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

// Frozen (2013)


final color PAPER = color(85, 115, 200);
final color INK = color(240, 240, 240);

final int COUNT = 8;


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


void draw() {

  float s = min(width, height) / 48;

  translate(width/2.0, height/2.0);

  background(PAPER);

  stroke(INK);
  strokeWeight(s);

  for (int i=0; i<COUNT; i++) {
    line(0, 0, 0.4*width, 0);
    for (int k=0; k<5; k++) {
      float step = 0.07*k*width;
      line(step, 0, step+2*s, 2*s);
      line(step, 0, step+2*s, -2*s);
    }
    rotate(TWO_PI / COUNT);
  }

  save("frozen.png");
}
```