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

```
// Gandhi (1983)
```

```
final color PAPER = color(235, 225, 160);  
final color INK1 = color(240);  
final color INK2 = color(165, 75, 30);
```

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

```
void draw() {  
  
  //lens diameter  
  float s1 = 0.3 * min(width, height);  
  //lens border  
  float s2 = 0.05*s1;  
  //lens center  
  float cx = 0.7*s1;  
  //lens external border  
  float bx = cx + 0.5*s1;  
  
  translate(width/2.0, height/3.0);  
  
  background(PAPER);  
  
  fill(INK1);  
  stroke(INK2);  
  strokeWeight(s2);  
  
  ellipse(-cx, 0, s1, s1);  
  ellipse( cx, 0, s1, s1);  
  
  noFill();  
  arc(0, 0, 0.5*s1, 4.0*s2, -PI, 0, OPEN);  
  line(-bx-2*s2, 0, -bx, 0);  
  line( bx+2*s2, 0,  bx, 0);  
  
  save("gandhi.png");  
}
```