

```
// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
```

```
// Dune (1984)
```

```
final color PAPER = color(255, 160, 10);  
final color INK = color(255, 205, 60);
```

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

```
void draw() {  
  
  translate(width/2.0, height/2.0);  
  
  background(PAPER);  
  
  fill(INK);  
  noStroke();  
  
  float s = 0.6 * min(width, height);  
  
  ellipse(0, 0, s, s);  
  filter(BLUR, 8);  
  ellipse(0, 0, s, s);  
  
  save("dune.png");  
}
```