Grid with other colors

function face(x,y,r){

var possibleEyeColors=['blue',

'orange',

'red',

'green',

'purple'];

var possibleLipColor=['red',

'magenta',

'red',

'black',

'purple'];

var EyeColor=possibleEyeColors.random();

var LipColor=possibleLipColor.random();

  save()

  translate(x,y);

  scale(r/200);

  //Face

  color('tan');

  fillcolor('tan');

  circle(0,0,190,190);

  fill();

  //Eyes

  color(EyeColor);

  fillcolor(EyeColor);

  circle(70,-50,20);

  fill();

  circle(-70,-50,20);

  fill();

  //Mouth

  color(LipColor);

  linewidth(30);

  line(-20,50,20,50);

  restore();

}

function genericPatternFunction(x,y,r){

  save();

  translate(x,y);

  scale(r/200);

  //draw below this line

  //draw above this line

  restore();

}

function setup(){

}

function draw(){

var x,y;

var r=20;

for(x=r;x<width;x=x+2\*r)

for(y=r;y<height;y=y+2\*r){

face(x,y,r\*random());

}

}

Gridded line

function genericPatternFunction(x,y,r){

save();

translate(x,y);

scale(r/200);

restore();

}

function f1(x,y,r){

save();

translate(x,y);

scale(r/200);

linewidth(30);

line(-200,0,0,-200);

line(0,200,200,0);

restore();

}

function f2(x,y,r){

save();

translate(x,y);

scale(r/200);

linewidth(30);

line(-200,0,200,0);

line(0,-200,0,200)

restore();

}

function setup(){

f1(200,100,20);

f2(200,200,20);

}

Looping grid

function genericPatternFunction(x,y,r){

save();

translate(x,y);

scale(r/200);

restore();

}

function f1(x,y,r){

save();

translate(x,y);

scale(r/200);

rotate(90\*floor(4\*random)));

linewidth(30);

line(-200,0,0,-200);

line(0,200,200,0);

restore();

}

function f2(x,y,r){

save();

translate(x,y);

scale(r/200);

linewidth(30);

line(-200,0,200,0);

line(0,-200,0,200);

restore();

}

function setup(){

}

function draw(){

var x,y;

var r=20;

var theFunctions=[f1,f2];

for(x=r;x<width;x=x+2\*r)

for(y=r;y<height;y=y+2\*r){

f=theFunctions.random();

f(x,y,r);

}

}

function randomCreature(x,y,r){

var possibleShoesColor=['blue',

'red',

'black',

'purple'];

var possibleSkirtColor=['blue',

'red',

'black',

'purple'];

var possibleTopColor=['blue',

'red',

'black',

'purple'];

var ShoesColor=possibleShoesColor.random();

var SkirtColor=possibleSkirtColor.random();

var TopColor=possibleTopColor.random();

save();

translate(x,y);

scale(r/100);

//body//

save();

rotate(155);

linewidth(9);

color(255,184,153);

arc(-80,-57,93,7,60);

restore();

//legs//

linewidth(11);

color(255,184,153);

line(6,130,6,50);

linewidth(11);

color(255,184,153);

line(6,50,100,15)

//back arm//

linewidth(9);

color(255,184,153);

line(0,-9,-60,-50);

//Top//

save();

rotate(155);

linewidth(16);

color(TopColor);

arc(-80,-57,93,7,45);

restore();

//front arm//

linewidth(9);

color(255,184,153);

line(9,-9,-70,-20);

//skirt//

linewidth(0.01);

triangle(-5,90,65,20,-5,29);

fillcolor(SkirtColor);

fill()

//shoes//

linewidth(11);

color(ShoesColor);

line(6,135,6,120);

linewidth(11);

color(ShoesColor);

line(85,20,100,15)

//back hair//

linewidth(0.01);

quad(29,-80,58,-80,90,0,20,0);

fillcolor('brown');

fill()

