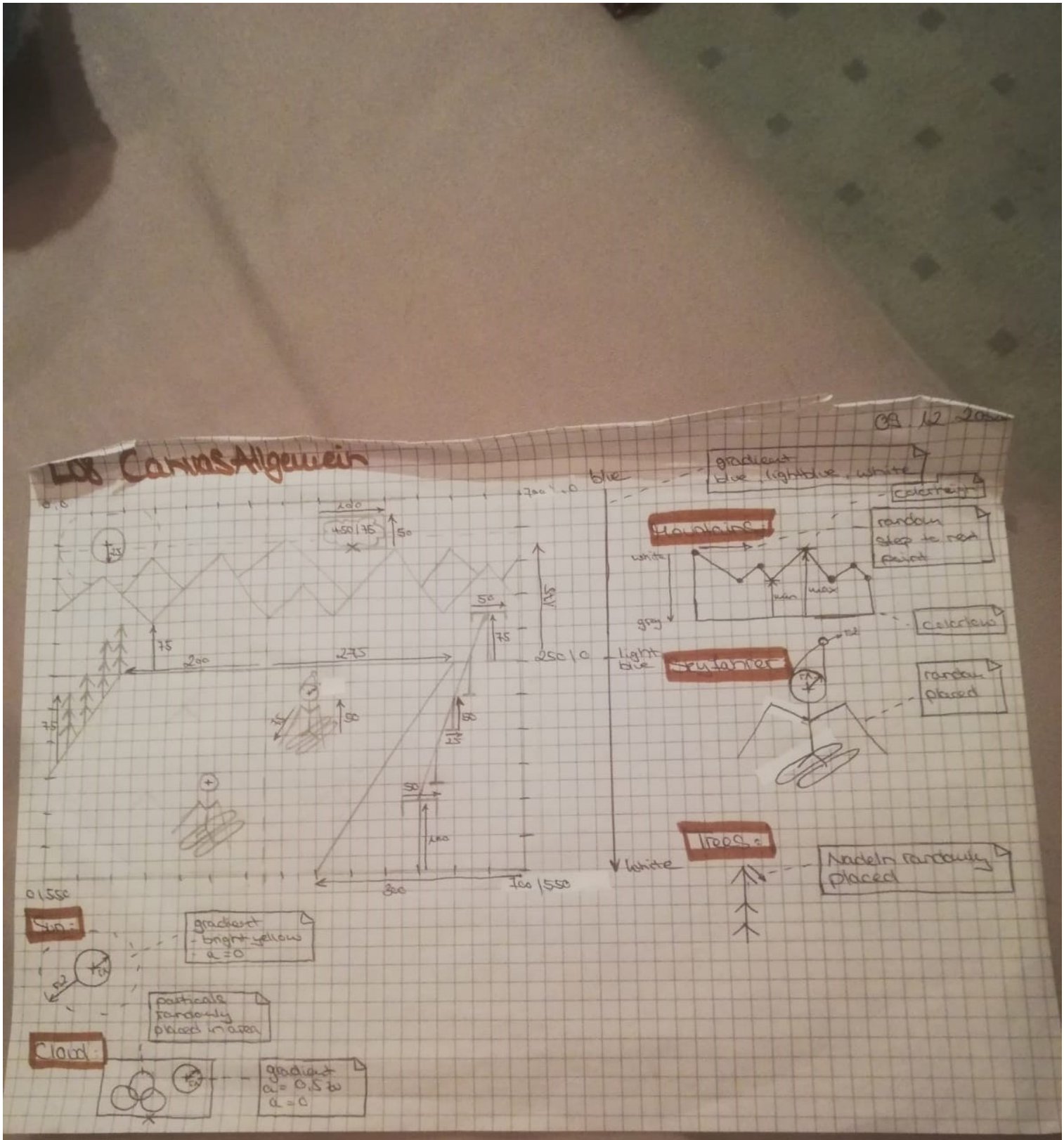
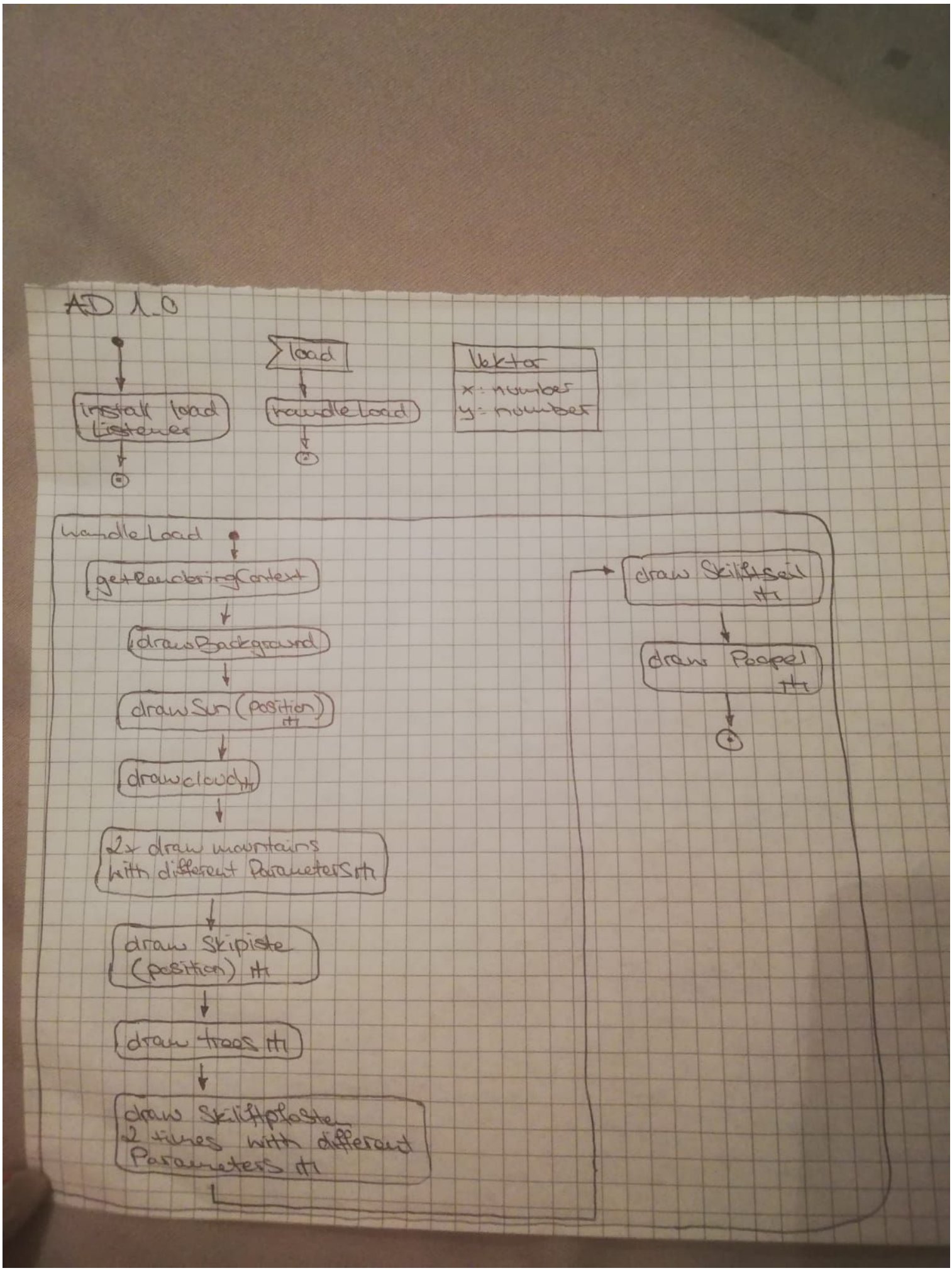


09.12.20
Canvas Allgemein
0,0
100
450/75
50
75
200
275
250/0
300
700/550
0/550
blue
light blue
white
gradient
blue, lightblue, white
colorheigh
Hauptbahn
random
step to next
point
white
grey
min
max
colorlow
Seyfahrer
random
placed
Trees:
Nadeln randomly
placed
Sun:
gradient
- bright yellow
a = 0
particals
randomly
placed in area
Cloud:
gradient
a = 0,5 to
a = 0


