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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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// Reservoir Dogs (1992)
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```
final color PAPER = color(40, 40, 40);  
  
final color[] INKS = new color[] {  
  color(30, 150, 210),  
  color(110, 70, 20),  
  color(230, 215, 5),  
  color(245, 125, 10),  
  color(245, 245, 245),  
  color(200, 55, 145),  
};  
  
void setup() {  
  size(480, 640);  
  noLoop();  
}  
  
void draw() {  
  
  float D1 = 0.25*min(width, height);  
  float D2 = 0.1*D1;  
  
  int count = INKS.length;  
  float step = (float)width / (count+1);  
  
  translate((width-(count-1)*step)/2.0, height/3.0);  
  
  background(PAPER);  
  noStroke();  
  
  for (int i=0; i<count; i++) {  
  
    fill(INKS[i]);  
  
    quad(0, D2, D2/2, 0, 0, -D2/2, -D2/2, 0);  
    quad(0, 0, D2, D1, 0, D1+D2, -D2, D1);  
  
    translate(step, 0.0);  
  }  
  
  save("reservoir-dogs.png");  
}
```