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// Manuale di Programmazione Cinematografica  
// Daniele Olmisani, 2016
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```
// The Fift Element (1997)
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```
final color PAPER = color(255, 173, 96);  
final color INK = color(240);
```

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

```
void draw() {  
  
  background(PAPER);  
  
  float s = min(width, height) / 8.0;  
  
  fill(PAPER);  
  stroke(INK);  
  strokeWeight(s);  
  
  translate(width/2.0, 0);  
  line(0, 0, 0, height);  
  ellipse(0, 0, 4*s, 4*s);  
  
  translate(0, height/3.0);  
  
  for (int i=0; i<3; i++) {  
    line(-width/2.0, 0, width/2.0, 0);  
    translate(0, height/4.0);  
  }  
  
  resetMatrix();  
  translate(width/2.0, height);  
  
  ellipse(-width/2.0, 0, width, height/3.0);  
  ellipse( width/2.0, 0, width, height/3.0);  
  
  save("the-fifth-element.png");  
}
```