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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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```
// Spirited away (2011)
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```
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("S.png");  
}
```