UI SCRIBBLE

CANVAS
HEIGHT: 600
WIDTH: 1000

600 × 1000 px

0   100   200   300   40   500   600   700   800   900   1000

100

x 200
y 50

150

200

200

x 600
y 120

x 1000
y 100

300

x 160
y 290

x 200
y 500

400

x 900
y 400

x 50
y 450

x 550
y 450

500

x 950
y 500

x 650
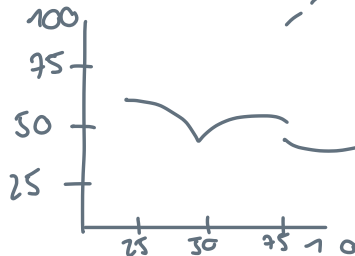y 500

600

CLOUD

PARTICLE

GRADIENT
$a = 0.5 \rightarrow a = 0$
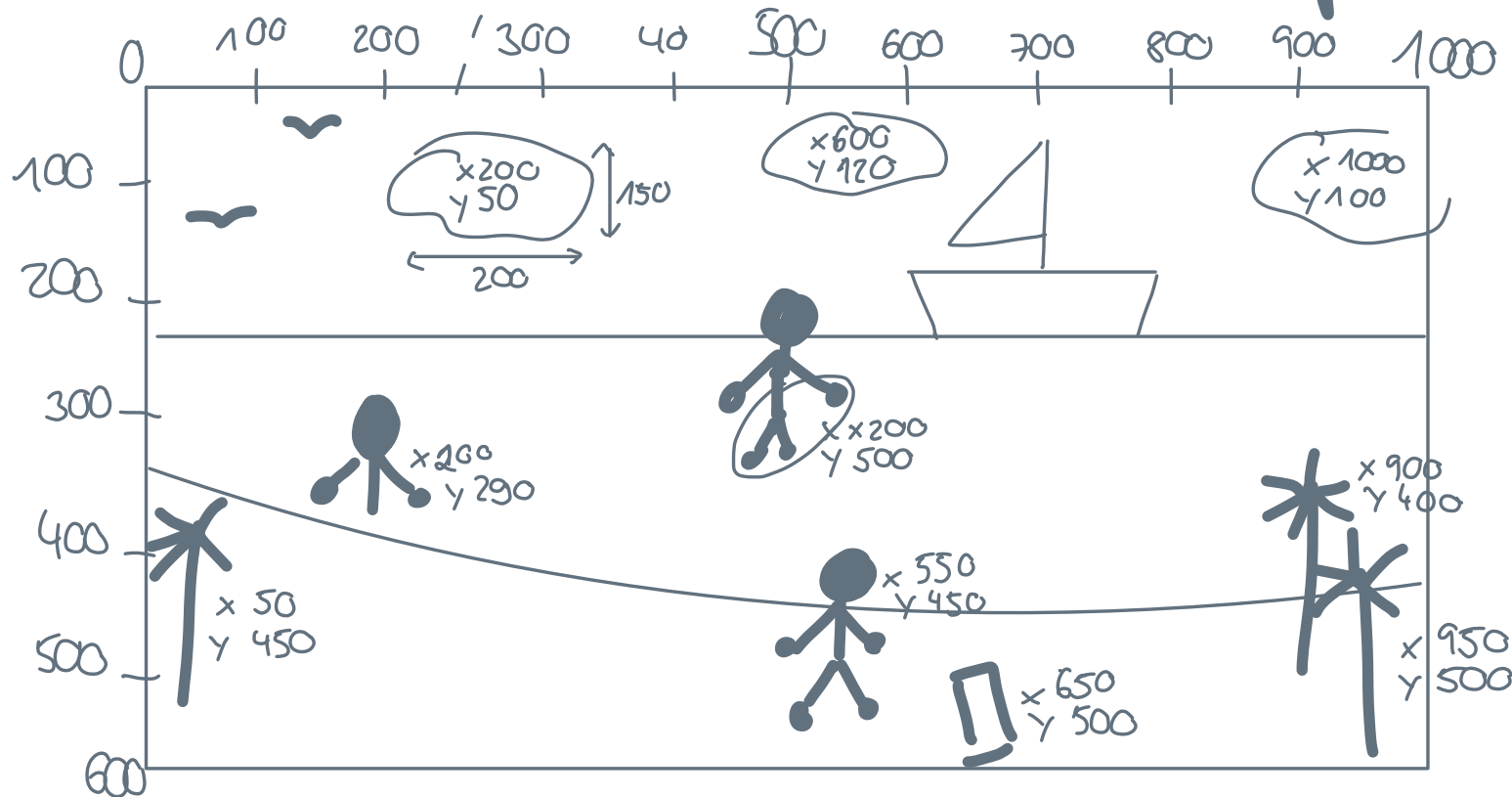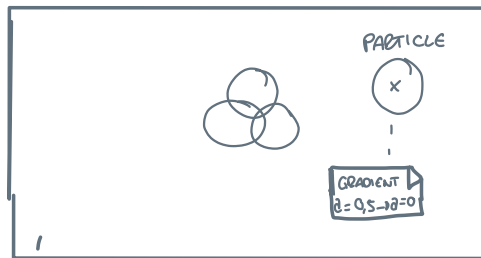
PARTICLES RANDOMLY
PLACED IN AREA

