

Beach Camera UI Scribble

sunlight
gradient

gradient

Sun
center

bird

boat

goldener Schnitt

Palms
randomly
positioned



Towel +
Person

beach

goldener
Schnitt

Water

Surfboard +
person

Activity Diagram Beach Canvas

add load listener to window
for hndLoad

hndLoad

Interface Vector
x: number
y: number

```
let canvas = document.querySelector("canvas")
let crc2 = canvas.getContext("2d")
let horizon = canvas.height * 0.0, 375
let beachFG = canvas.width * 0.625
let beachBG = canvas.width * 0.375
```

drawSky

drawSun

drawShip

drawBeach

drawPalms

drawSunlight

drawSurfBoard

drawTowels

drawBirds

drawSky

draw a rectangled path from (0,0) to horizon and over the whole canvas width

fill the path with a gradient from blue to a lighter blue

drawSun

-position: Vector

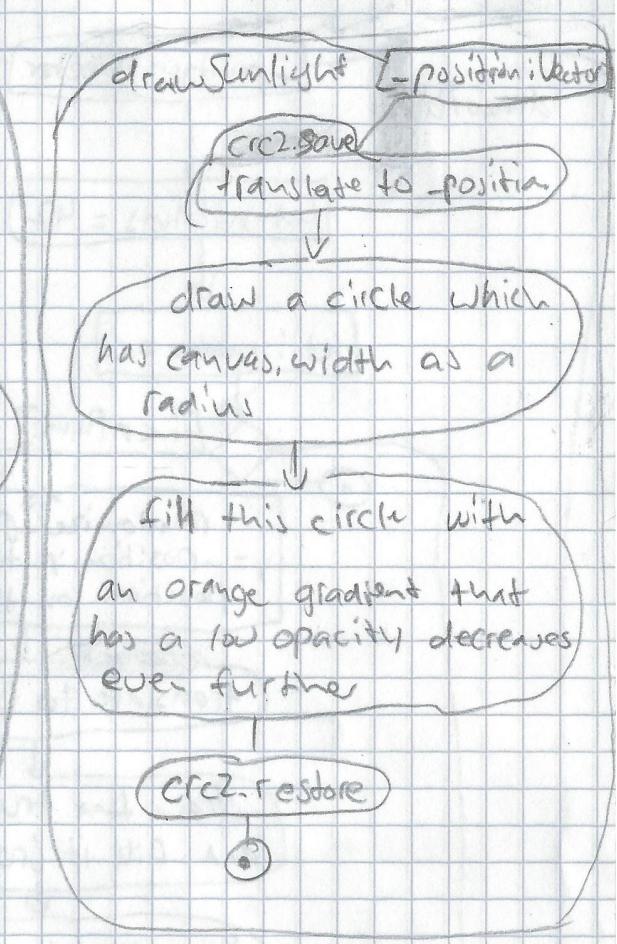
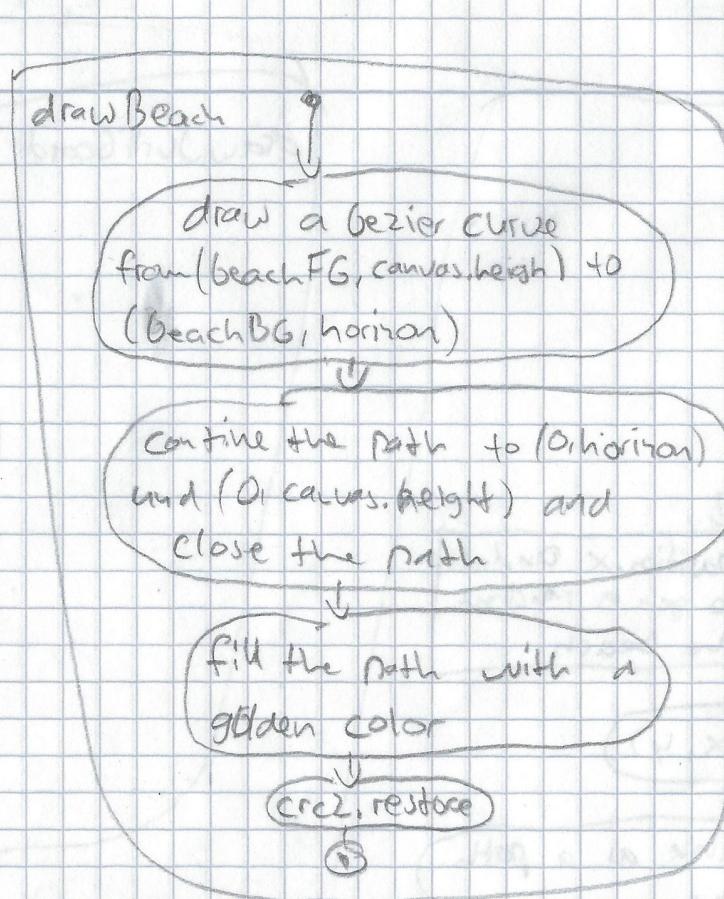
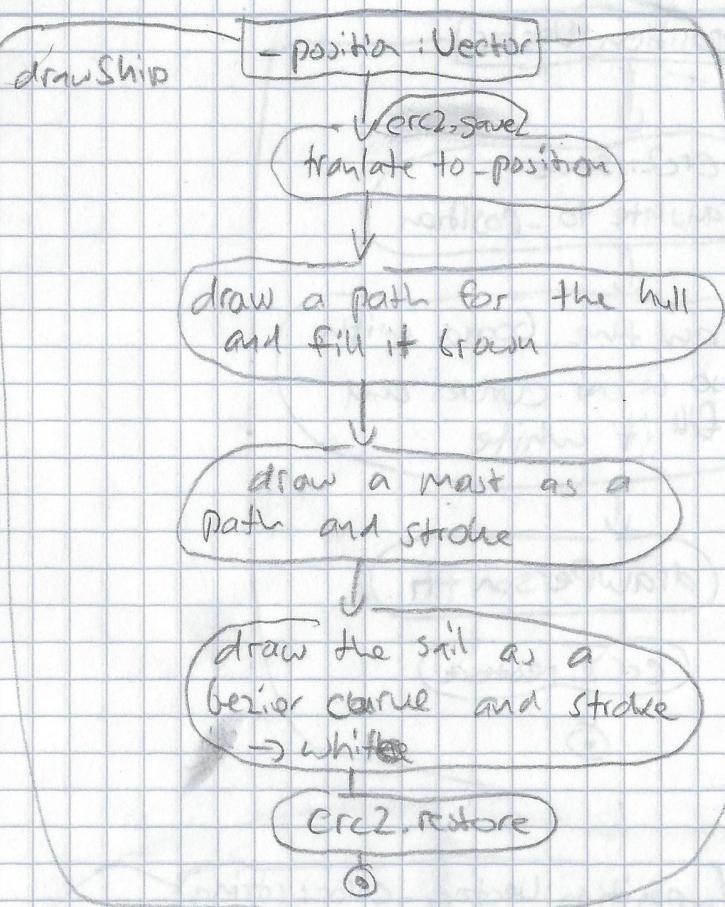
crc2.save

