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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2015
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```
// Charlie's Angels (2000)
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```
final color PAPER = color(245, 180, 50);  
final color INK1 = color(100, 60, 20);  
final color INK2 = color(200);
```

```
final int ROWS = 10;  
final int COLS = 20;
```

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

```
void draw() {  
  
  final float W = 0.25 * min(width, height);  
  final float H = 0.60 * W;  
  
  translate(0.5*width, 0.6*height);  
  
  background(PAPER);  
  stroke(INK1);  
  fill(INK2);  
  
  strokeWeight(W/12);  
  strokeJoin(ROUND);  
  
  quad(-W, -H, W, -H, 1.1*W, H, -1.1*W, H);  
  
  fill(INK1);  
  noStroke();  
  
  final float D = 2*(W/COLS);  
  final float R = H/15;  
  
  for (int i=1; i<COLS; i++) {  
    for (int j=3; j<ROWS; j++) {  
      ellipse(-W+i*D, -H+j*D, R, R);  
    }  
  }  
  
  save("charlie-s-angels.png");  
}
```