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

// Fifty Shades of Grey (2015)


final int ROWS = 10;
final int COLS = 5;


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


void draw() {

  scale(width/COLS, height/ROWS);

  float dC = 256/50.0;

  noStroke();

  int index = 50;
  for (int j=0; j<ROWS; j++) {
    for (int i=0; i<COLS; i++) {
      fill(index*dC);
      rect(i, j, 1, 1);
      index--;
    }
  }

  save("fifty-shades-of-grey.png");
}
```