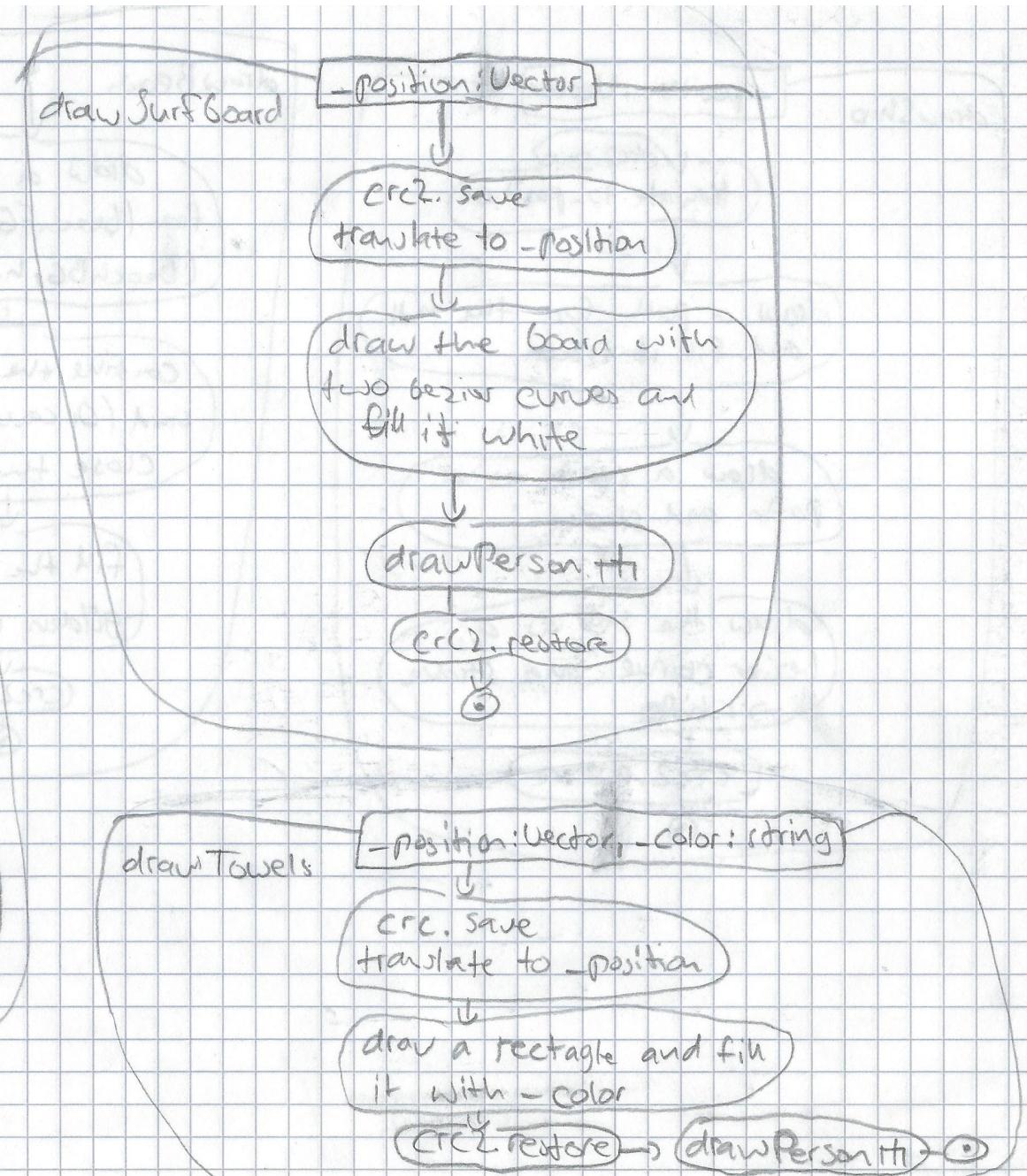