//head//

save();

rotate(25);

linewidth(0.01);

ellipse(10,-70,22,30);

fillcolor(225,184,153);

fill();

restore();

//front hair//

save();

rotate(30)

linewidth(0.01);

quad(7,-100,-2,-100,-17,-90,23,-90);

fillcolor('brown');

fill()

restore();

//eyes//

save();

rotate(25);

linewidth(0.01);

ellipse(-3,-75,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(17,-74,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(-4,-76,3,4);

fillcolor('black');

fill();

linewidth(0.01);

ellipse(16,-75,3,4);

fillcolor('black');

fill();

restore();

//nose//

save();

rotate(180);

linewidth(2);

color(220,140,100);

arc(-35,55,5,-35,50);

restore();

//mouth//

save();

rotate(120);

linewidth(3);

color('red');

arc(-55,-3,5,-75,75);

restore();

//eyebrows//

save();

rotate(-70);

linewidth(2);

color('black');

arc(80,4,5,-35,50);

linewidth(2);

color('black');

arc(77,25,5,-35,50);

restore();

restore();

}

function setup(){

}

function draw(){

var x;

for(x=30; x<width;x=x+80)

for (y=30;y<height;y=y+80){

randomCreature(x,y,35);

}

}

function draw(){

var x,y,r; //variable for x coord//

for(x=40; x<width;x=x+40)

for (y=20;y<height;y=y+50){

r=random()\*25;

circle(x,y,r)

}

}

function creature(x,y,r){

save();

translate(x,y);

scale(r/100);

//body//

save();

rotate(155);

linewidth(9);

color(255,184,153);

arc(-80,-57,93,7,60);

restore();

//legs//

linewidth(11);

color(255,184,153);

line(6,130,6,50);

linewidth(11);

color(255,184,153);

line(6,50,100,15)

//back arm//

linewidth(9);

color(255,184,153);

line(0,-9,-60,-50);

//Top//

save();

rotate(155);

linewidth(16);

color("red");

arc(-80,-57,93,7,45);

restore();

//front arm//

linewidth(9);

color(255,184,153);

line(9,-9,-70,-20);

//skirt//

linewidth(0.01);

triangle(-5,90,65,20,-5,29);

fillcolor('black');

fill()

//shoes//

linewidth(11);

color('red');

line(6,135,6,120);

linewidth(11);

color('red');

line(85,20,100,15)

//back hair//

linewidth(0.01);

quad(29,-80,58,-80,90,0,20,0);

fillcolor('brown');

fill()

//head//

save();

rotate(25);

linewidth(0.01);

ellipse(10,-70,22,30);

fillcolor(225,184,153);

fill();

restore();

//front hair//

save();

rotate(30)

linewidth(0.01);

quad(7,-100,-2,-100,-17,-90,23,-90);

fillcolor('brown');

fill()

restore();

//eyes//

save();

rotate(25);

linewidth(0.01);

ellipse(-3,-75,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(17,-74,5,6);

fillcolor('white');

fill();

linewidth(0.01);

ellipse(-4,-76,3,4);

fillcolor('black');

fill();

linewidth(0.01);

ellipse(16,-75,3,4);

fillcolor('black');

fill();

restore();

//nose//

save();

rotate(180);

linewidth(2);

color(220,140,100);

arc(-35,55,5,-35,50);

restore();

//mouth//

save();

rotate(120);

linewidth(3);

color('red');

arc(-55,-3,5,-75,75);

restore();

//eyebrows//

save();

rotate(-70);

linewidth(2);

color('black');

arc(80,4,5,-35,50);

linewidth(2);

color('black');

arc(77,25,5,-35,50);

restore();

restore();

}

function draw(){

var x,y,r; //variable for x coord//

for(x=40; x<width;x=x+40)

for (y=20;y<height;y=y+50){

r=random()\*25;

creature(x,y,r)

}

}