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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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```
// Alice in Wonderland (1951)
```

```
final color PAPER = color(230, 145, 170);  
final color INK = color(245);
```

```
final float L = 0.625;  
final int COUNT = 8;
```

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

```
void draw() {  
  
  final float S = min(width, height);  
  final float U = 0.002;  
  
  translate(0.5*width, 0.3*height);  
  scale(S);  
  
  background(PAPER);  
  
  noStroke();  
  
  fill(INK);  
  ellipse(0, 0, L, L);  
  
  fill(PAPER);  
  ellipse(0, -0.17*L, 1.08*L, L);  
  
  stroke(PAPER);  
  strokeWeight(U);  
  for (float i=-L; i<L; i+=L/COUNT) {  
    line(i, 0, i, 1.5);  
  }  
  
  save("alice-in-wonderland.png");  
}
```