

```
#include <stdio.h>

typedef struct {
    unsigned char red, green, blue;
} RGB;

typedef struct {
    RGB pixel[5000][3000];
} tela;

typedef struct {
    tela frame[25000];
} video;

int main() {
    video tropaDeElite;

    tropaDeElite.frame[0].pixel[2345][1234].blue = 255;
    tropaDeElite.frame[0].pixel[2345][1234].green = 125;
    tropaDeElite.frame[0].pixel[2345][1234].red = 0;

    return 0;
}
```