sketch_0000

```
void setup(){

  size(600,320);

  smooth();

  background(255);

  colorMode(HSB,100,100,100);//setup color

}

void draw(){

  noStroke();

  float backcircleSize = random(0,100);

  fill(random(120),random(120),120,random(120));//color for circles


  ellipse(random(0,600),random(0,320),backcircleSize,backcircleSize);
  //size of the background circles

  stroke(0);

  strokeWeight(0);

  ellipseMode(CENTER);

  float faceSize=random(10,240);

  float smallfaceSize=faceSize-20;

  float facePosY=190;

  float smallfacePosY=facePosY+10;

  fill(255); //face



  ellipse(300,facePosY,faceSize,faceSize); //bigger circle

  ellipse(300,smallfacePosY,smallfaceSize,smallfaceSize);
  //smaller circle in the bigger circle

  ellipse(190,smallfacePosY-140,smallfaceSize-110,smallfaceSize-110); //ear

  ellipse(410,smallfacePosY-140,smallfaceSize-110,smallfaceSize-110);
  //ear (right)
}
```