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

```
// The Social Network (2010)
```

```
final color PAPER = color(60, 90, 150);
```

```
final color INK = color(255);
```

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

```
void draw() {  
  
  float s = 0.2 * min(width, height);  
  
  translate(width/2.0, height/4.0);  
  
  background(PAPER);  
  stroke(INK);  
  
  strokeCap(PROJECT);  
  strokeJoin(ROUND);  
  
  noFill();  
  
  strokeWeight(s);  
  beginShape();  
    vertex(width/5.0, 0);  
    vertex(0, 0);  
    vertex(0, height/2.0);  
  endShape();  
  
  strokeWeight(0.8*s);  
  line(-width/8.0, height/4.0, width/5.0, height/4.0);  
  
  save("the-social-network.png");  
}
```