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

// One hundred and one Dalmatians (1961)


final color PAPER = color(250);
final color INK = color(35);

final int SPOTS = 7;


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


void draw() {

  float s = 0.313 * min(width, height);

  background(PAPER);

  randomSeed(10);
  for (int i=0; i<SPOTS; i++) {
    drawSpot(random(width), random(height), random(s), (int)(0.135*s));
  }

  save("one-hundred-and-one-dalmatians.png");
}


void drawSpot(float x, float y, float r, int fuzz) {

  fill(INK);
  noStroke();

  pushMatrix();

    translate(x, y);

    ellipse(0, 0, r, r);

    for (int i=0; i<fuzz; i++) {
      ellipse(random(0.2*r), random(0.2*r), r, r);
    }

  popMatrix();
}
```