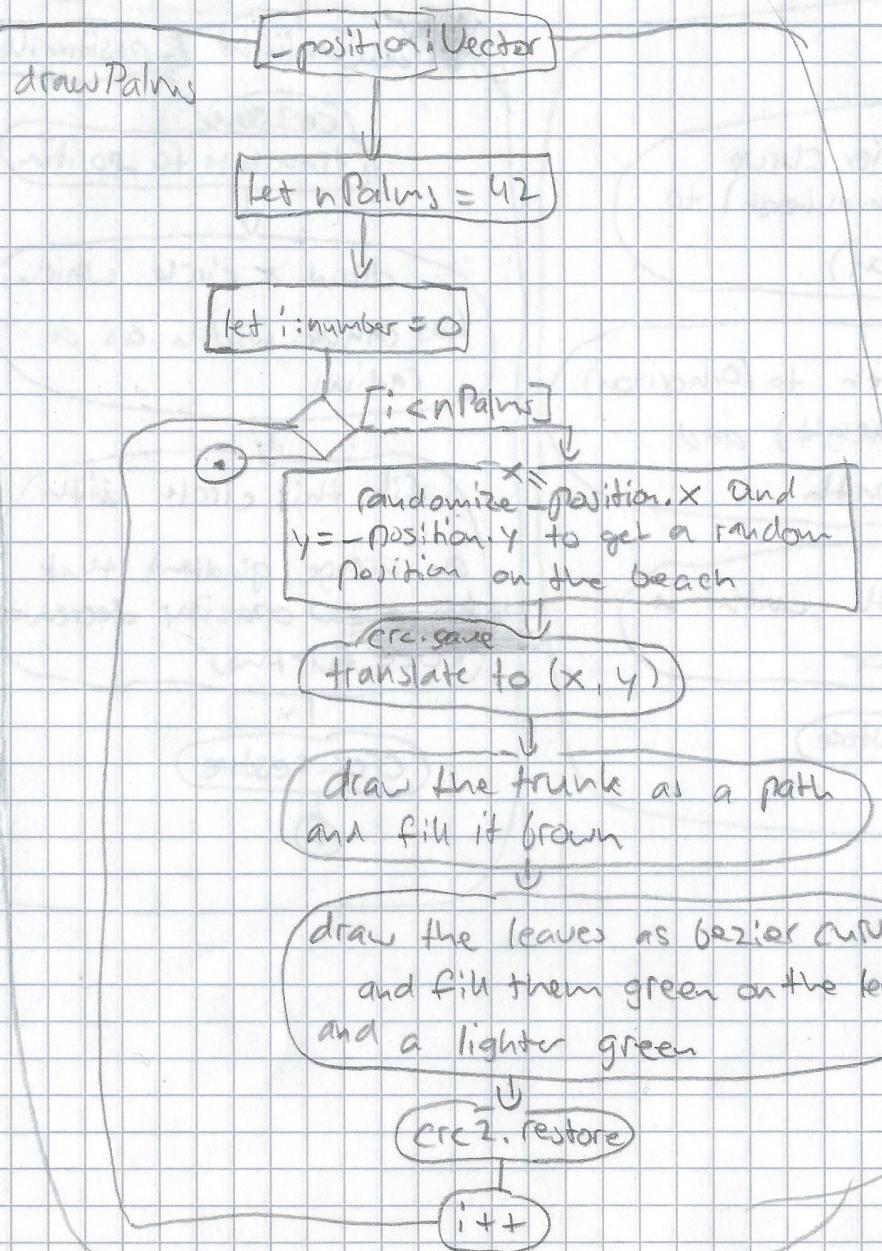
translate crc2 to -position

