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

// The Lord of the Rings (1978)


final color PAPER = color(45, 60, 40);
final color INK = color(245, 220, 0);

final float  SIZE = 0.625;


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


void draw() {

  translate(0.5*width, 0.5*height);
  scale(min(width, height));

  background(PAPER);

  noFill();
  stroke(INK);
  strokeWeight(0.15*SIZE);

  ellipseMode(CENTER);
  ellipse(0, 0, SIZE, SIZE);

  save("the-lord-of-the-rings.png");
}
```