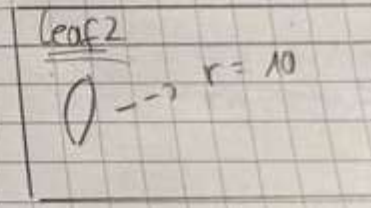
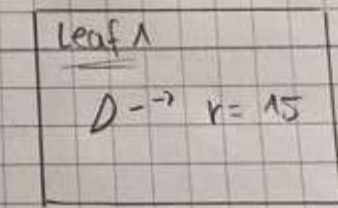
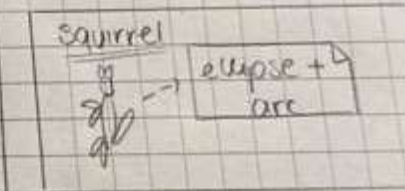
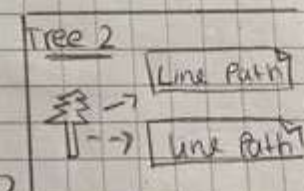
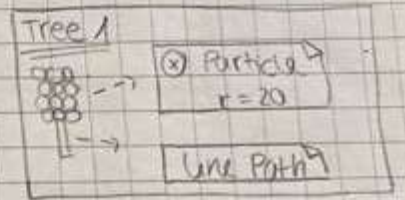
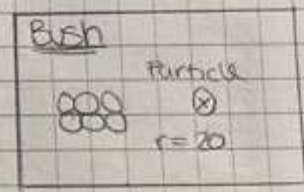
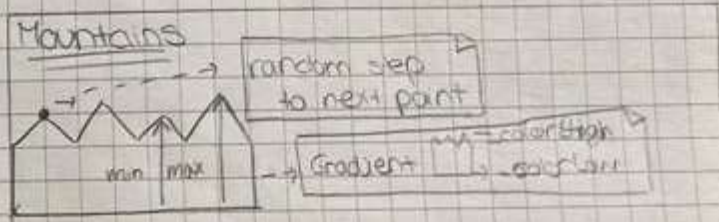
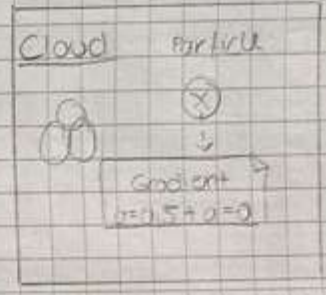
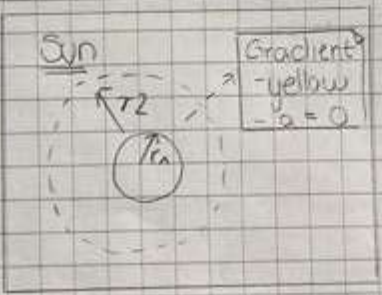


