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

```
// Ant Man (2015)
```

```
final color PAPER = color(240);  
final color INK = color (0);
```

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

```
void draw() {  
  
  float s = 0.004 * min(width, height);  
  
  translate(0.50*width, 0.75*height);  
  scale(s);  
  
  background(PAPER);  
  stroke(INK);  
  
  line( 0, 0,  0, 2);  
  line(-1, 1,  1, 1);  
  line(-1, 3, -1, 3);  
  line( 1, 3,  1, 3);  
  
  filter(BLUR, sqrt(s)-0.41);  
  
  save("ant-man.png");  
}
```