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

// The Deer Hunter (1978)


final color PAPER = color(195, 180, 130);
final color INK = color(135, 45, 25);

final int BULLETS = 6;


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


void draw() {

  float dA = TWO_PI/BULLETS;

  float cX = min(width, height) / 4;
  float cY = 0;
  float s = cX / 1.2;

  translate(width/2.0, height/2.0);

  background(PAPER);

  noFill();
  stroke(INK);
  strokeWeight(0.04*s);

  for (int i=0; i<BULLETS; i++) {
    ellipse(cX, cY, s, s);
    rotate(dA);
  }

  rotate(-dA);

  noStroke();
  fill(INK);
  ellipse(cX, cY, 0.85*s, 0.85*s);

  stroke(PAPER);
  point(cX, cY);

  save("the-deer-hunter.png");
}
```