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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2015
```

```
// Big Hero 6 (2014)
```

```
final color PAPER = color(245);  
final color INK = color(30);
```

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

```
void draw() {  
  
  float size = 0.125*width;  
  
  translate(width/2.0, height/3.0);  
  
  background(PAPER);  
  fill(INK);  
  noStroke();  
  
  ellipseMode(CENTER);  
  ellipse(-width/4.0, 0, size, size);  
  ellipse( width/4.0, 0, size, size);  
  
  stroke(INK);  
  strokeWeight(size/10.0);  
  line(-width/4.0, 0, width/4.0, 0);  
  
  save("big-hero-6.png");  
}
```