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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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```
// Finding Nemo (2003)
```

```
final color PAPER = color(245, 130, 0);  
final color INK1 = color(250);  
final color INK2 = color(35);
```

```
final float STROKE = 10.0;
```

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

```
void draw() {  
  
  background(PAPER);  
  
  fill(INK1);  
  stroke(INK2);  
  strokeWeight(STROKE);  
  
  float dx = width/3.0;  
  float dy = height/3.0;  
  
  beginShape();  
    curveVertex(0, dy+150);  
    curveVertex(0, dy);  
    curveVertex(dx, dy+20);  
    curveVertex(2*dx, dy-15);  
    curveVertex(width+STROKE, dy);  
    curveVertex(width+STROKE, dy-200);  
    curveVertex(width+STROKE, 2*dy);  
    curveVertex(width+STROKE, 2*dy);  
    curveVertex(2*dx, 2*dy+5);  
    curveVertex(dx, 2*dy+50);  
    curveVertex(0, 2*dy);  
    curveVertex(0, 2*dy+50);  
  endShape();  
  
  save("finding-nemo.png");  
}
```