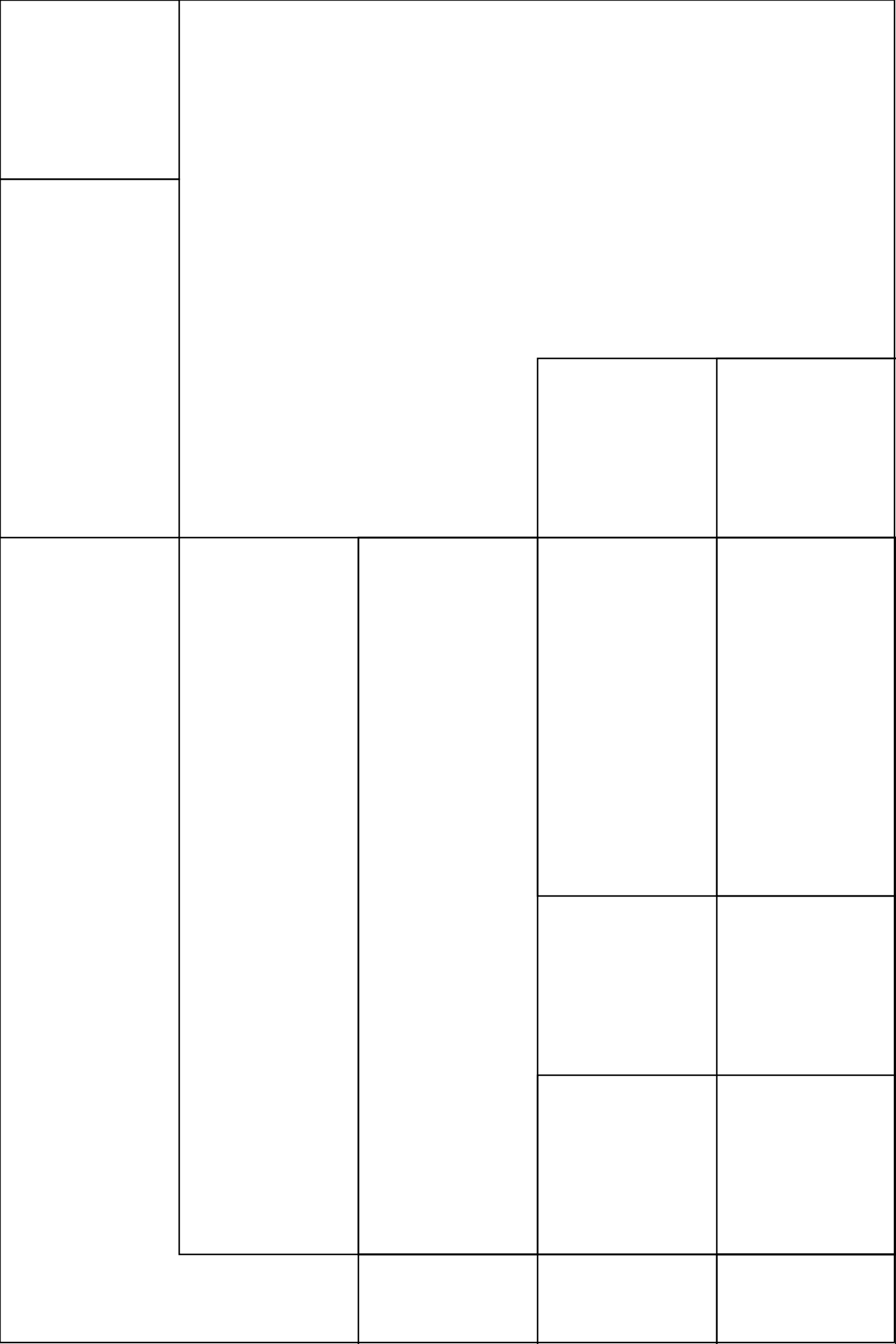


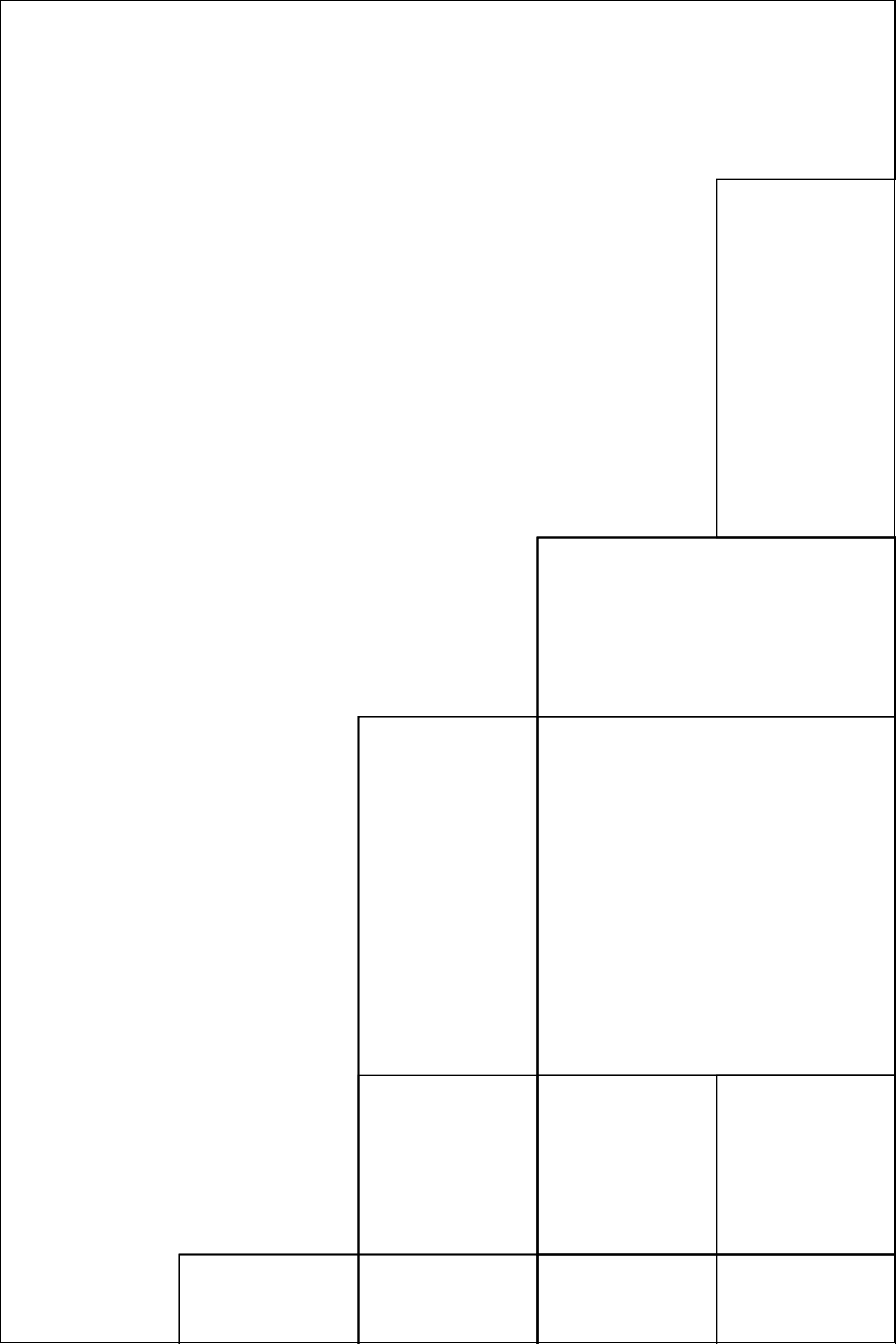