VÖGEL

function:
drawBird();

100
75
50
25

25 50 75 100

cr2.bezier2Curve
To();

PALME
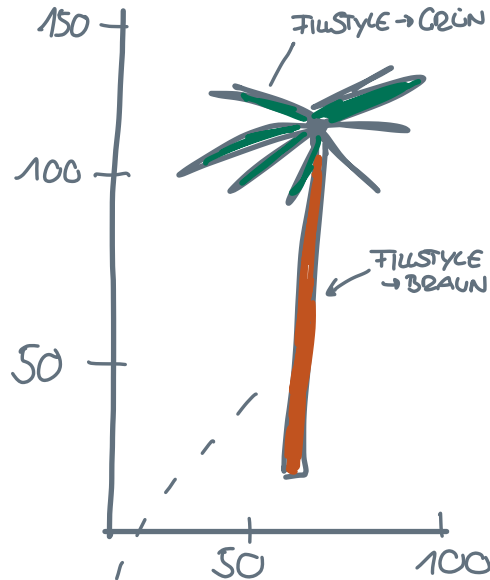
FILLSTYLE → GRÜN

FILLSTYLE
→ BRAUN

150

100

50

50 100

function: drawPalmTree
cr2.lineTo();

SCHIFF

200
150
100
50

100 200 300
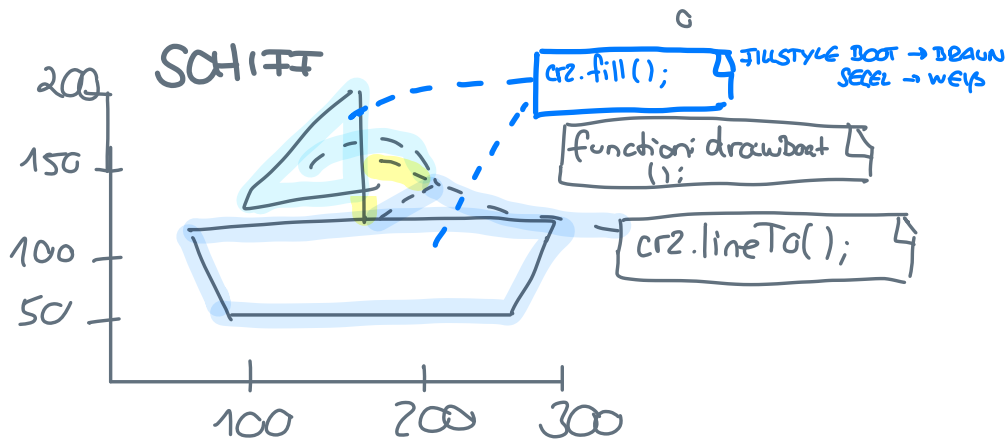
cr2.fill();

FILLSTYLE BOOT → BRAUN
SEGEL → WEIS

function: drawBoat
();

cr2.lineTo();

ACIVITY DIAGRAM - STRAND

VECTOR
x : number
y : number

INSTALL
LOAD LISTENER

load

handleLoad

---

handleLoad

GET RENDERING CONTEXT

drawSky ( )

drawOcean ( )

drawSand ( )

drawCloud (-position, -size)

drawSun (-POSITION)

drawPerson (-position)

drawBoat (-position)

drawPalmTree (-position)

drawSurfer (-position)

---

drawSun

-Position : VECTOR

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

SET COLOR STEPS
FOR GRADIENT
TO TRANSPERENT

SAFE TRANSFORM

TRANSLATE TO -POSITION

DRAW FULL CIRCLE
WITH r2

RESTORE TRANSFORM

---

drawCloud
1/2/3

-Position : VECTOR
-size : VECTOR

nParticles : number = 60, 40
radiusParticle : number = 40
particle = PATH WITH FULL CIRCLE
WITH RADIUS PARTICLE
GRADIENT : RADIAL WITH a =
0,5 → a = 0

SAVE TRANSFORM → TRANSLATE
TO POSITION

restore
transform

[draw < nParticles]

restore
transform

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

SAVE TRANSFORM

translate to x, y

DRAW PARTICLES

drawPerson + draw Surfer

-POSITION: VECTOR2

↓

cr2 beginPath

↓

cr2.arc ( )

↓

cr2. Stroke

↓

Fill STYLE

↓

cr2 moveto()

↓

(●)

drawBoat

-Position: Vector

↓

cr2.beginPath

↓

cr2.moveto + lineto

↓

fillStyle

↓

(●)

(untitled)

-Position: Vector

↓

beginPath

↓

moveTo & LineTo

↓

FILL STYLE

↓

(●)