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

```
// Minions (2015)
```

```
final color PAPER = color(255, 255, 15);  
final color INK1 = color(40, 40, 40);  
final color INK2 = color(240, 240, 240);  
final color INK3 = color(150, 150, 150);
```

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

```
void draw() {  
  
  float s = 0.4 * min(width, height);  
  
  background(PAPER);  
  
  stroke(INK1);  
  strokeWeight(0.2*s);  
  line(0, height/5.0, width, height/5.0);  
  
  fill(INK2);  
  stroke(INK3);  
  strokeWeight(0.125*s);  
  ellipse(width/2.0, height/5.0, s, s);  
  
  fill(INK1);  
  noStroke();  
  ellipse(width/2.0, height/5.0, 0.25*s, 0.25*s);  
  
  save("minions.png");  
}
```