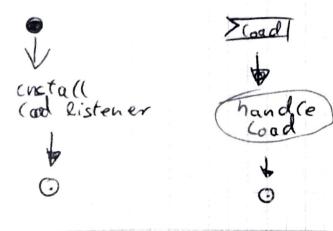


LOB Ski Stope



Vector x: number y: number

handle Good 1 Context get draw back ground downsun draw mountains

(draw assets

draw Sun T-nosition Vector r1: number = 60 r2: number = 250 gradient: radial Grad set color stop for gradient transparent at 1,0 bright rellow at 1,1/2 Save transform translate top osition draw fall circle wit rz restore transform

- nosition : vector -colorlow string -colorhigh; string draw Mountains x: number = 0 Save transform translate to position move to 0.0 (ine to 700.0 Tine to 1500, 850 (draw Path) close nath -> create gradient with