

## Processing

```
PImage img;
color[] colors;
String sortMode = null;

void setup(){
  colorMode(HSB, 360, 100, 100, 100);
  img = loadImage("imagen01.jpg");
}

void draw(){
  int tileCount = width / max(mouseX, 5);
  float rectSize = width / float(tileCount);

  // get colors from image
  int i = 0;
  colors = new color[tileCount*tileCount];
  for (int gridY=0; gridY<tileCount; gridY++) {
    for (int gridX=0; gridX<tileCount; gridX++) {
      int px = (int) (gridX * rectSize);
      int py = (int) (gridY * rectSize);
      colors[i] = img.get(px, py);
      i++;
    }
  }

  // ordenar colores
  if (sortMode != null) colors = GenerativeDesign.sortColors(this,
  colors, sortMode);

  // dibujar grilla
  i = 0;
  for (int gridY=0; gridY<tileCount; gridY++) {
    for (int gridX=0; gridX<tileCount; gridX++) {
      fill(colors[i]);
      rect(gridX*rectSize, gridY*rectSize, rectSize, rectSize);
      i++;
    }
  }
}

void keyReleased() {
  if (key == 's' || key == 'S') saveFrame(timestamp()+"_##.png");

  if (key == '1') img = loadImage("imagen01.jpg");
  if (key == '2') img = loadImage("imagen02.jpg");

  if (key == '4') sortMode = null;
  if (key == '5') sortMode = GenerativeDesign.HUE;
  if (key == '6') sortMode = GenerativeDesign.SATURATION;
  if (key == '7') sortMode = GenerativeDesign.BRIGHTNESS;
}
```

One morning, when Gregor Samsa woke from troubled dreams, he found himself transformed in his bed into a horrible vermin. He lay on his armour-like back, and if he lifted his head a little he could see his brown belly, slightly domed and divided by arches into stiff sections.