```
// Manuale di Programmazione Cinematografica
// Daniele Olmisani, 2016

// The Peanuts Movie (2015)


final color PAPER = color(245, 220, 110);
final color INK1 = color(180, 50, 50);
final color INK2 = color(40);


void setup() {
  size(480, 640);
  noLoop();
}


void draw() {

  float s = min(width, height) / 480;

  translate(width/2.0, 2*height/3.0);
  scale(s);

  background(PAPER);
  fill(INK1);

  strokeWeight(2.0);
  stroke(INK2);

  rectMode(CENTER);
  rect(0, 0, 200, 150);

  translate(0, -120);
  quad(-100, -100, 100, -100, 150, 100, -150, 100);

  save("the-peanuts-movie.png");
}
```