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

// Frankenstein


final color PAPER = color(255, 225, 190);
final color INK1 = color(255, 205, 150);
final color INK2 = color(35);

final int STEPS = 15;


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


void draw() {

  background(PAPER);

  fill(INK1);
  noStroke();

  quad(0, 0, width, 0, width, height/3.0, 0, height/2.0);

  float dx = width / STEPS;
  float dy = (height/3.0 - height/2.0) / STEPS;

  float s = 0.05 * min(width, height);
  float d = 0.4 * s;

  stroke(INK2);
  strokeWeight(s/5);

  for (int i=1; i<STEPS; i++) {
    float x = i*dx;
    float y = height/2.0 + i*dy;
    line(x+random(-d , d), y-s, x+random(-d, d), y+s);
  }

  save("frankenstein.png");
}
```