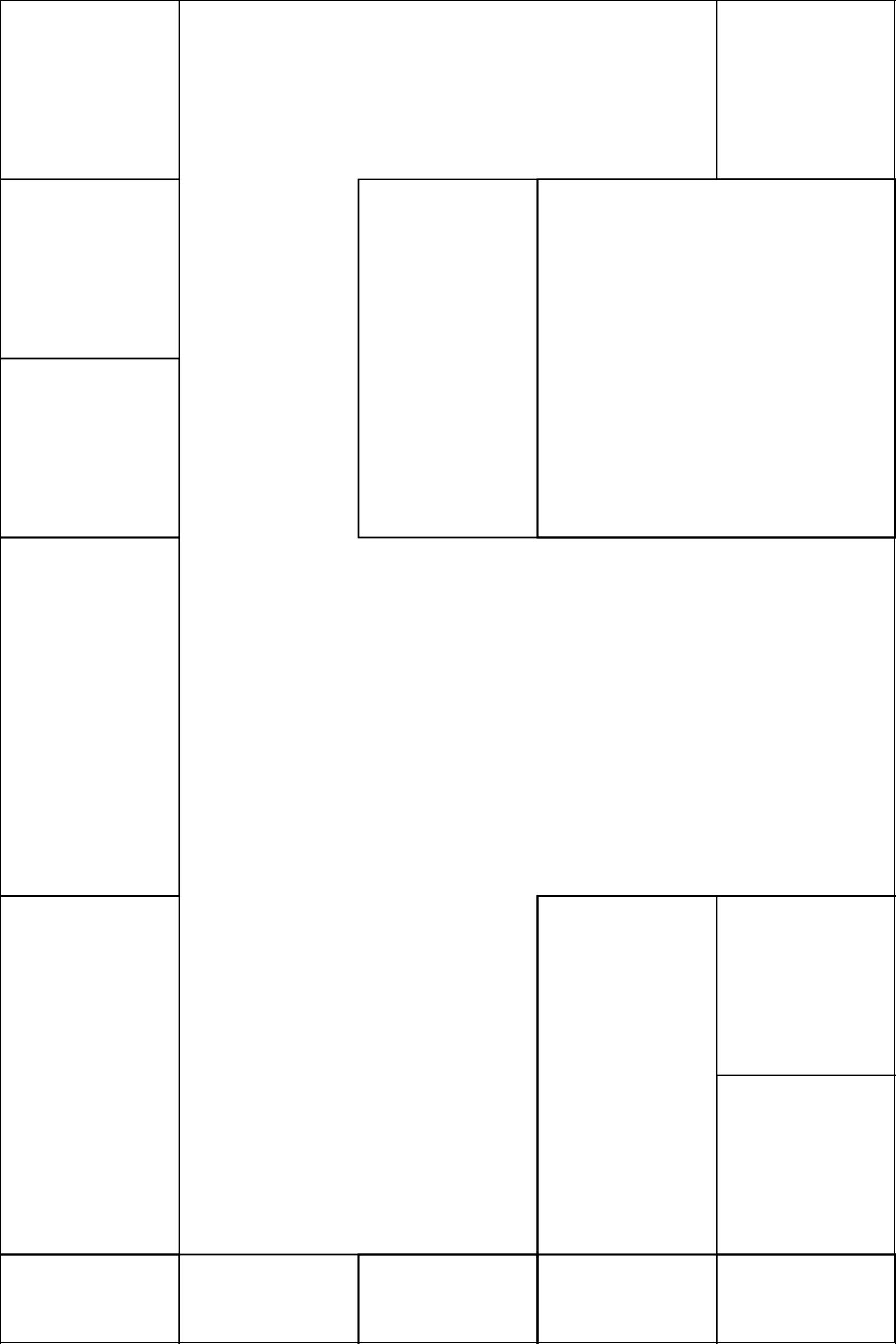


