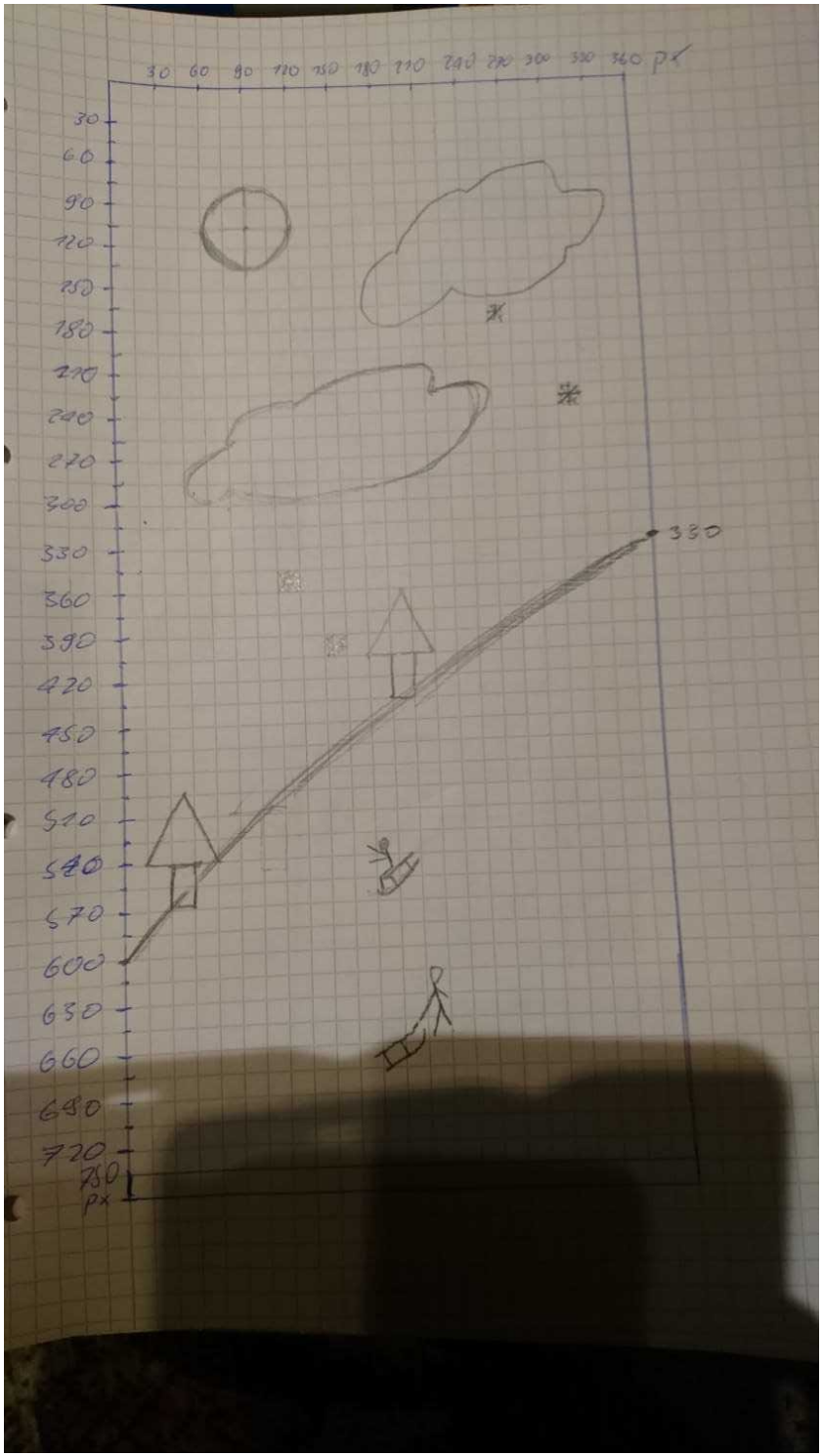
30 60 90 120 150 180 210 240 270 300 330 360 px
30
60
90
120
150
180
210
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270
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750
