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

```
// Frankenstein (1931)
```

```
final color PAPER = color(255, 225, 190);  
final color INK1 = color(255, 205, 150);  
final color INK2 = color(35);
```

```
final int STEPS = 15;
```

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

```
void draw() {  
  
  background(PAPER);  
  
  fill(INK1);  
  noStroke();  
  
  quad(0, 0, width, 0, width, height/3.0, 0, height/2.0);  
  
  float dx = width / STEPS;  
  float dy = (height/3.0 - height/2.0) / STEPS;  
  
  float s = 0.05 * min(width, height);  
  float d = 0.4 * s;  
  
  stroke(INK2);  
  strokeWeight(s/5);  
  
  for (int i=1; i<STEPS; i++) {  
    float x = i*dx;  
    float y = height/2.0 + i*dy;  
    line(x+random(-d, d), y-s, x+random(-d, d), y+s);  
  }  
  
  save("frankenstein.png");  
}
```