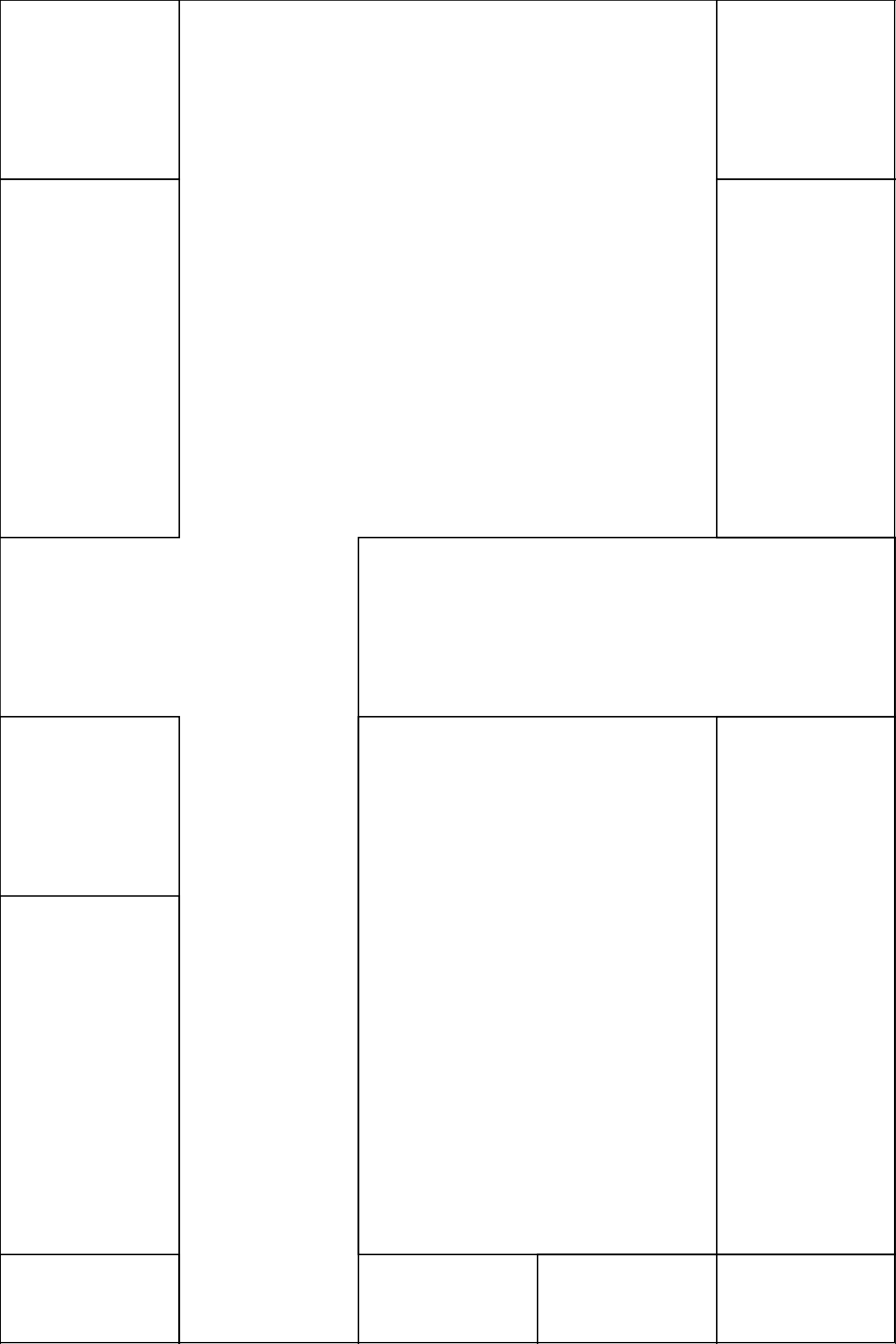


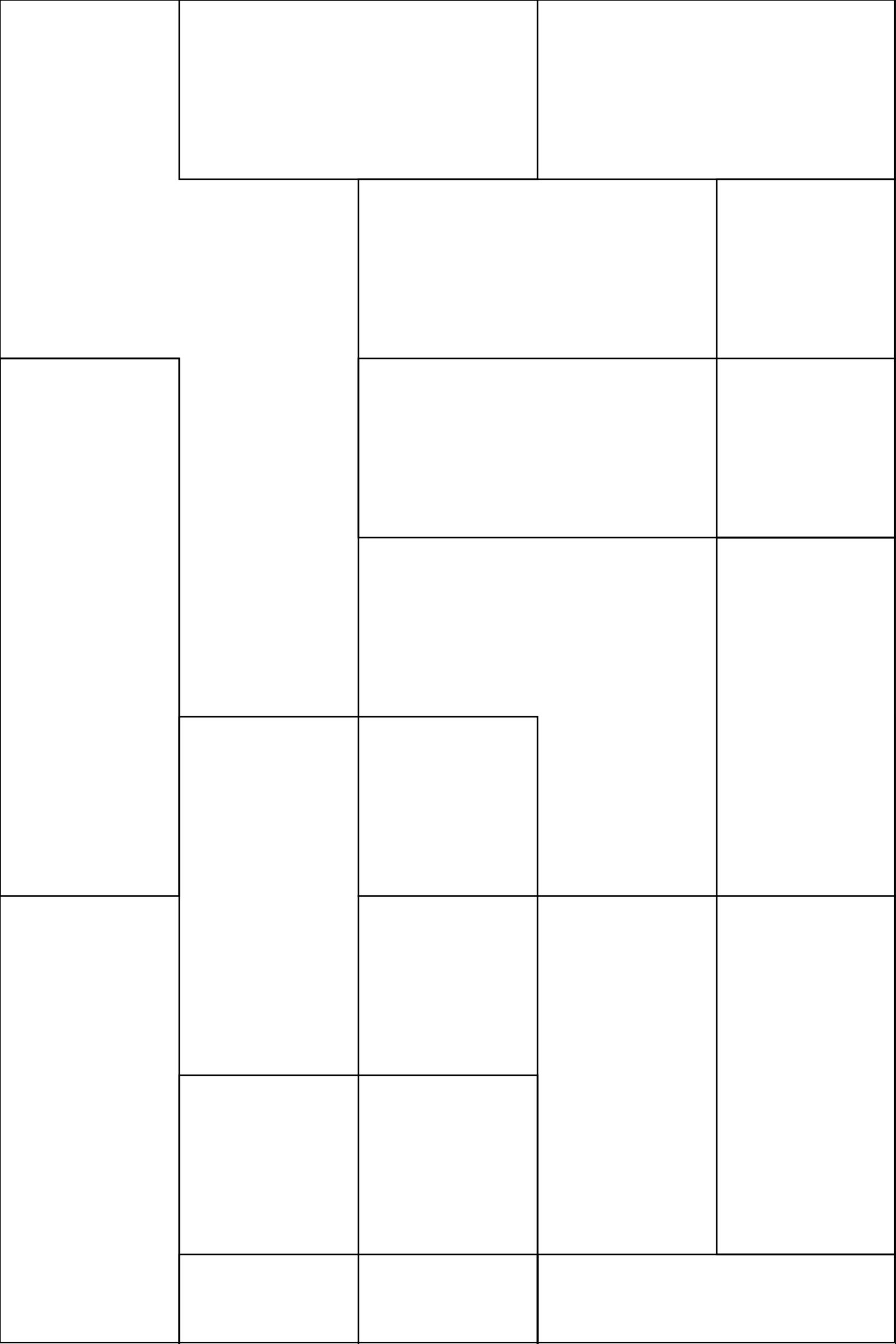


