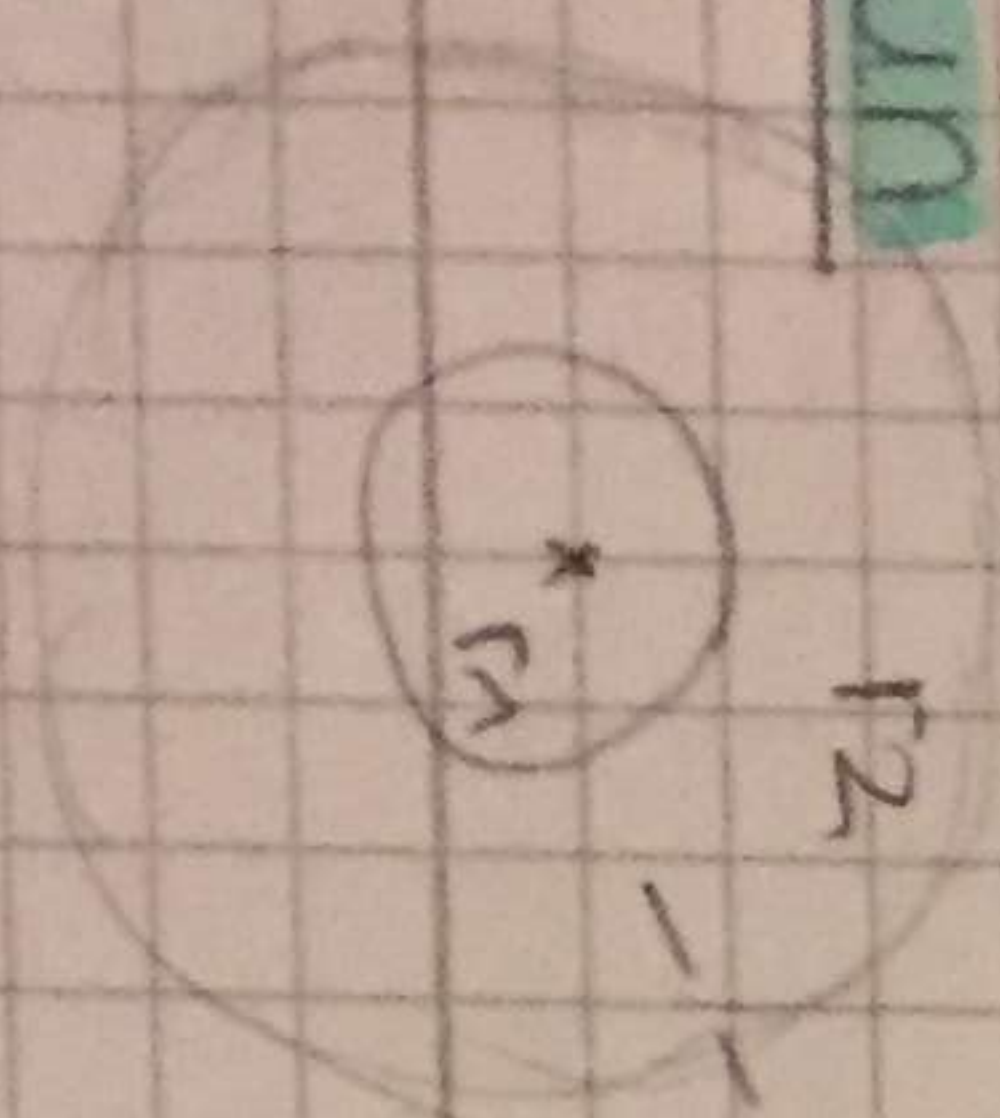


IG

0,0 30px

0,600

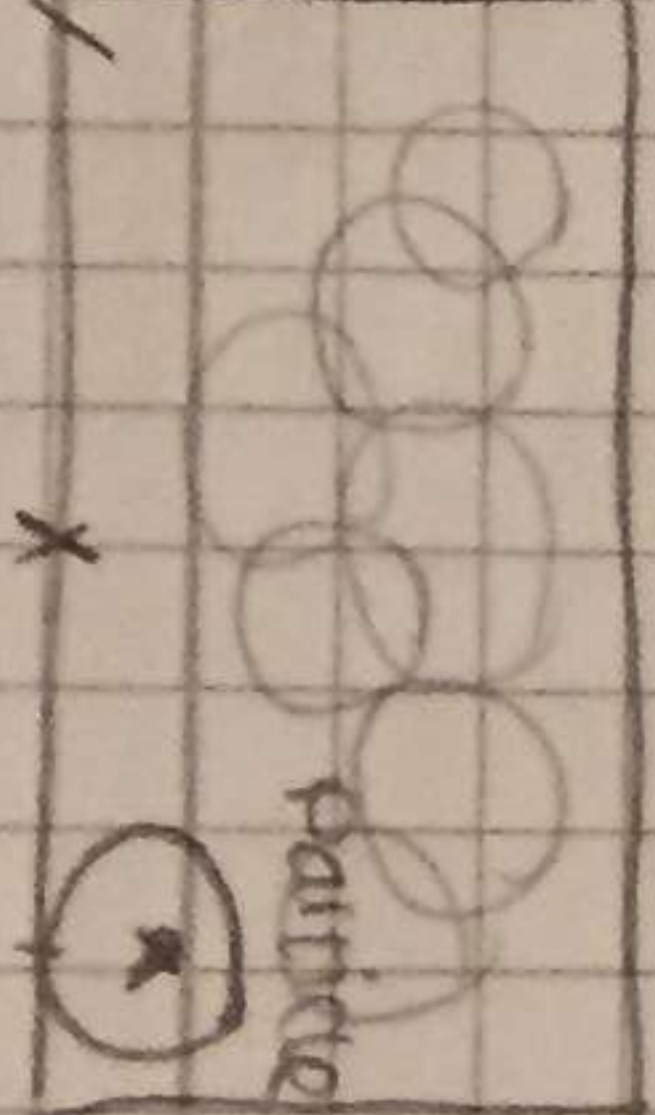
SUN



Particles
random placed
in area

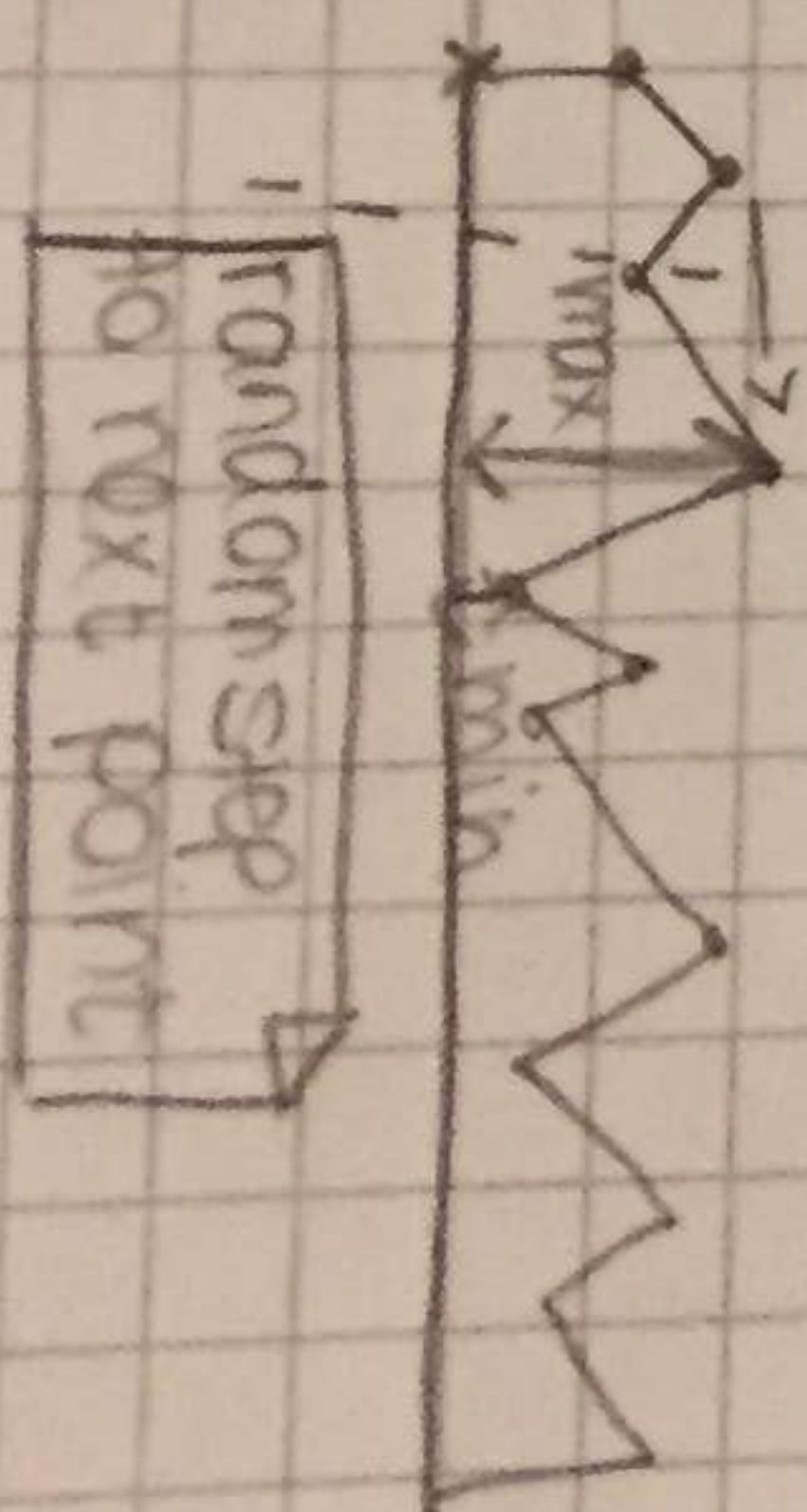
Gradient
- bright yellow
- $\alpha = 0$

cloud



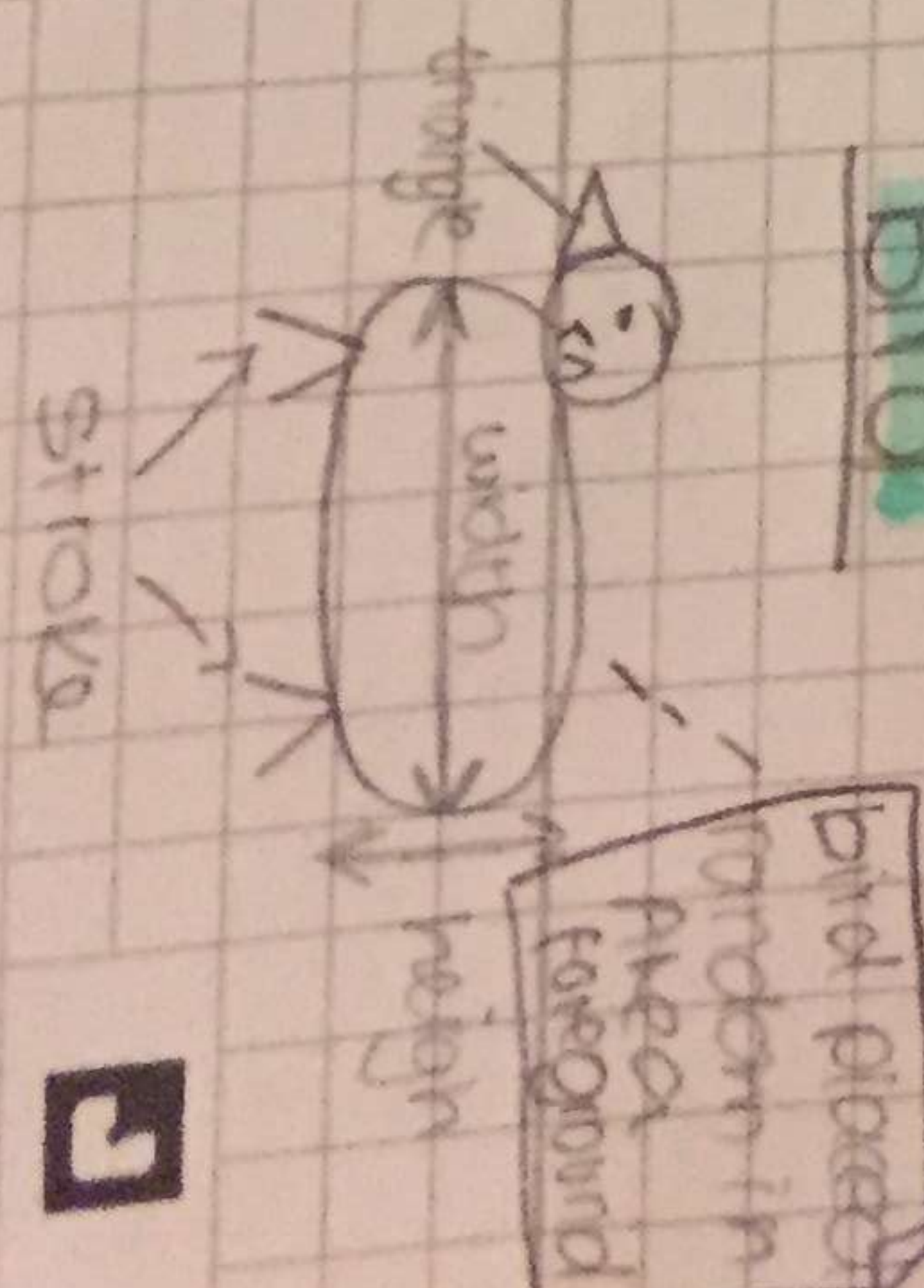
Gradient
 $\alpha = 0.5$ zu 0

