

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

```
// Kill Bill (2003)
```

```
final color PAPER = color(255, 195, 25);  
final color INK = color(30);
```

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

```
void draw() {  
  
  final float SIZE = 0.1 * min(width, height);  
  
  background(PAPER);  
  
  stroke(INK);  
  strokeWeight(SIZE);  
  
  line(2*SIZE, 0, 2*SIZE, height);  
  
  save("kill-bill.png");  
}
```