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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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```
// Cars (2006)
```

```
final color PAPER = color(205, 40, 10);  
final color INK = color(255);
```

```
final float L = 0.8;  
final float D = 0.1*L;
```

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

```
void draw() {  
  
  final float F = min(width, height);  
  
  translate(0.5*width, 0.5*height);  
  scale(F);  
  
  background(PAPER);  
  fill(INK);  
  
  noStroke();  
  
  arc(0.00 , 0.00,  
      1.00*L, 0.40*L,  
      PI, TWO_PI-(0.5*QUARTER_PI),  
      CHORD);  
  arc(0.20*L, 0.00,  
      0.55*L, 0.65*L,  
      PI+(0.5*QUARTER_PI), TWO_PI-(0.3*QUARTER_PI),  
      CHORD);  
  
  fill(PAPER);  
  
  ellipse(-1.3*D, -1.0*D, D, D);  
  ellipse( 1.3*D, -1.3*D, D, D);  
  
  save("cars.png");  
}
```