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

// Close encounters of the third kind (1977)

final color PAPER = color(0);
final color INK = color(50);

final color[] INKS = new color[] {
    color(240, 0, 0),
    color(0, 240, 0),
    color(0, 0, 240),
    color(240, 240, 0)
};

final int COLS = 6;
final int ROWS = 5;

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

void draw() {

    float w = width/(COLS+1);
    float h = w/2.0;

    println(w);

    translate(width/2.0, height/3.0);

    background(PAPER);

    stroke(PAPER);
    strokeWeight(w/35);

    for (int i=0; i<COLS; i++) {
        for (int j=0; j<ROWS; j++) {

            if ((int)random(2) == 0) {
                fill(INKS[(int)random(INKS.length)]);
            } else {
                fill(INK);
            }

            rect(w*(i-COLS/2.0), h*(j-ROWS/2.0), w, h);
        }
    }

    save("close-encounters-of-the-third-kind.png");
}

```