px
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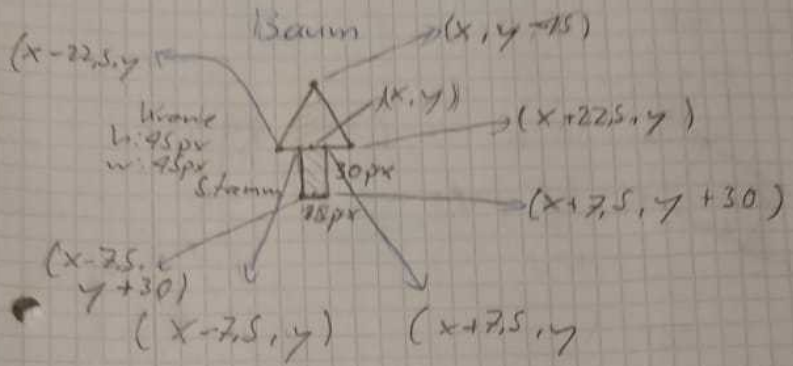
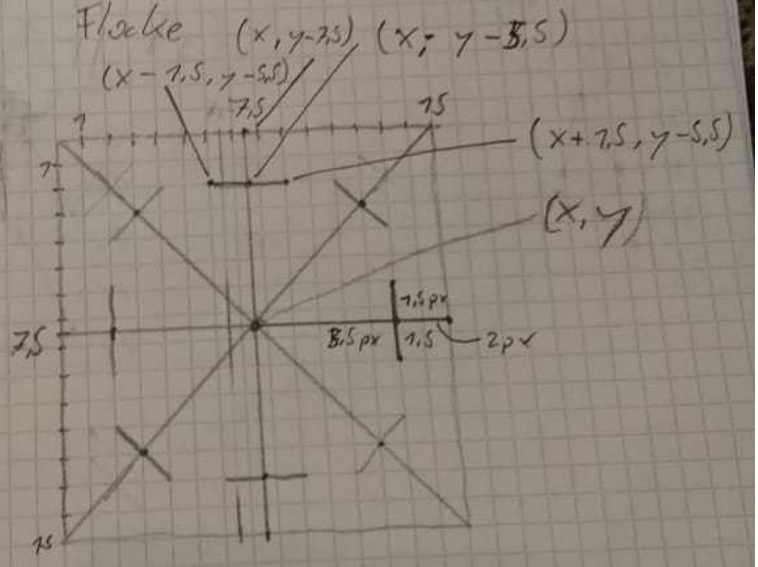
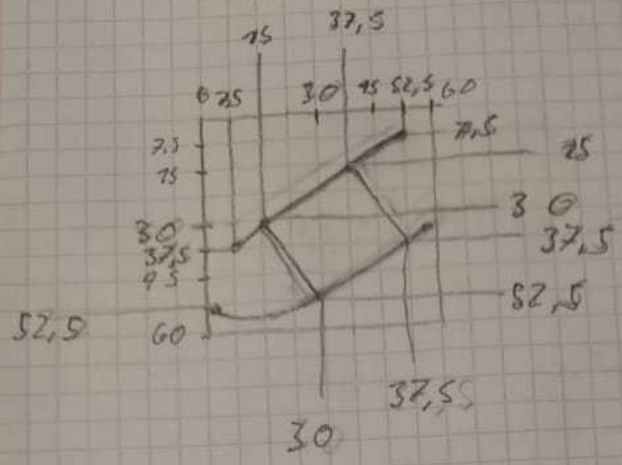