AD 1.0
install load Listener
load
handleLoad
Vektor
x: number
y: number
handleLoad
getRenderingContext
drawBackground
drawSun (position)
drawCloud
2x draw mountains with different Parameters
draw Skipiste (position)
draw trees
draw Skiliftpfosten 2 times with different Parameters
draw Skilift Seil
draw Poepel

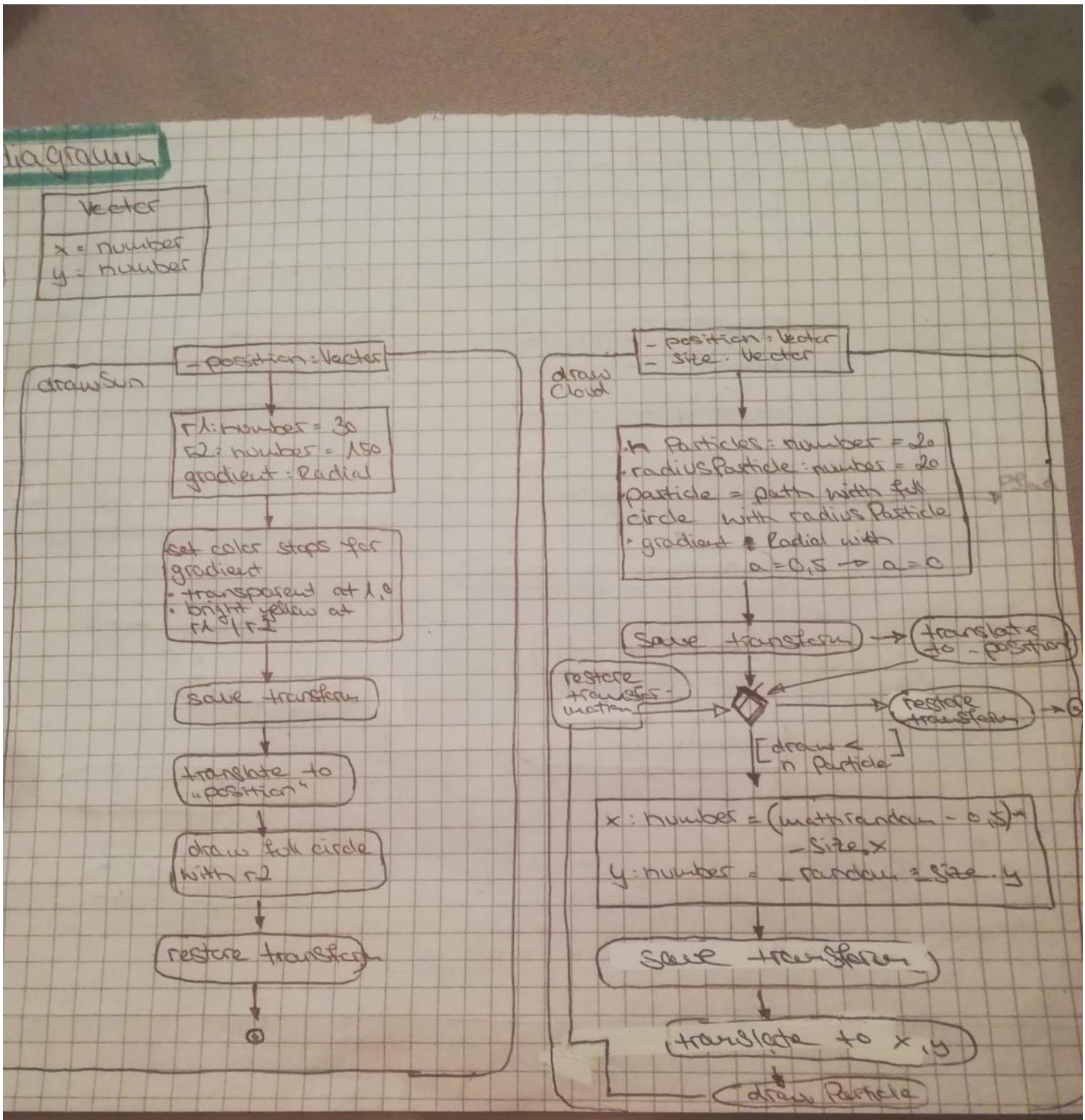
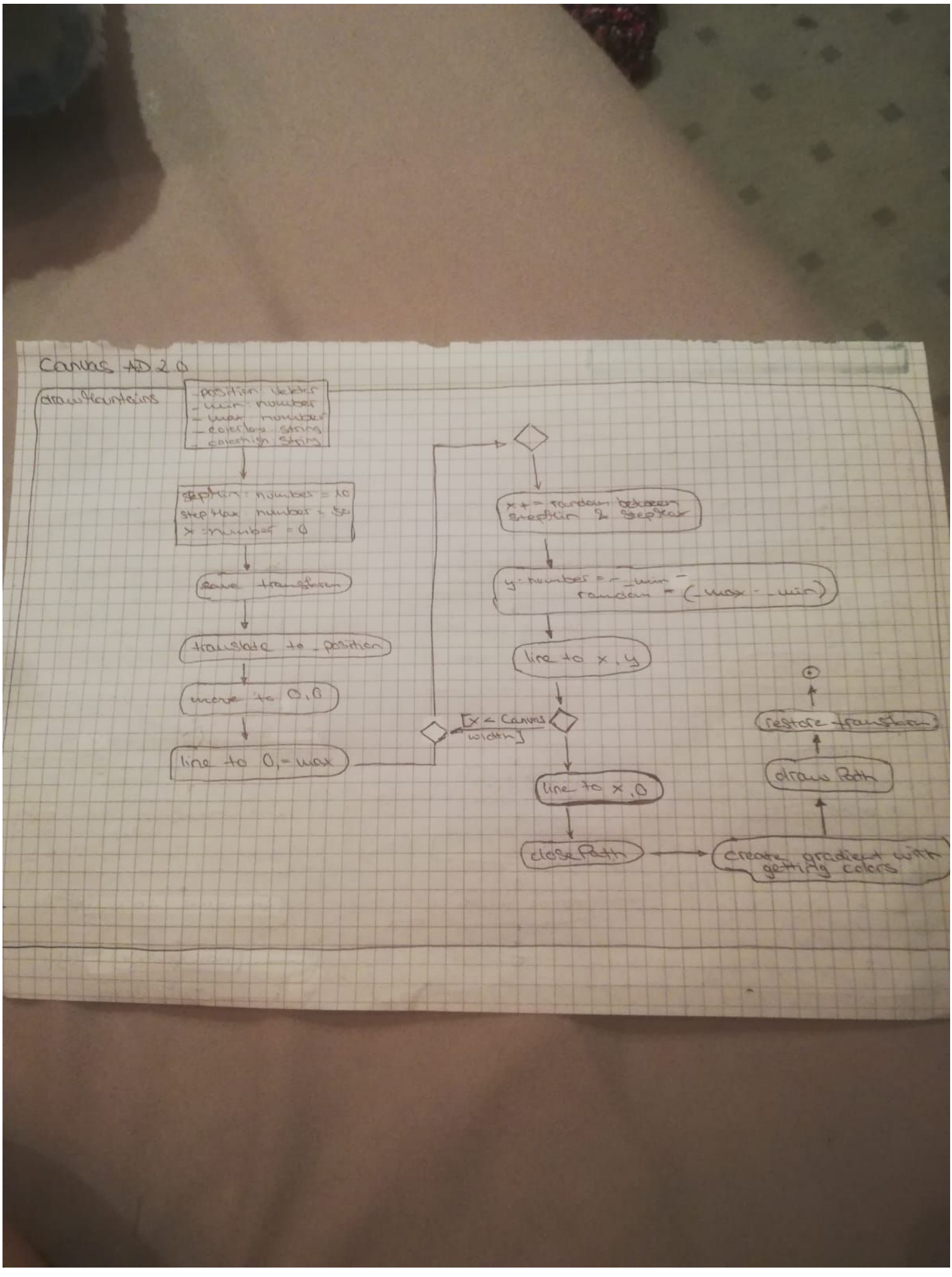


diagramm
Vector
x = number
y = number
drawSun
- position : Vector
r1 : number = 30
r2 : number = 150
gradient : Radial
set color stops for gradient
• transparent at 1,0
• bright yellow at r1 / r2
save transform
translate to "position"
draw full circle with r2
restore transform
drawCloud
- position : Vector
- size : Vector
n Particles : number = 20
radiusParticle : number = 20
particle = path with full circle with radiusParticle
gradient = Radial with a = 0,5 → a = 0
save transform
translate to - position
restore transform
restore transform
[draw < n Particle]
x : number = (mathrandom - 0,5) * size.x
y : number = random * size.y
save transform
translate to x, y
draw Particle


Canvas 2D
drawMountains
_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 between stepMin & stepMax
y: number = -_min - random * (-max - _min)
line to x,y
[x < Canvas width]
line to x,0
closePath
create gradient with getting colors
draw Path
restore transform