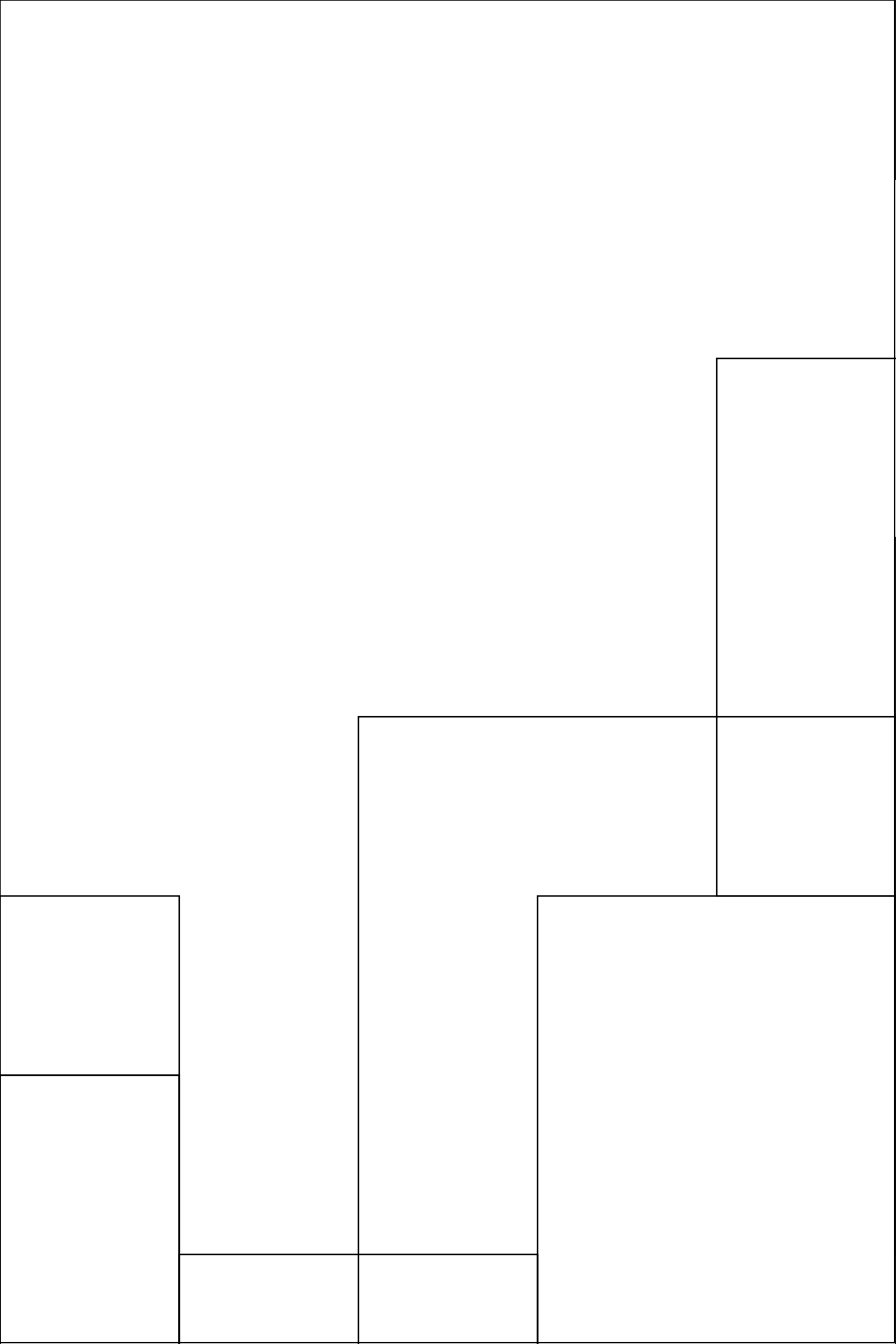


