/\*

\* top to bottom

\* forward in even and bacward in odd

\*/

for (var y = 0; y < image.height; y++) {

if(y%2==0){

for (var x = 0; x < image.width; x++) {

image.addPoint(x, y);

}

}else if (y%2!=0){

for (var x = image.width - 1; x >= 0; x--) {

image.addPoint(x, y);

}

}

}