Baum
(x, y-15)
(x-22,5, y
(x, y)
(x+22,5, y)
Krone
h: 45px
w: 45px
Stamm
30px
15px
(x+7,5, y+30)
(x-7,5, y+30)
(x-7,5, y)
(x+7,5, y


Flocke
(x, y-7,5)
(x; y-5,5)
(x-7,5, y-5,5)
7,5
7,5
(x+7,5, y-5,5)
(x, y)
7,5
7,5
7,5 px
8,5 px
7,5
2px
7,5

Schlitten 1

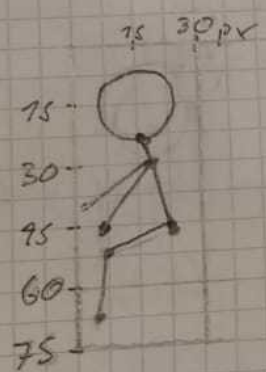


Schlitten 2

= ~~Schlitten 1~~

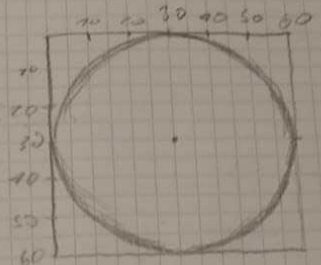
~~gespiegelt~~

Kind 1

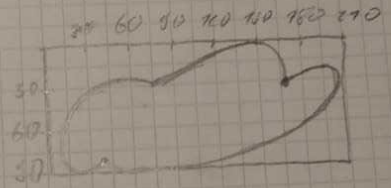


Kind 2

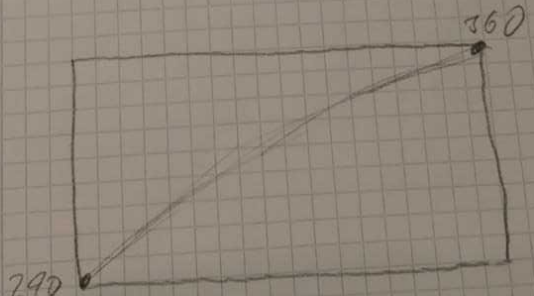
Sonne

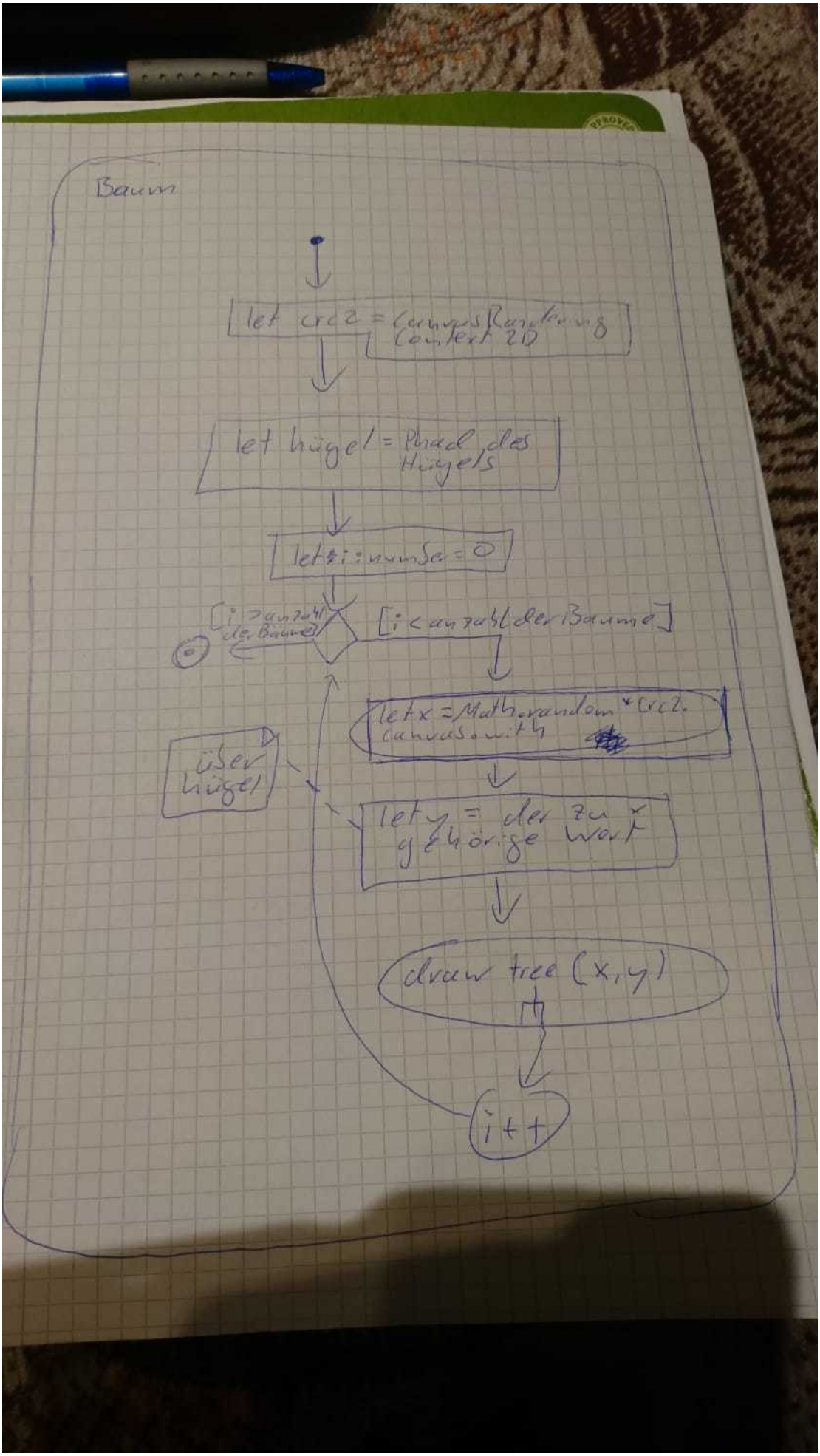


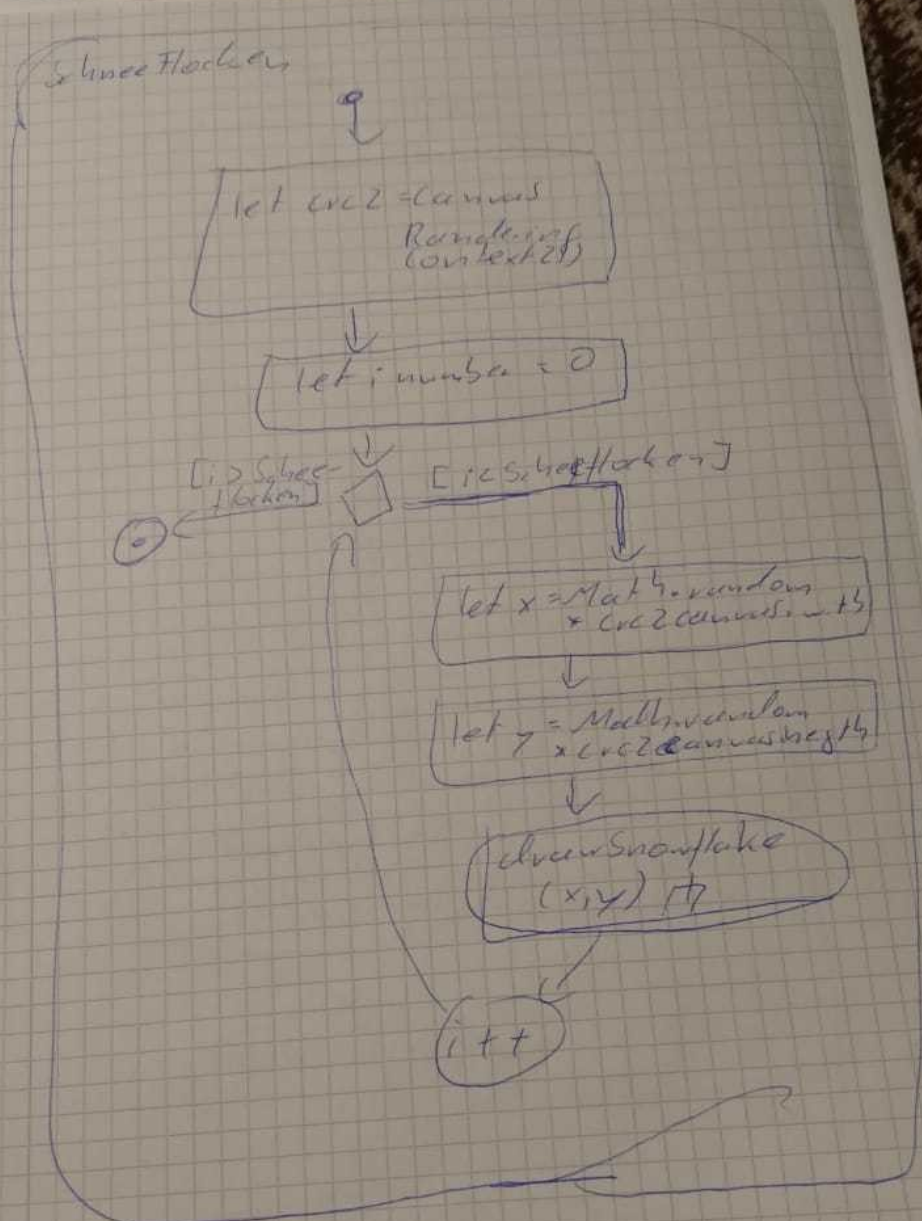
Wolke

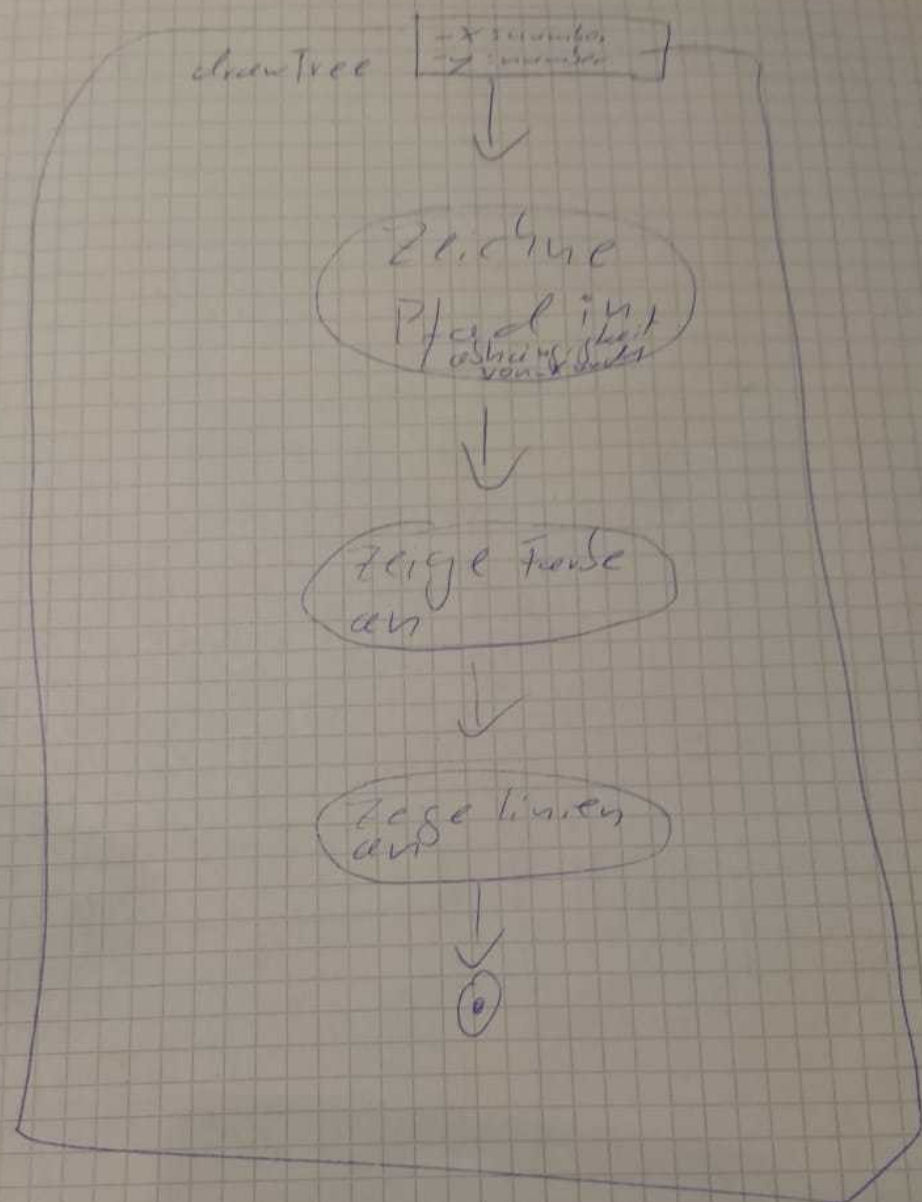


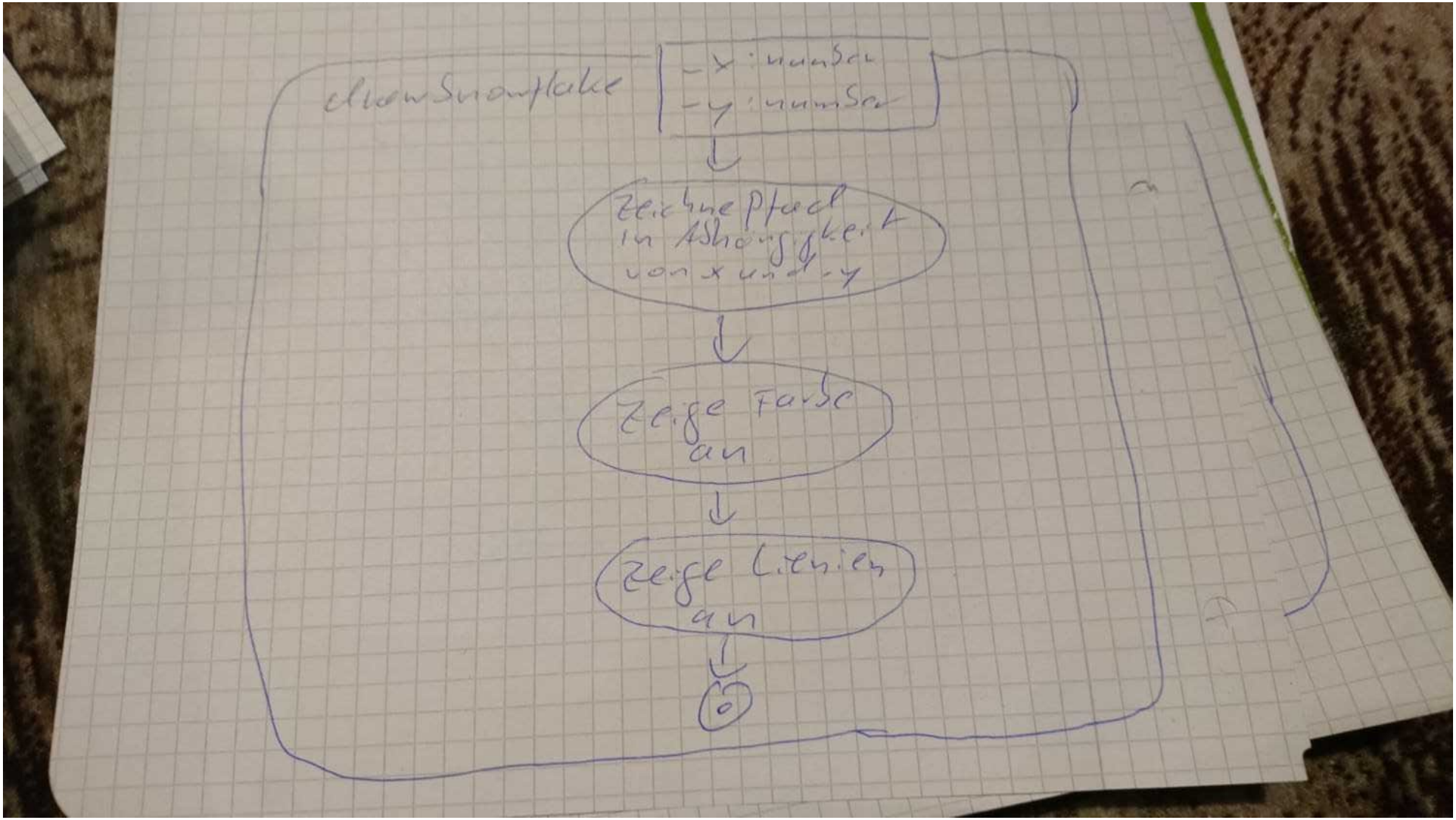
Hügel




Baum
let ctx2 = canvas.getContext 2D
let hügel = Pfad des Hügels
let i: number = 0
[i > anzahl der Bäume]
[i < anzahl der Bäume]
let x = Math.random * ctx2.canvas.width
über hügel
let y = der zu x gehörige Wert
draw tree (x, y)
i++


Schnee Flocken
let crc2 = Canvas Rendering (context2)
let i number = 0
[i > Schee-flocken]
[i < Schee flocken]
let x = Math.random * crc2canvas.wth
let y = Math.random * crc2canvasheigth
drawSnowflake (x,y) ith
i++


drawTree
-x : number
-y : number
Zeichne Pfad in Abhängigkeit von x und y
Zeige Farbe an
Zeige linien an


drawSnowflake
-x : numSeq
-y : numSeq
Zeichne Pixel in Abhängigkeit von x und -y
Zeige Farbe an
Zeige Linien an