

```
// Manuale di Programmazione Cinematografica
```

```
// Daniele Olmisani, 2015
```

```
// Pixels (2015)
```

```
final color PAPER = color(32);
```

```
final color INK1 = color(250, 175, 145);
```

```
final color INK2 = color(255, 245, 0);
```

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

```
void draw() {
```

```
  final float SIZE = 0.02*min(width, height);
```

```
  final int DOTS = 8;
```

```
  translate(0.5*width, 0.5*height);
```

```
  scale(SIZE);
```

```
  background(PAPER);
```

```
  stroke(INK1);
```

```
  for (int i=0; i<DOTS; i++) {
```

```
    point(i*3, 0);
```

```
  }
```

```
  noStroke();
```

```
  fill(INK2);
```

```
  arc(-SIZE/2, 0, SIZE, SIZE, QUARTER_PI, TWO_PI-QUARTER_PI, PIE);
```

```
  save("pixels.png");
```

```
}
```