draw half a circle

fill the half-circle with an orange gradient, which decreases in opacity

crc2.restore





drawPerson

-position: Vector, -rotation: number



Crc2. save
translate to -position
rotate (-rotation)



draw the body as a
path, increase the line width
and stroke()



draw the head as a circle
and decrease the line
width a bit and stroke().



draw the eyes as lines and
the mouth as a half-circle
with a low line width



Crc2. restore



draw Birds

-position: Vector



Crc2. save
translate to -position



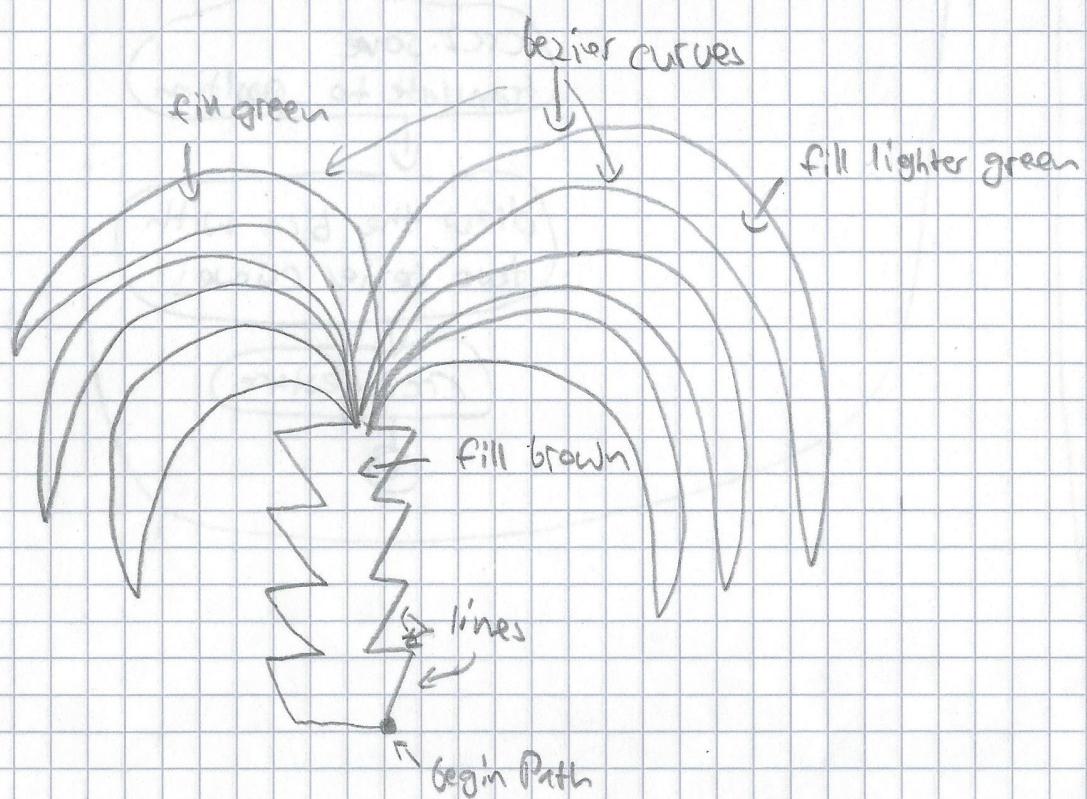
draw the bird with
two bezier curves



Crc2. restore



Palm



Person

