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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2015
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```
// Slumdog millionaire (2008)
```

```
final color PAPER = color(0, 0, 0);  
final color INK1 = color(120, 60, 255);  
final color INK2 = color(225, 225, 225);
```

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

```
void draw() {  
  
  final float S = min(width, height);  
  final float U = 0.002;  
  
  translate(0.5*width, 0.6*height);  
  scale(S);  
  
  background(PAPER);  
  
  stroke(INK2);  
  strokeWeight(3*U);  
  
  fill(INK1);  
  
  line(-0.5, 0.10, 0.5, 0.10);  
  line(-0.5, 0.25, 0.5, 0.25);  
  line(-0.5, 0.40, 0.5, 0.40);  
  
  drawCell( 0.00, 0.10, 0.9, 0.1);  
  drawCell(-0.25, 0.25, 0.4, 0.1);  
  drawCell( 0.25, 0.25, 0.4, 0.1);  
  drawCell(-0.25, 0.40, 0.4, 0.1);  
  drawCell( 0.25, 0.40, 0.4, 0.1);  
  
  save("slumdog-millionaire.png");  
}
```

```
void drawCell(float x, float y, float w, float h) {  
  
  pushMatrix();  
  
  translate(x, y);  
  
  float w2 = 0.5*w;  
  float h2 = 0.5*h;  
  float d = 0.2*h;  
  
  beginShape();  
  vertex(-w2, 0);  
  vertex(-w2+d, -h2);  
  vertex( w2-d, -h2);  
  vertex( w2, 0);  
  vertex( w2-d, h2);  
  vertex(-w2+d, h2);  
  vertex(-w2, 0);  
  endShape();  
  
  popMatrix();  
}
```

