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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2015
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```
// Inside Out (2015)
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```
final color PAPER = color(240);  
final color[] INKS = new color[] {  
    color(150, 125, 185),  
    color(110, 160, 215),  
    color(245, 220, 130),  
    color(155, 35, 40),  
    color(150, 195, 80)  
};  
  
void setup() {  
    size(480, 640);  
    noLoop();  
}  
  
void draw() {  
  
    float delta = (float)height/(INKS.length+1);  
    float size = 0.9*delta;  
  
    translate(width/2.0, 0);  
  
    background(PAPER);  
    noStroke();  
  
    for (int i=0; i<INKS.length; i++) {  
        translate(0, delta);  
        fill(INKS[i]);  
        ellipse(0, 0, size, size);  
    }  
  
    save("inside-out.png");  
}
```