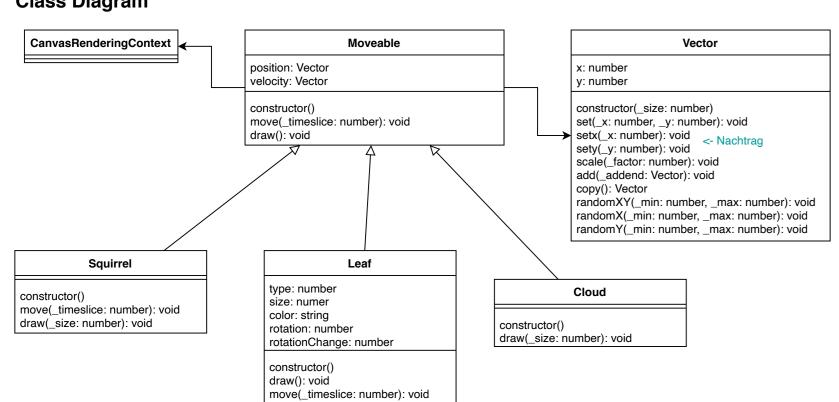
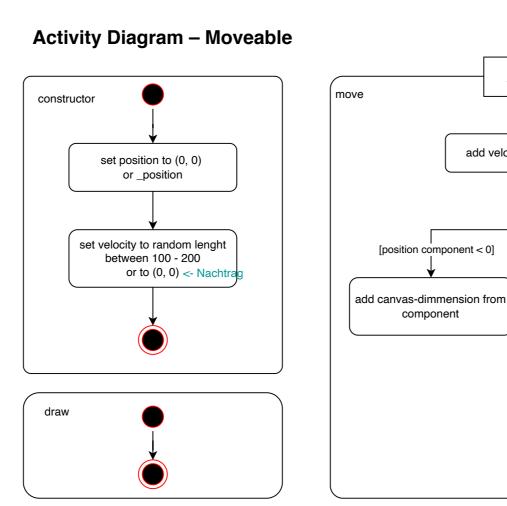
Class Diagram





_timeslice: number

add velocity * _timeslice to position

[position component < 0]

component

[position component

> canvas dimensions]

substract canvas-dimmension

from component

Activity Diagram – Cloud

_size: number

nParticles: number = 70

radiusParticles_ number = 30

particle: Path3D = new Path with full

circles, radius = radiusParticles & radial

gradient a = 0.5 -> 0

save tansform

translate to position

[draw < nParticles]

save tansform

x: number = (random - 0.5) * 150

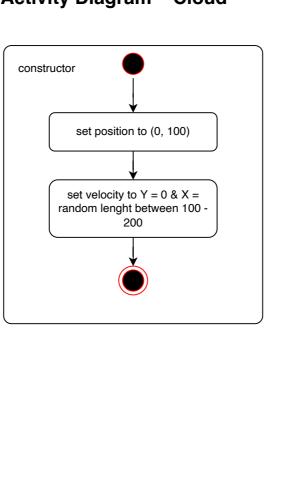
y: number = - (random * 50)

