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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2015
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// 2001 A Space Odyssey (1968)
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```
final color PAPER = color(255, 230, 180);  
final color INK1 = color(0);  
final color INK2 = color(65);  
  
void settings() {  
  size(480, 640, P3D);  
  smooth(8);  
  noLoop();  
}  
  
void draw() {  
  
  float fov = PI/3.0;  
  float camZ = (height/2.0) / tan(fov/2.0);  
  float aspect = float(width)/float(height);  
  perspective(fov, aspect, camZ/2.0, camZ*2.0);  
  
  translate(width/2.0, height/2.0, 0);  
  rotateX(-PI/6);  
  rotateY(PI/3);  
  
  background(PAPER);  
  lights();  
  
  fill(INK1);  
  stroke(INK2);  
  strokeWeight(2.0);  
  box(40, 360, 160);  
  
  save("2001-a-space-odyssey.png");  
}
```