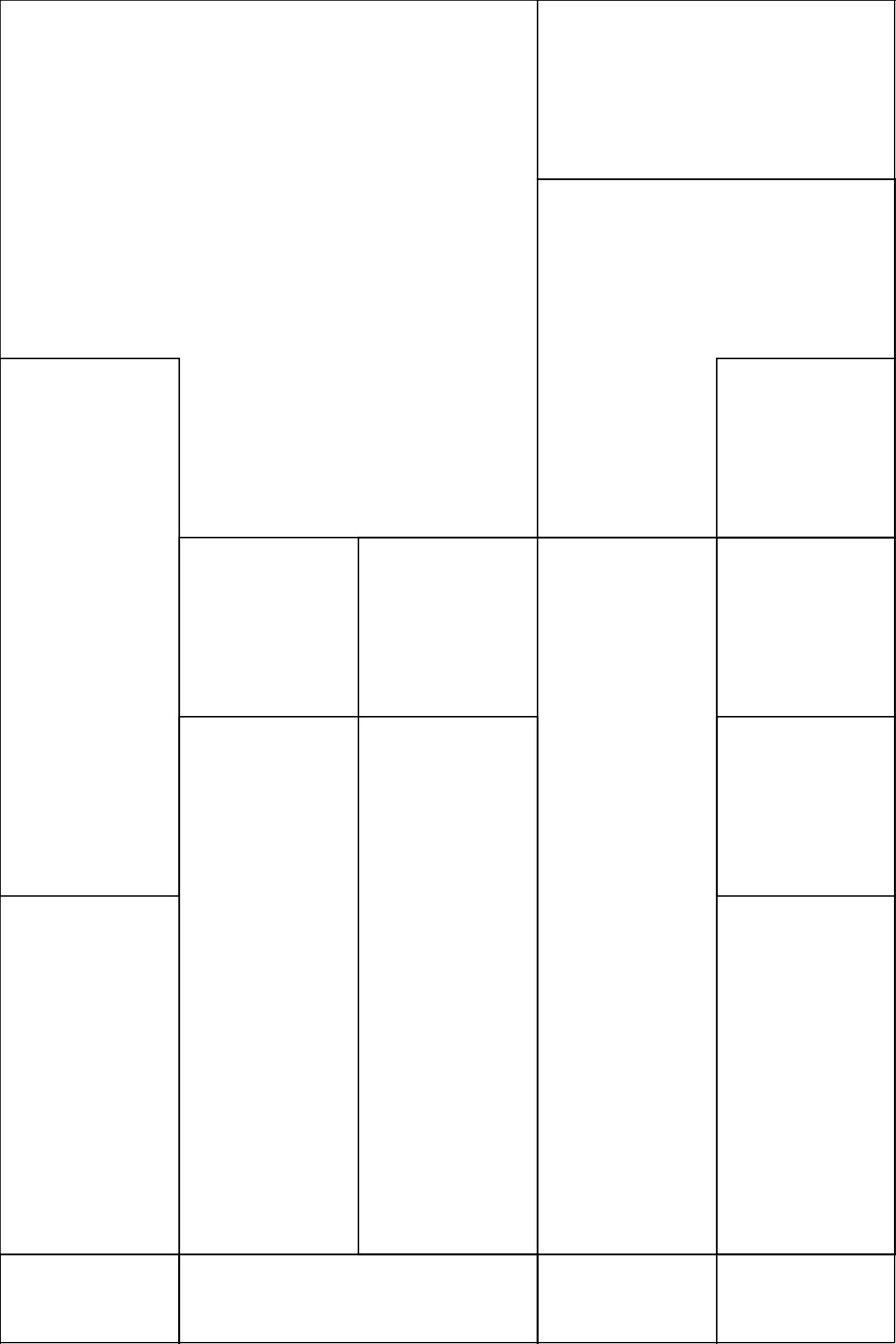


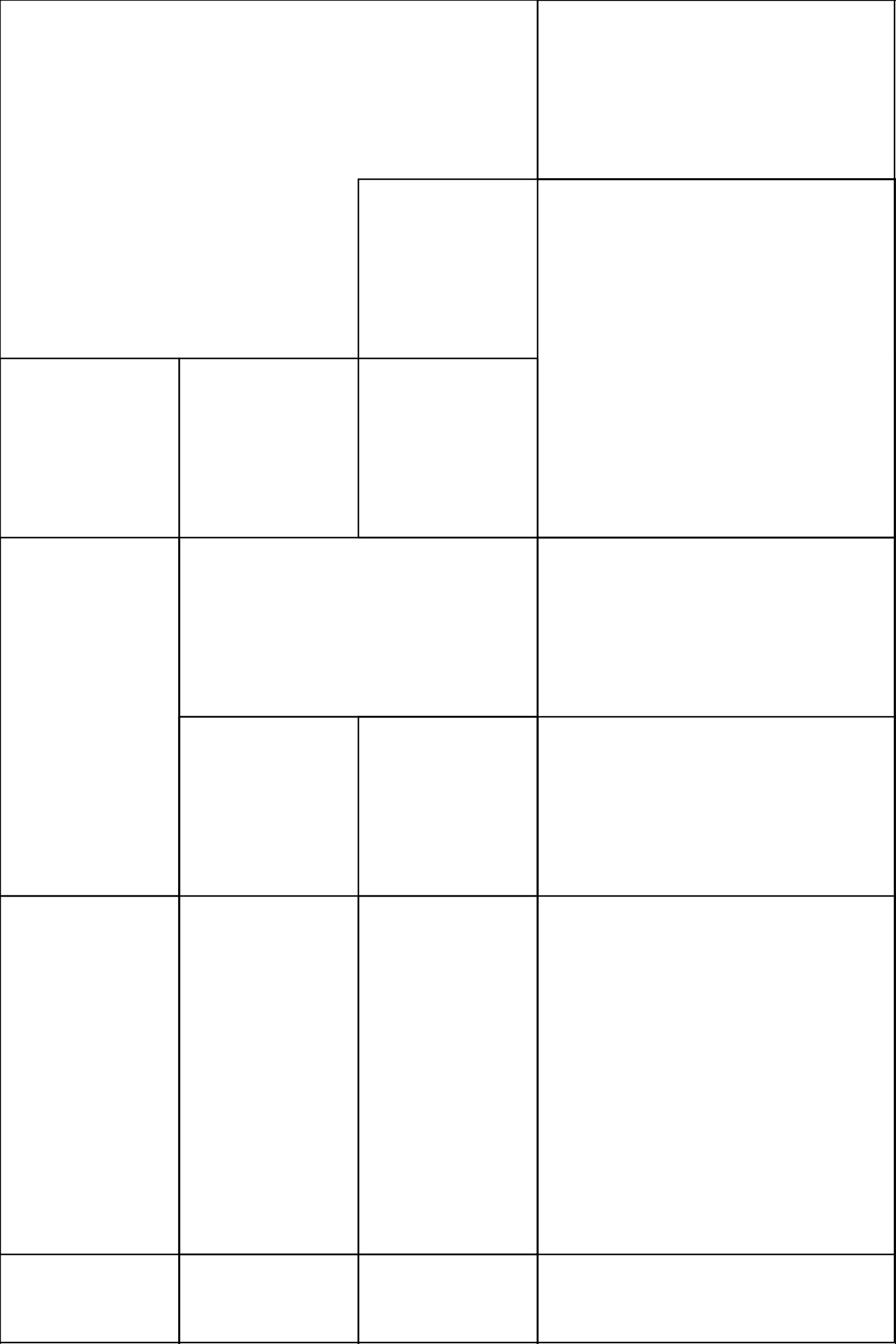


