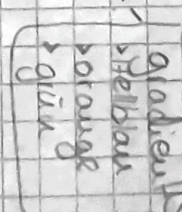
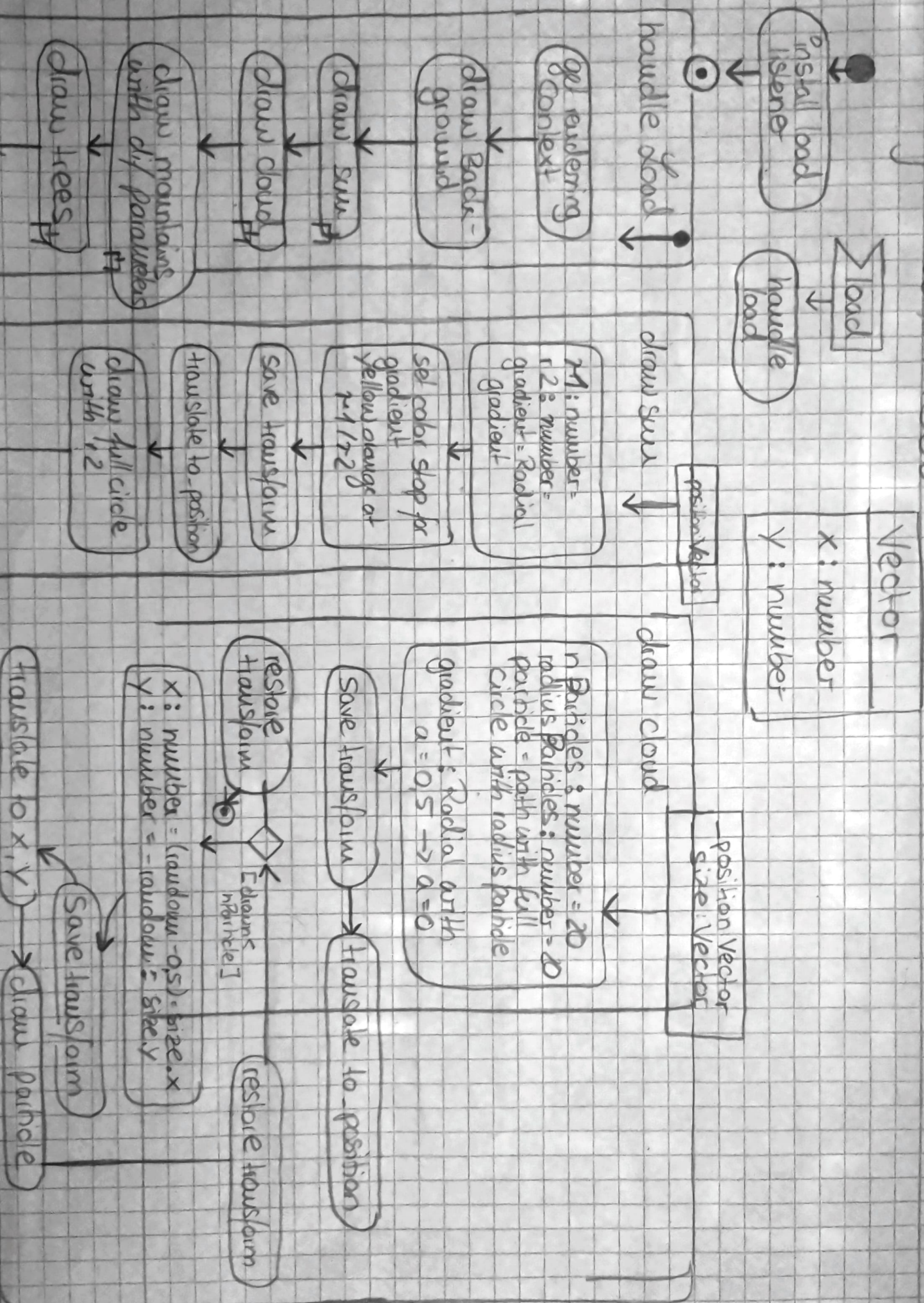
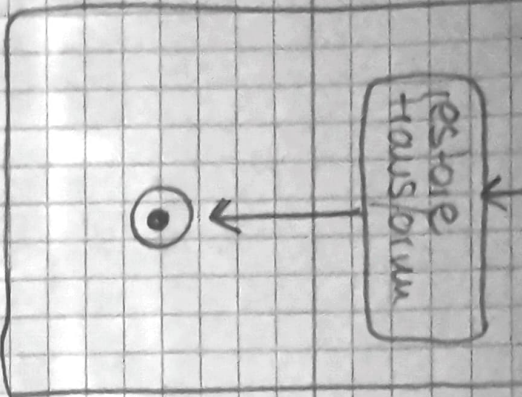
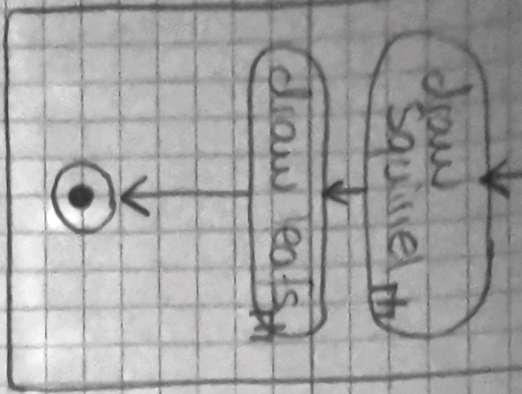


Illeibara



Cinefames Herost





draw Mountains

position: vector
 min: number
 max: number
 colorLow: string
 colorHigh: string

stepMin: number = 10
 stepMax: number = 50
 x: number = 0

save transform

translate to
- position

move to 0,0

line to 0, =max



x += random be-
tween
stepMin and
stepMax

y: number = -min +
random * (max - min)

line to x,y



line to x 0

close path

create gradient
with given color



while
width > 1

draw trees

position Vector
_size: Vector

n: path nodes: number = 10
radius: path node number = 15
path node = path with full
circle with radius twice

line to

trees made out
of triangles

fill()

Stems with four
anchor points

sep Min: number = 10
sep Max: number = 50
x: number = 0

translate to position

move to 0,0

line to 0, max

move to rows
of trees



draw Squirrel

color string
size number

move to

line to

line width = 2

strokeStyle = color
color = brown

fillstyle = brown



draw leafs

x: number
y: number
color: string
size: number

begin Path()

move to

line to

arc(-x=10, -y=15, 8, 2, 0, 2, Math.PI)

strokeStyle = color
color = orange
lineWidth = 5

let x, y = Math.random

close Path

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