

```
int x = 250;
int y = 250;
int R1 = mouseX;
int R2 = mouseY;

void setup(){
  size(500,500);
  background(255,255,255);
}

void draw(){
  stroke(0);
  line (140,132,210,63);
  line (210,63,257,117);
  line (257,117,260,70);
  line (260,70,270,28);
  line (270,28,372,62);
  line (372,62,304,128);
  line (304,128,359,134);
  line (359,134,400,157);
  line (400,157,353,171);
  line (353,171,375,222);
  line (377,225,275,188);
  line (275,188,260,280);
  line (260,280,224,250);
  line (224,250,189,173);
  line (189,173,232,160);
  line (232,160,201,138);
  line (201,138,140,132);
  line (150,126,181,121);
  line (172,100,193,126);
  //Wings
  stroke(#AFAFAF);
  line (296,60,346,77);
  line (289,83,326,96);
  line (283,106,309,116);
  line (273,128,290,139);
  line (303,130,273,149);
  line (259,119,245,128);
  line (240,193,265,217);
  line (229,211,260,251);
  line (275,190,353,171);
  line (326,183,362,197);
  line (304,129,350,171);

  ellipse(202,98,5,5);
  noFill();
  ellipse(202,98,15,15);
}
```

```
void keyPressed(){  
  if(key == ' '){  
    saveFrame("###.jpg");  
  }  
}
```