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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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```
// Stephen King's Cat's Eye (1985)
```

```
final color PAPER = color(15);  
final color INK = color(240, 240, 210);
```

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

```
void draw() {  
  
  float s = 1.35 * width;  
  
  translate(width/2.0, height/2.0);  
  
  background(PAPER);  
  
  noStroke();  
  
  fill(INK);  
  ellipse(0, 0, s, 0.75*s);  
  
  fill(PAPER);  
  ellipse(0, 0, 0.15*s, 0.70*s);  
  
  save("cat's-eye.png");  
}
```