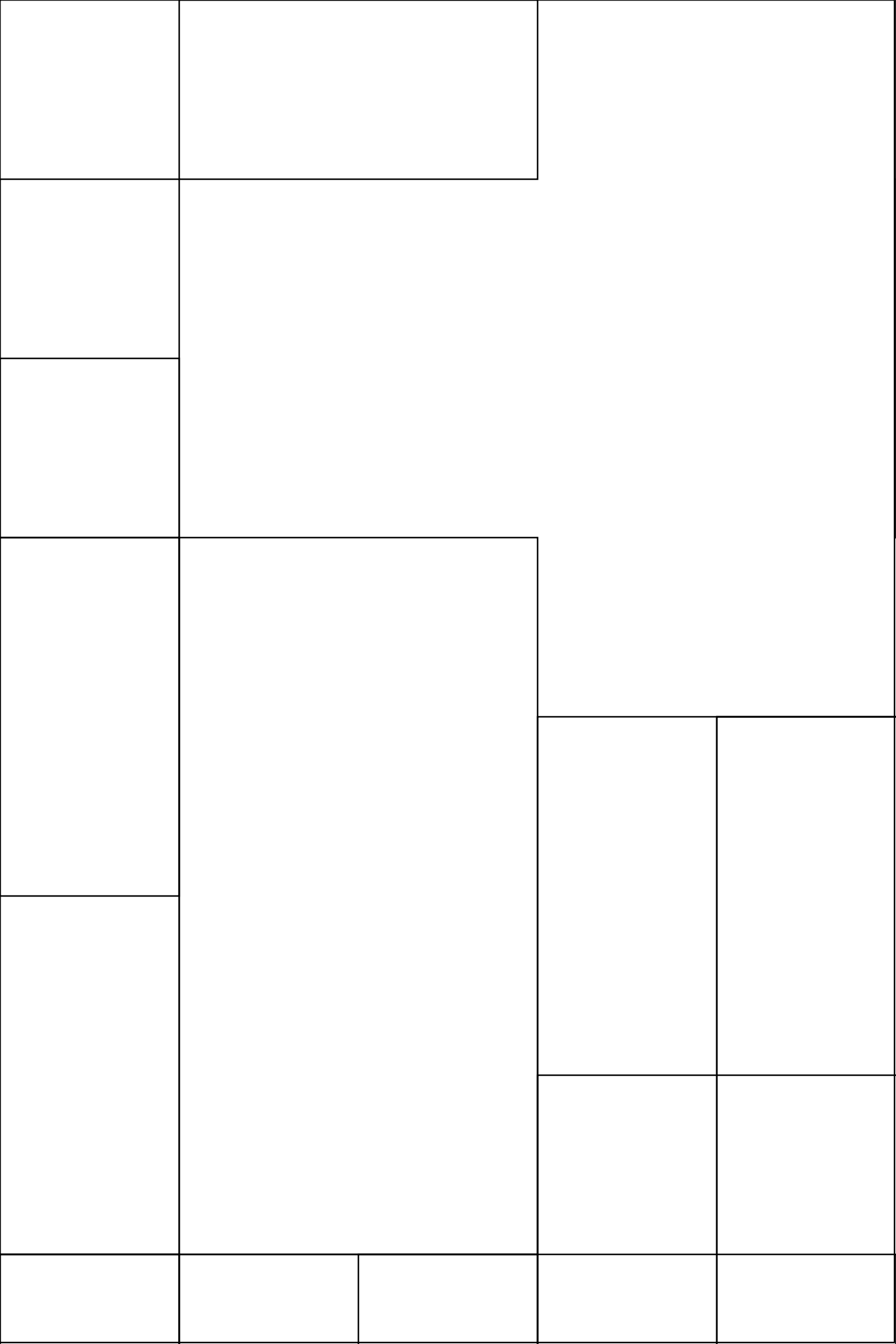


