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

```
// M (1931)
```

```
final color PAPER = color(250, 185, 105);  
final color INK = color(245, 50, 15);
```

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

```
void draw() {  
  
  float d = min(width, height) / 8.0;  
  
  translate(width/2.0, height/3.0);  
  
  background(PAPER);  
  
  stroke(INK);  
  strokeWeight(d/1.5);  
  
  line(-d, 0, 0, d);  
  line( d, 0, 0, d);  
  
  line(-d, 0, -d, 2.5*d);  
  line( d, 0,  d, 2.5*d);  
  
  save("M.png");  
}
```