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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2015
```

```
// The Wall (1982)
```

```
final color PAPER = color(255);  
final color INK = color(30);
```

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

```
void draw() {  
  
  final float S = min(width, height);  
  final float U = 0.002;  
  
  final float W = S / 6;  
  final float H = 0.50*W;  
  final float R = 0.10*W;  
  
  background(INK);  
  
  fill(PAPER);  
  stroke(INK);  
  strokeWeight(S*U);  
  
  for (int j=0; j<height/H; j++) {  
    for (int i=0; i<width/W+1; i++) {  
      rect(-(W/2)*(j%2)+i*W, j*H, W, H, R);  
    }  
  }  
  
  save("the-wall.png");  
}
```