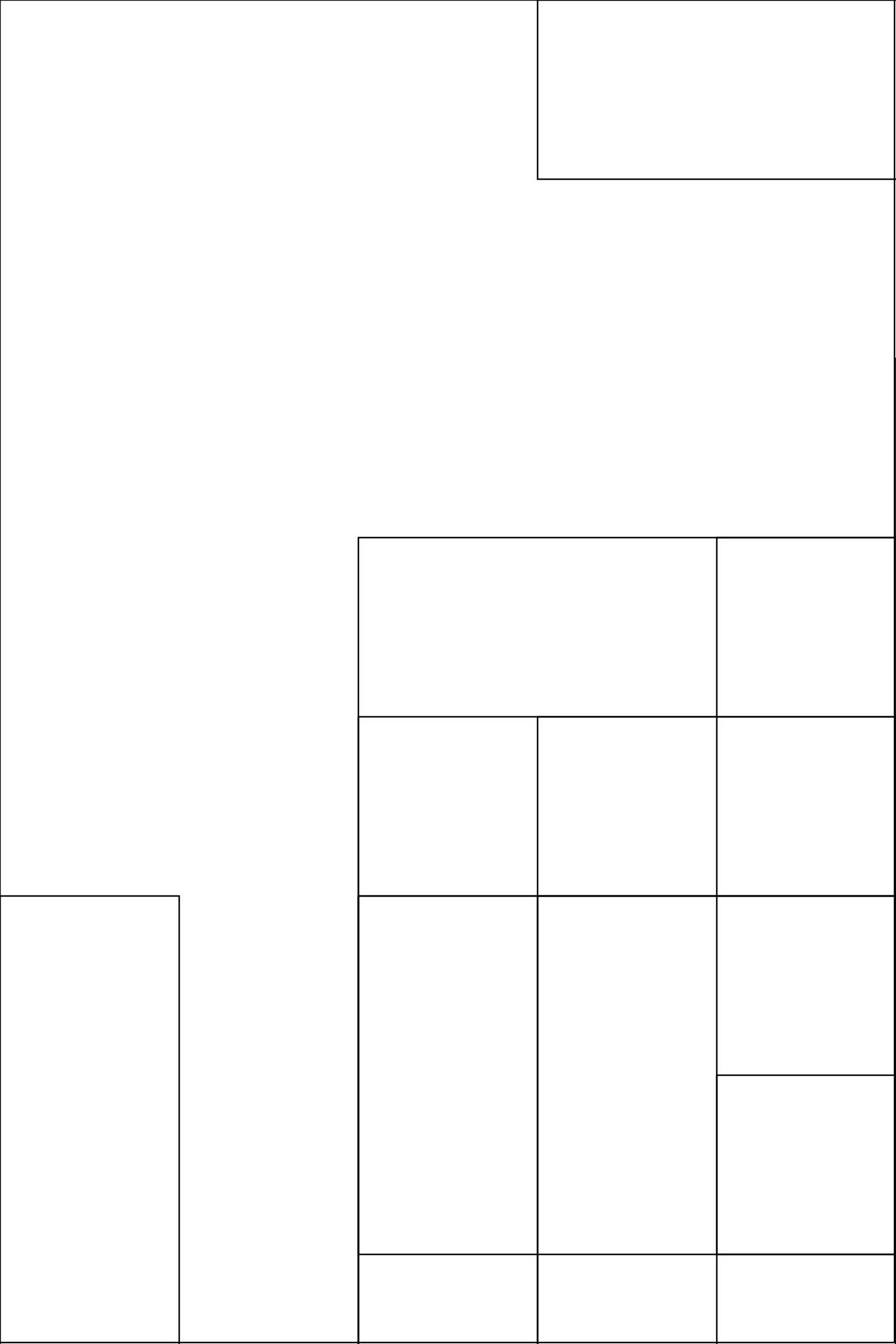


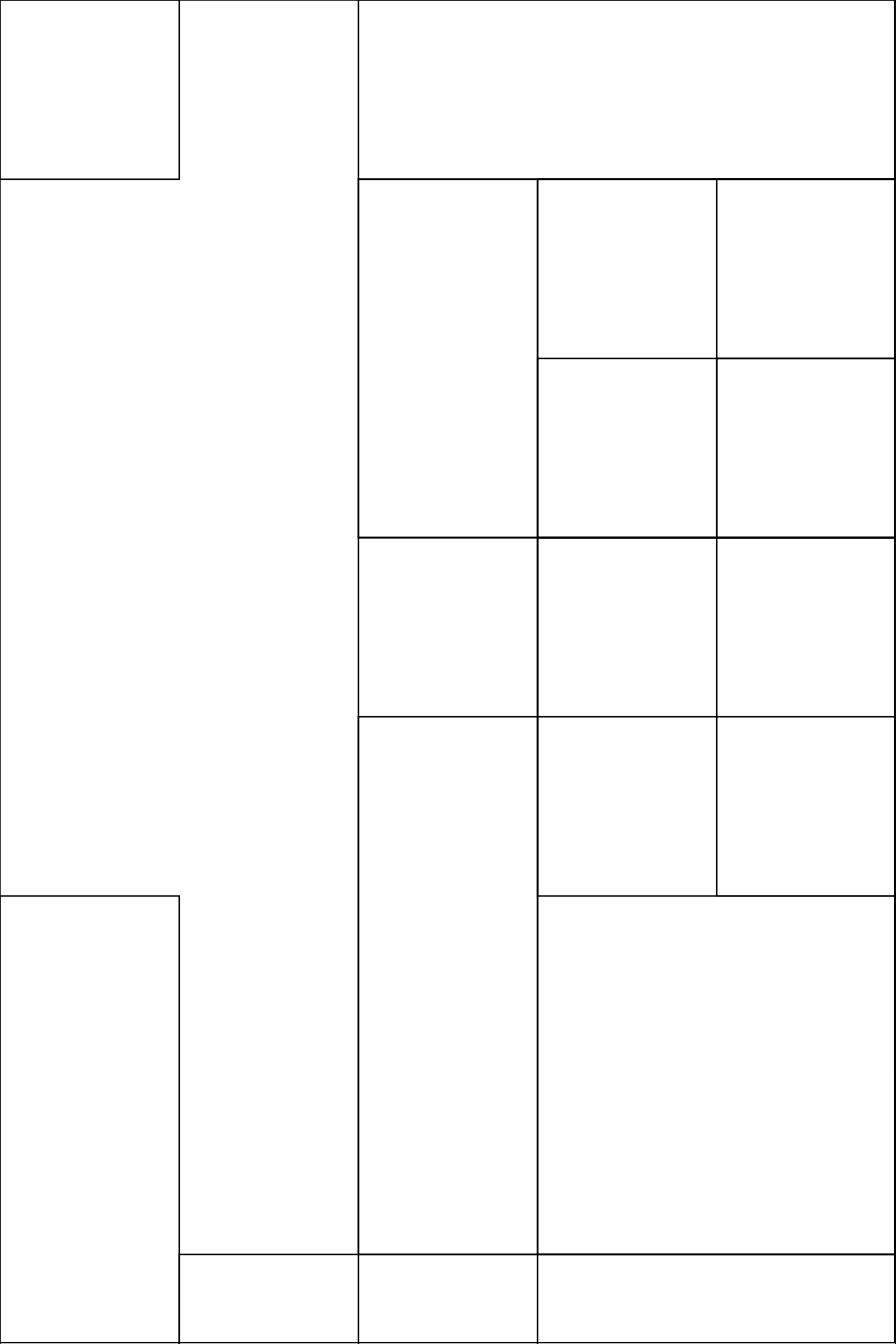