1536,0

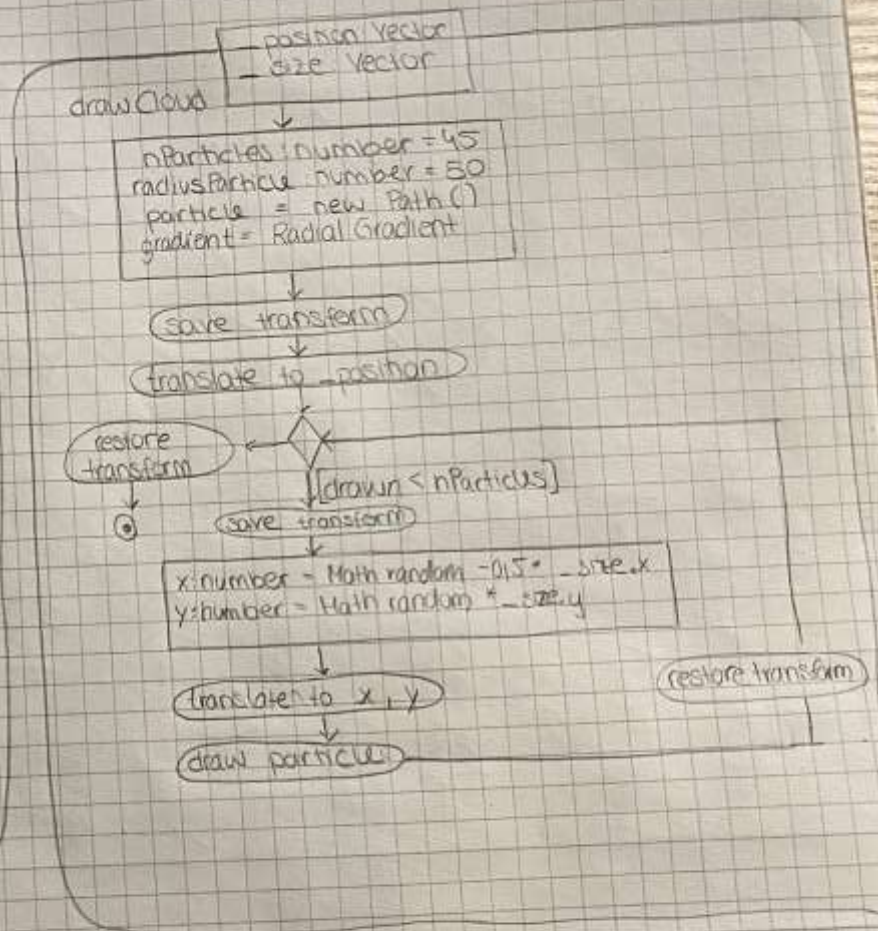
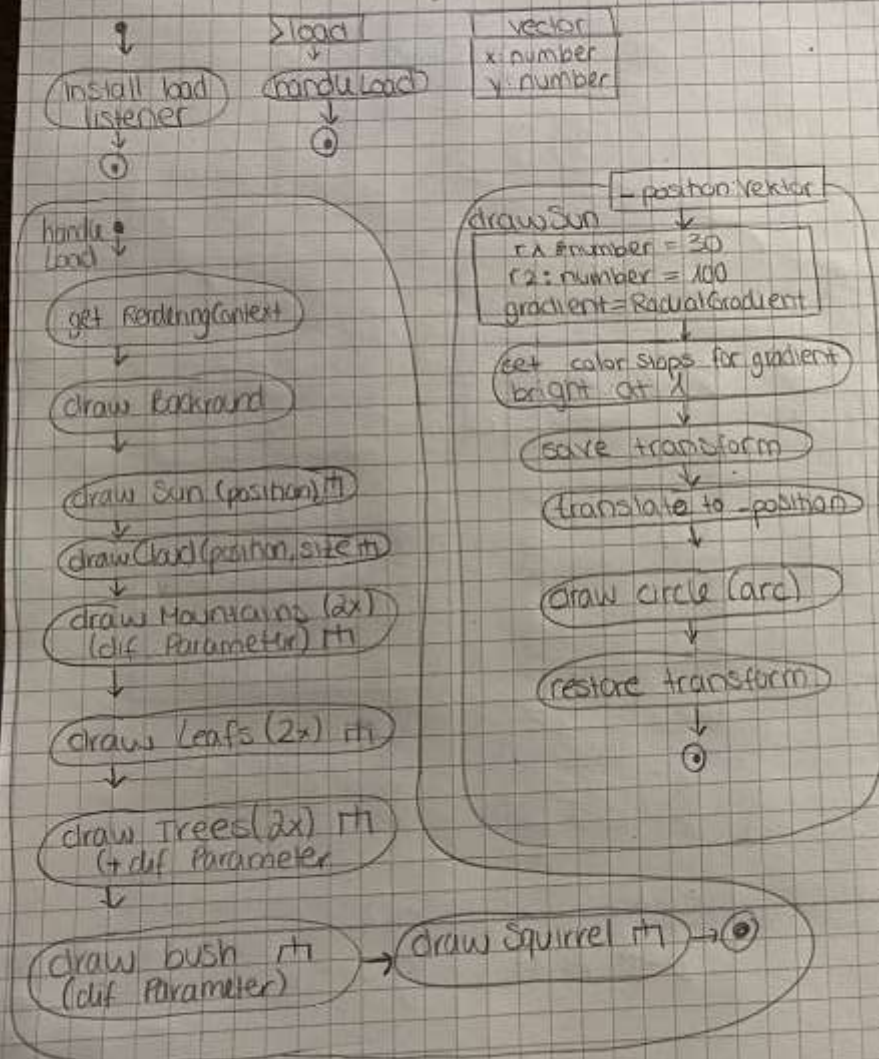
80

9372

1536,322



Herbstwald - Aktivitätsdiagramm



draw Mountain

- position: Vector
- min: number
- max: number
- colorLow: string
- colorHigh: string

stepMin: number = 50
stepMax: number = 50
x: number = 0

save transform

translate to - position

move to 0,0

line to 0, -max

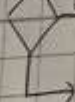


x += step between Min/Max

y = number = -min - Math.random() * (-max - min)

line to x,y

[x < canvas width]



