

```
// Manuale di Programmazione Cinematografica
```

```
// Daniele Olmisani, 2016
```

```
// The Godfather (1972)
```

```
final color PAPER = color(10);
```

```
final color INK = color(240);
```

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

```
void draw() {
```

```
  background(PAPER);
```

```
  fill(INK);
```

```
  noStroke();
```

```
  triangle(0.15*width, 0, 0.85*width, 0, 0.5*width, 1.4*height);
```

```
  fill(PAPER);
```

```
  translate(width/2.0, height/4.0);
```

```
  float sx = min(width, height) / 4.8;
```

```
  float sy = sx / 2.0;
```

```
  beginShape();  
    vertex(-sx, -sy);  
    vertex( sx,  sy);  
    vertex( sx, -sy);  
    vertex(-sx,  sy);  
  endShape();
```

```
  save("the-godfather.png");
```

```
}
```