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

// Green Lantern (2011)


final color PAPER = color(10, 110, 40);
final color INK = color(255);


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


void draw() {

  float s = 0.7 * min(width, height);

  translate(width/2.0, height/2.0);

  background(PAPER);
  noStroke();


  fill(INK);
  ellipse(0, 0, s, s);

  fill(PAPER);
  ellipse(0, 0, 0.5*s, 0.5*s);

  fill(INK);
  ellipse(0, 0, 0.3*s, 0.3*s);

  stroke(PAPER);
  strokeWeight(0.1*s);
  strokeCap(SQUARE);

  line(-0.3*s, -0.25*s, 0.3*s, -0.25*s);
  line(-0.3*s,  0.25*s, 0.3*s,  0.25*s);

  save("green-lantern.png");
}
```