```
PFont font;

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

void setup(){
  size(500,500);
  background(255,255,255);
  font = loadFont("GillSansMT-48.vlw");
}

void draw(){
noStroke();
fill(153);
quad(3,135,74,106,74,290,3,284);
quad(74,106,90,112,90,290,74,290);
quad(120,124,145,134,145,189,120,183);
quad(120,217,145,221,145,283,120,286);
quad(164,143,178,149,178,280,164,282);

fill(255,255,255);
quad(34,153,52,147,52,184,34,189);
quad(52,147,59,151,59,179,52,184);
quad(34,221,52,218,52,257,34,258);
quad(52,218,59,222,59,252,52,257);

  textFont(font, 80);
  fill(0, 0, 0);
  text("Bob", 221, 207);
  text("Heester", 221, 279);

}

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