translate to x, y

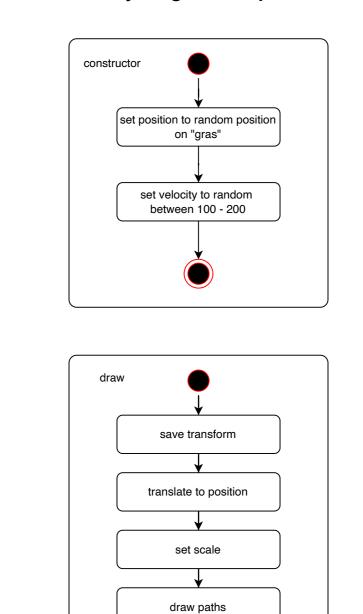
draw particle

restore transform

draw

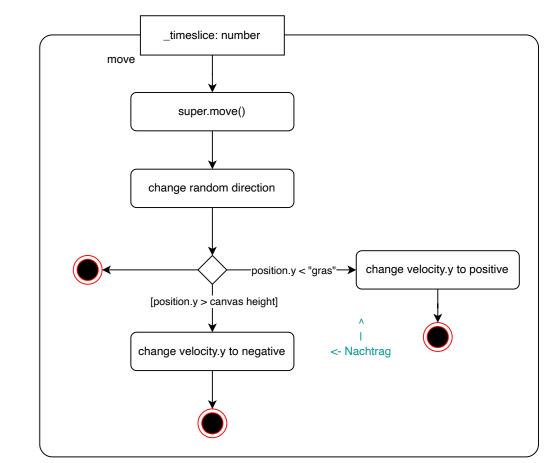


Activity Diagram – Squirrel

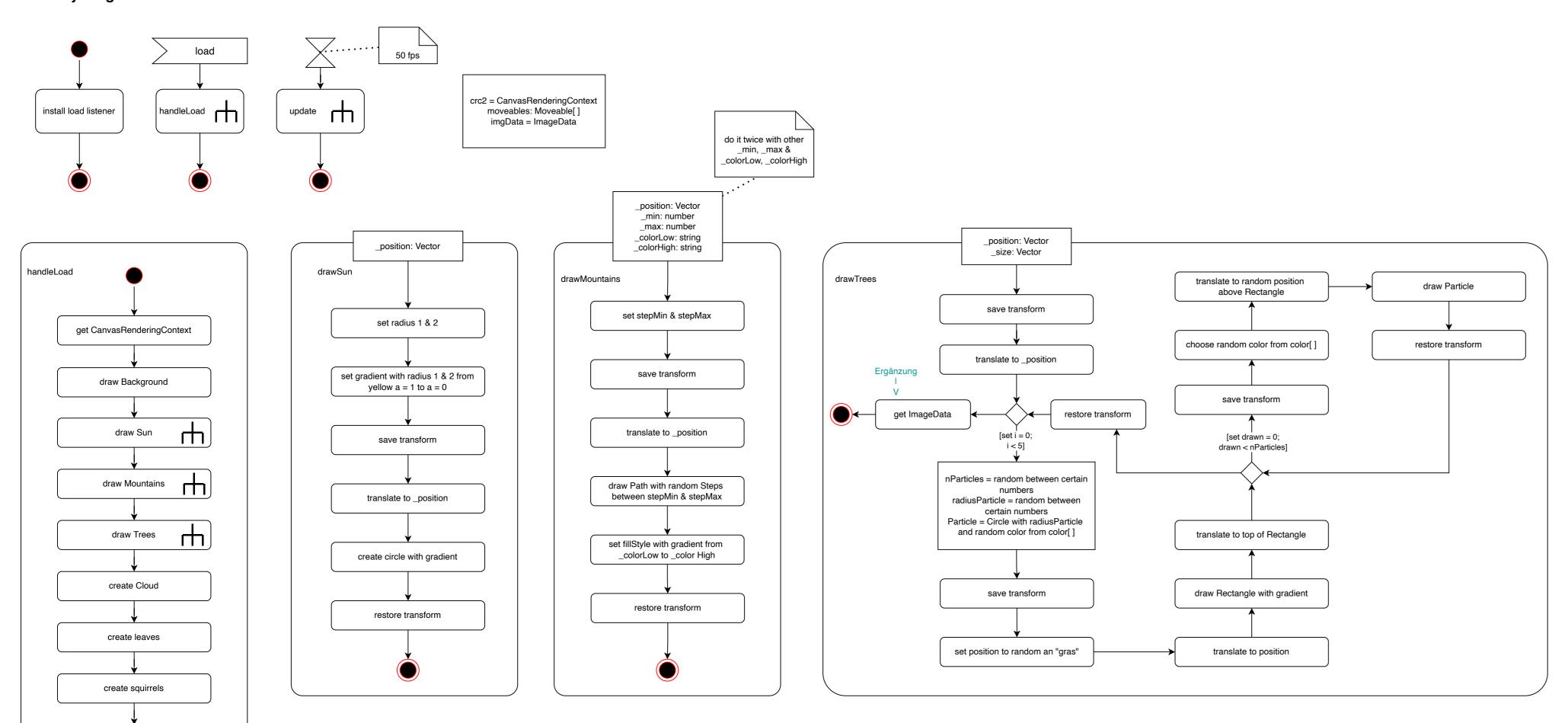


set fillStyle

restore transform



Activity Diagram – Main



Activity Diagram – Leaf

