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//Rectangle Variance(Increasing) -  
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```

```
float xPosIncrement;  
float rectPosX = 0;  
float rectCount = 6;  
float rectDimIncrement;  
float rectDim = 100;  
  
void setup() {  
  size(300,300,P3D);  
  rectMode(CENTER);  
  noFill();  
  stroke(255);  
  
  xPosIncrement = width/(rectCount*2.5);  
  rectDimIncrement = rectDim/(rectCount+2);  
  
  for(float i=0, rectPosX=xPosIncrement; i<rectCount;i = i + 1){  
    pushMatrix();  
    translate(height/2,rectPosX,0);  
    rotateX(PI/4);  
    rect(0, rectPosX, rectDim, rectDim);  
    popMatrix();  
    rectDim = rectDim - rectDimIncrement;  
    rectPosX = rectPosX + xPosIncrement;  
  }  
  
  String imgPath = ("../..//generatedImagesEX2/" + frame.getTitle() + ".png");  
  saveFrame(imgPath);  
}
```