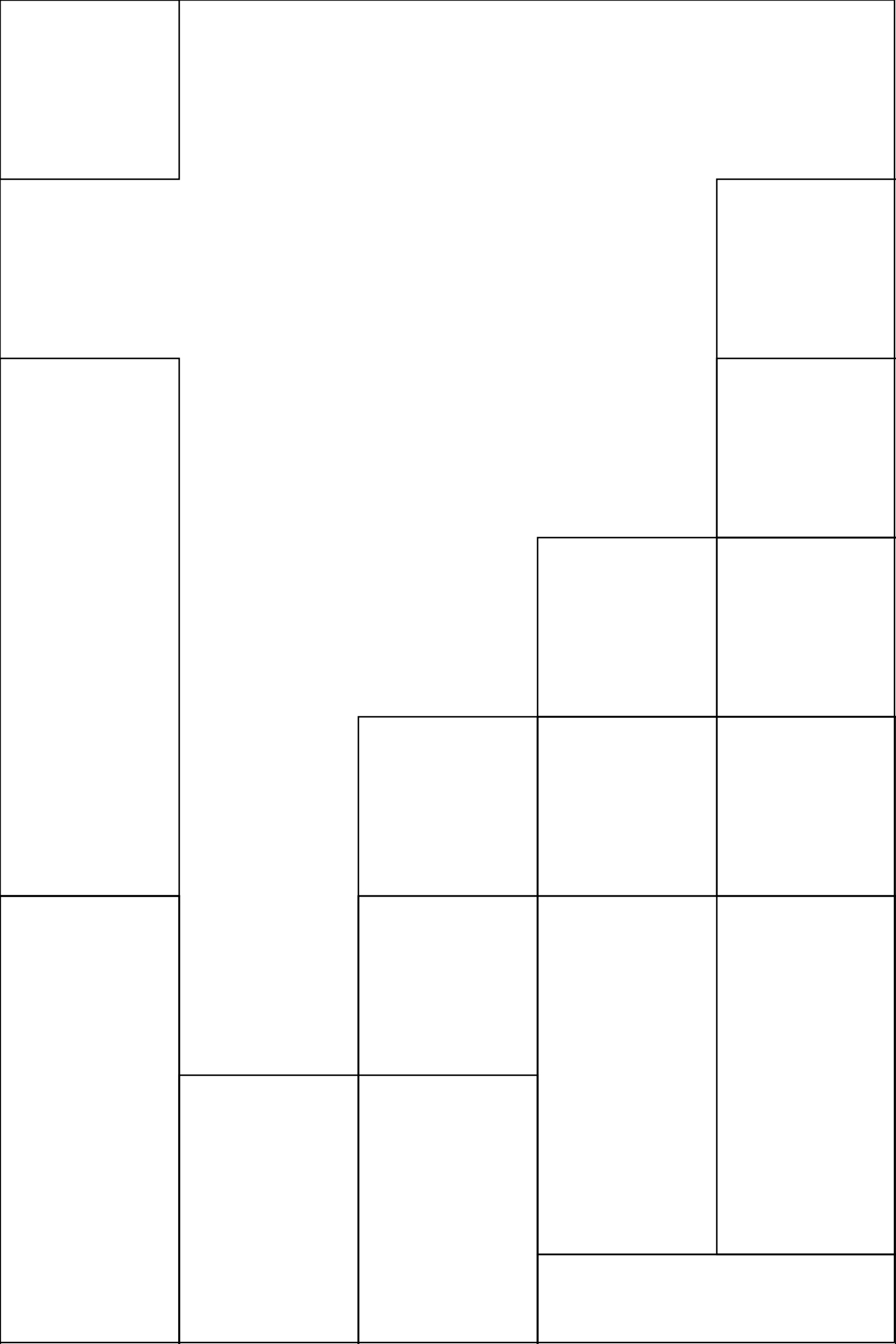












[illegible]