line to x,0

close Path

create gradient

restore Transform



draw leaves

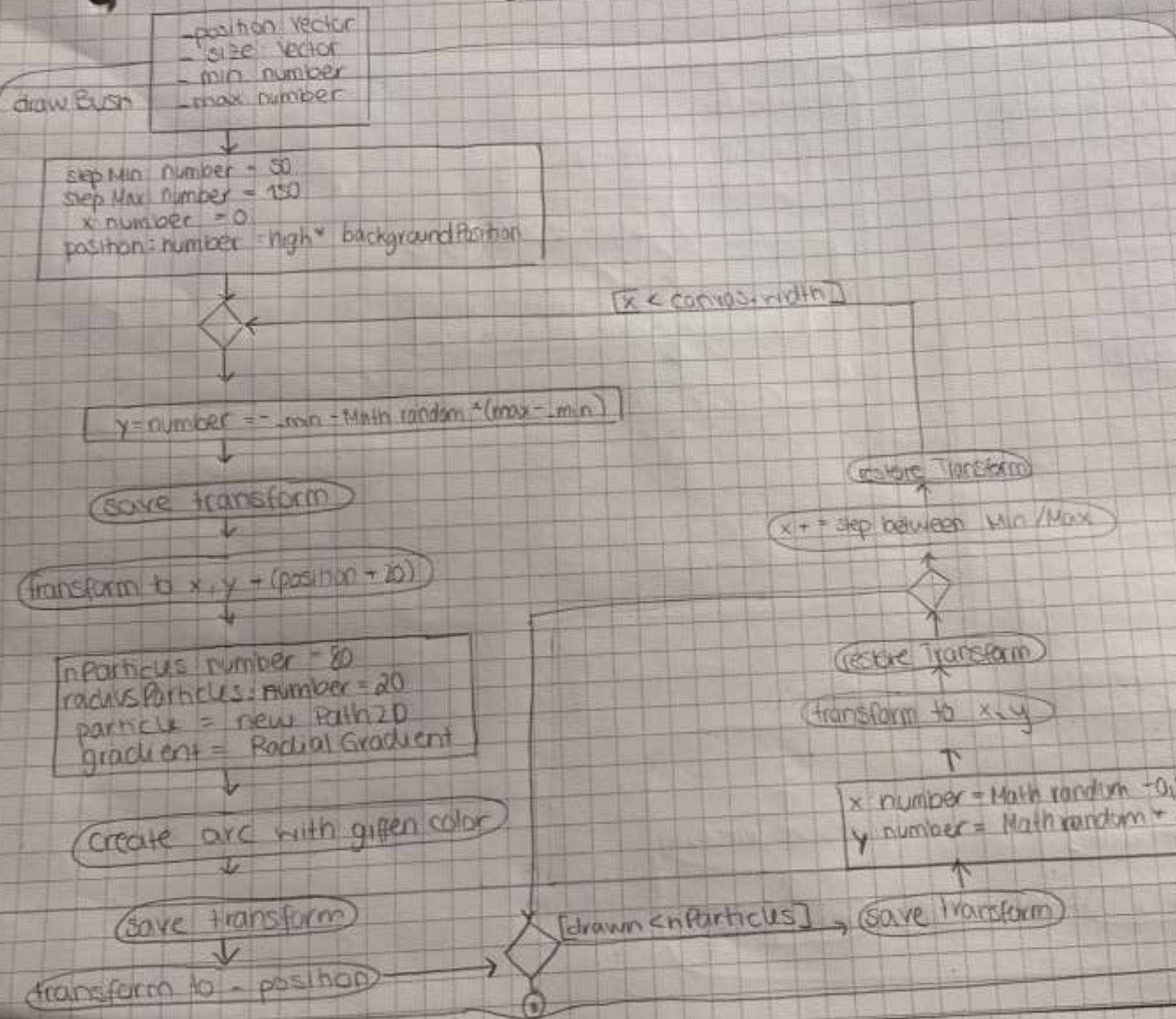
nLeaves: number = 50
rLeaves: number = 15

[drawn > nLeaves]

x: number = Math.random * 1536
y: number = Math.random * 722

create arc

→ draw Round leaves similar



drawTree 1
- position2: vector
- size2: vector
- m12: number
- max2: number

stepMin number = 50
stepMax number = 100
x number = -10
position number = canvas.height * background

[x < canvas.width]

y number = -min2 * Math.random * (-max2 - min2)

save transform

translate to x, y + (position + 20)

create Tree trunk

nParticles number = 70
radius Particle number = 20
particle = new Path2D
gradient = Radial Gradient

create arc with given colors

save transform

transform to -position2x, -position2y

restore Transform

x += step between Min/Max

restore Transform

transform to x, y

x number = Math.random * 0.5 * size2x
y number = Math.random * size - y

[Eran in Particles]

①

drawSquirrel [- position: vector]

reset Transform

save transform

translate to - position x, - position y

create body

create arms

create legs

create tail

create head

create ears

create eyes

restore Transform