Mountains



random step
no next point

Bird



random placed
in area
foreground

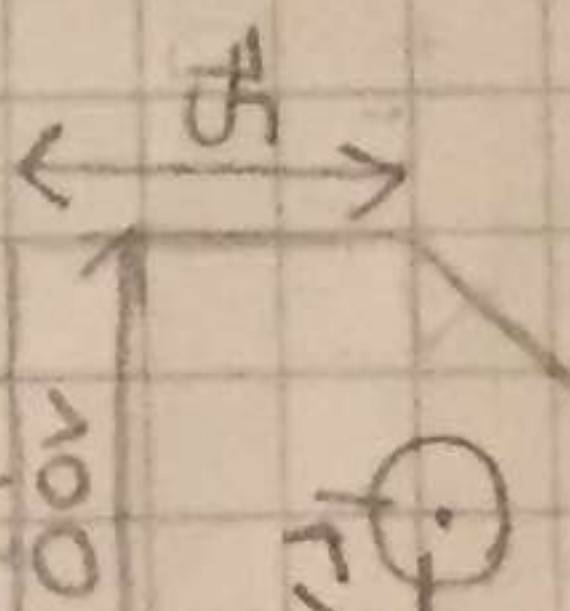
IG

400 475,0

800,0

Bird house

Gradient
- light blue
- white
- grass green



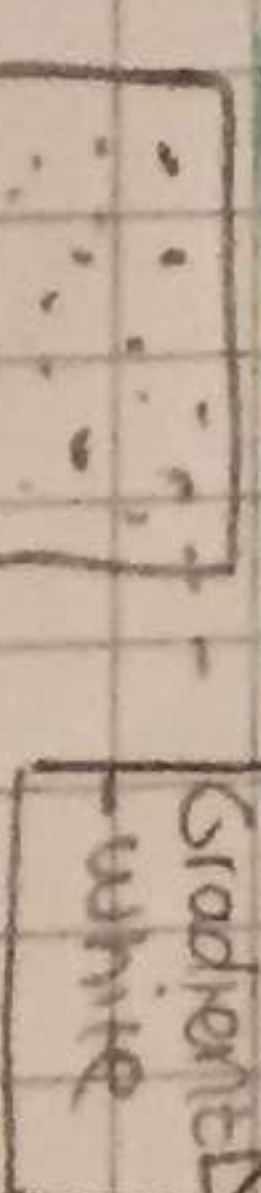
Gradient
- dark brown
- brown

Gradient
- bright brown
- brown

