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

// Spirited away (2011)


final color PAPER = color(20);
final color INK1 = color(205, 195, 180);
final color INK2 = color(145, 35, 35);


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


void draw() {

  final float S =  min(width, height);
  final float U = 0.002;

  final float L = 2.0/3.0;

  translate(0.5*width, 0.5*height);
  scale(L*S);

  background(PAPER);

  noStroke();

  fill(INK1);
  ellipse(0.0, 0.0, 1.0, 1.3);

  fill(INK2);
  ellipse(0.0, 0.0, 0.7, 1.1);

  rectMode(CENTER);

  fill(INK1);
  rect(0.00,  0.00, 0.40, 1.10);
  rect(0.00, -0.10, 0.90, 0.25);

  fill(PAPER, 70);
  rect(0.5, 0.0, 1.0, 1.5);

  fill(PAPER);
  rect(0, 0.5, 0.25, 0.09, 1);

  ellipse(-0.26, -0.1, 0.2, 0.1);
  ellipse( 0.26, -0.1, 0.2, 0.1);

  save("spirited-away.png");
}
```