Tree

X -> random
y = 400px
place

snowflake



snowman

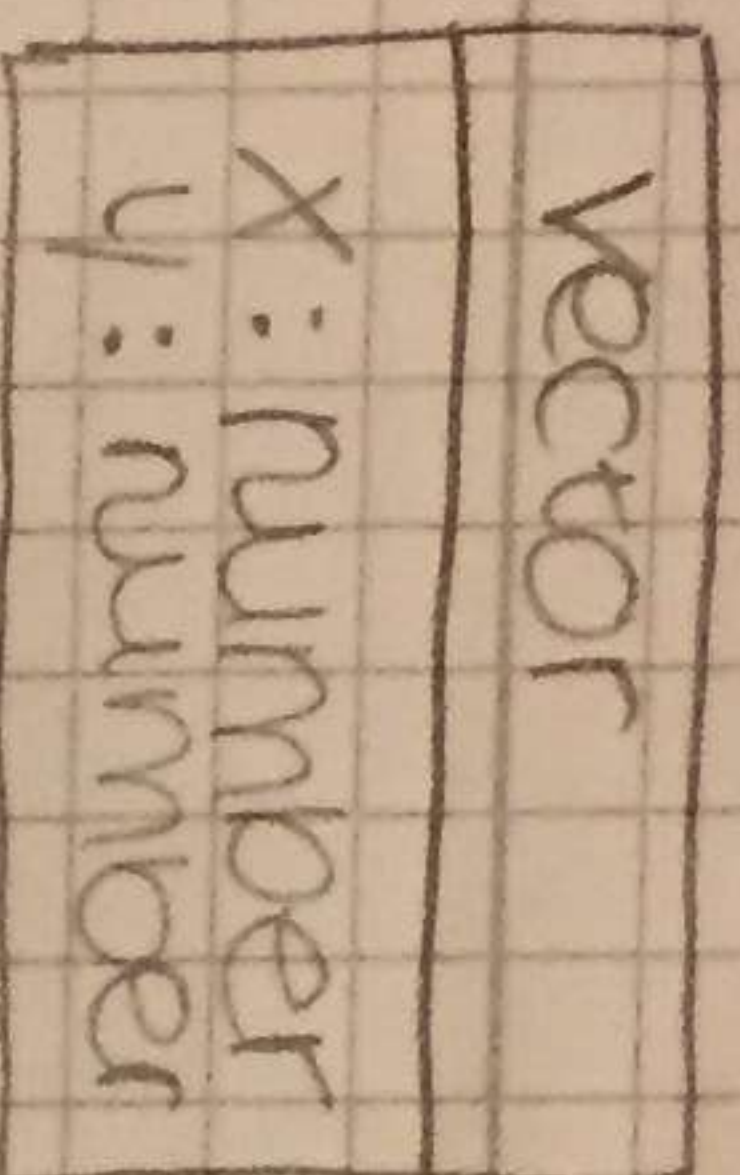
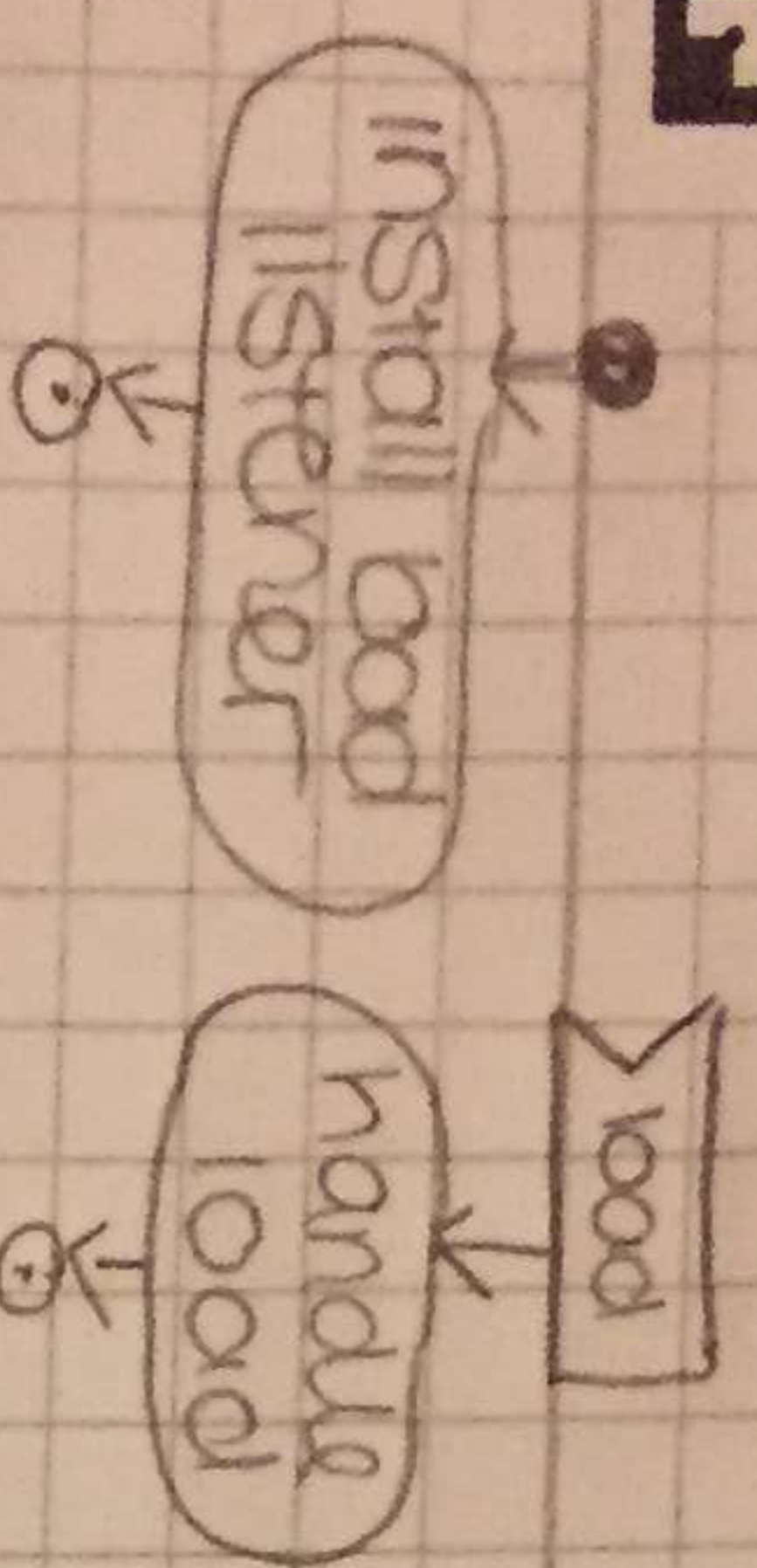
Gradient
- white

Gradient
- white

Gradient
- dark brown

Gradient
- dark green

IG



handle load

get Rendering Context

draw Background

draw Sun (position, r1)

draw clouds (position, size) r1

2x draw Mountains with dif. parameters r1

draw Meadow

draw Trees (position, size) r1

draw Bird House (position) r1

draw Snowman (position) r1

draw Birds (position, size) r1

draw Snowflakes (position) r1

IG

drawSun

- position: Vector

r1: number = 30
r2: number = 150
gradient = RadialGradient

Set color stops for gradient transparent at 1.0
bright yellow at r1/r2

save transform

translate to position

draw full circle with r2

restore transform



drawclouds

position: Vector
size: Vector

n Particles: number = 80
radius Particle: number = 30
particle = path with full circle with radius particle
gradient: RadialGradient with
 $\alpha = 0.5 \rightarrow \alpha = 0$

save transform

translate to -position

restore transform

[drawn < n Particles]

x: number = (random - 0.5) * size.x
y: number = -random * -size.y

save transform

translate to x,y

draw particle

restore transform

IG