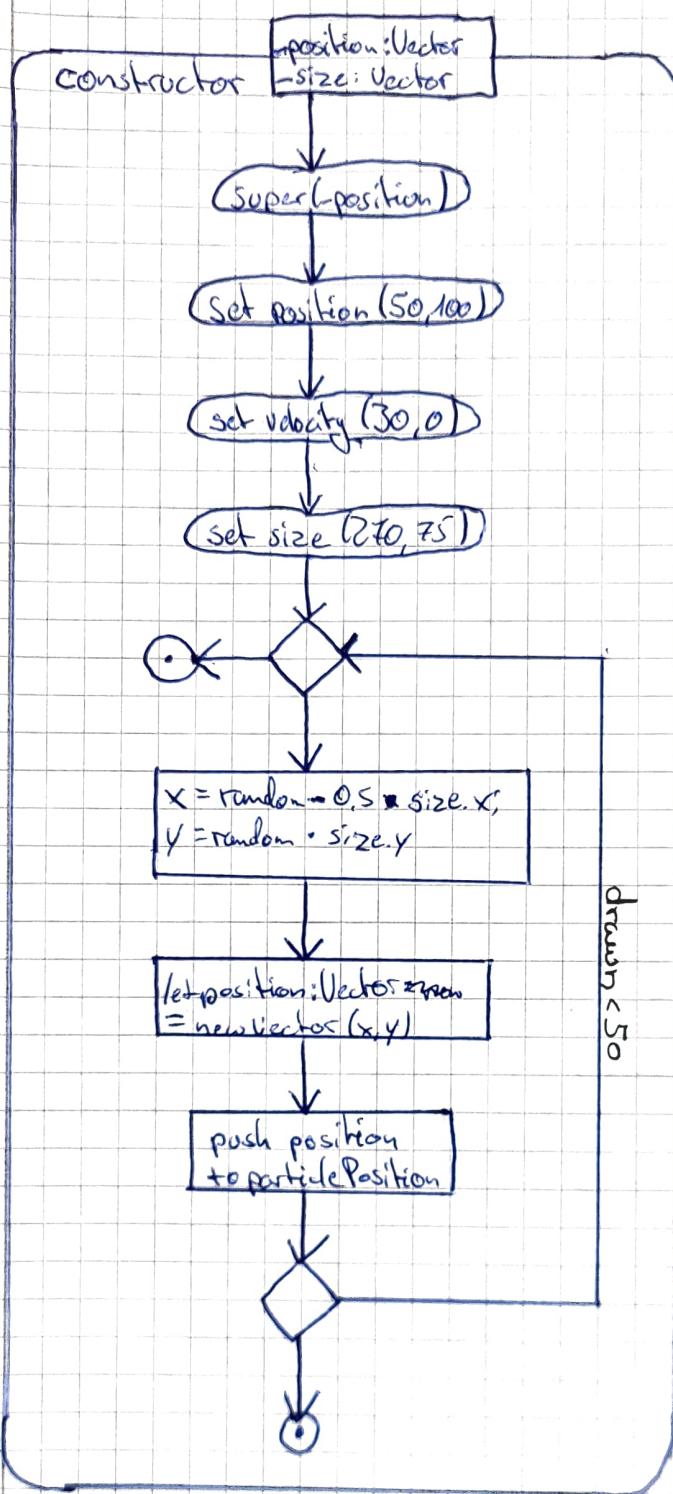


# 2D Cloud



draw

```
radiusParticle: number = 50,  
particle: Path2D = new Path2D();  
gradient: canvasGradient  
=erc2.createRadialGradient  
(0,0,0,0,0, radiusParticle)
```

Create arc on particle

Add colour stop to gradient

Save transform

translate to position  
to x and y

Fill style w/gradient

drawn of particles

Save transform

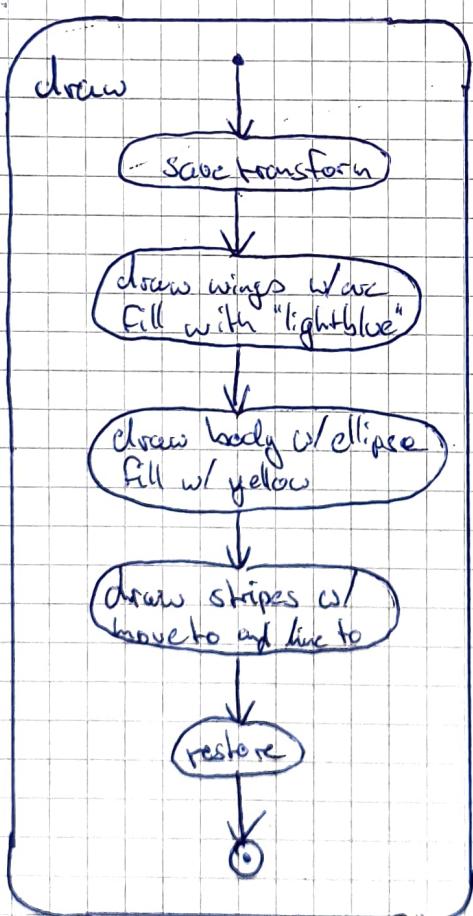
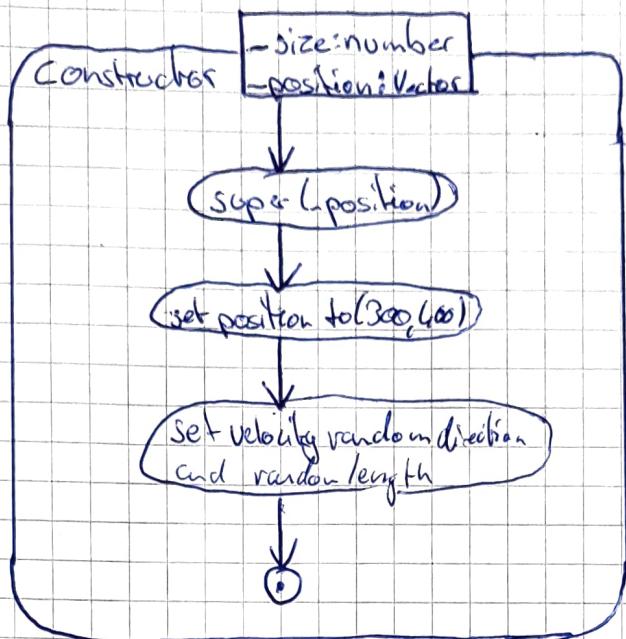
Restore transform

Translate to  
drawn.x and  
drawn.y

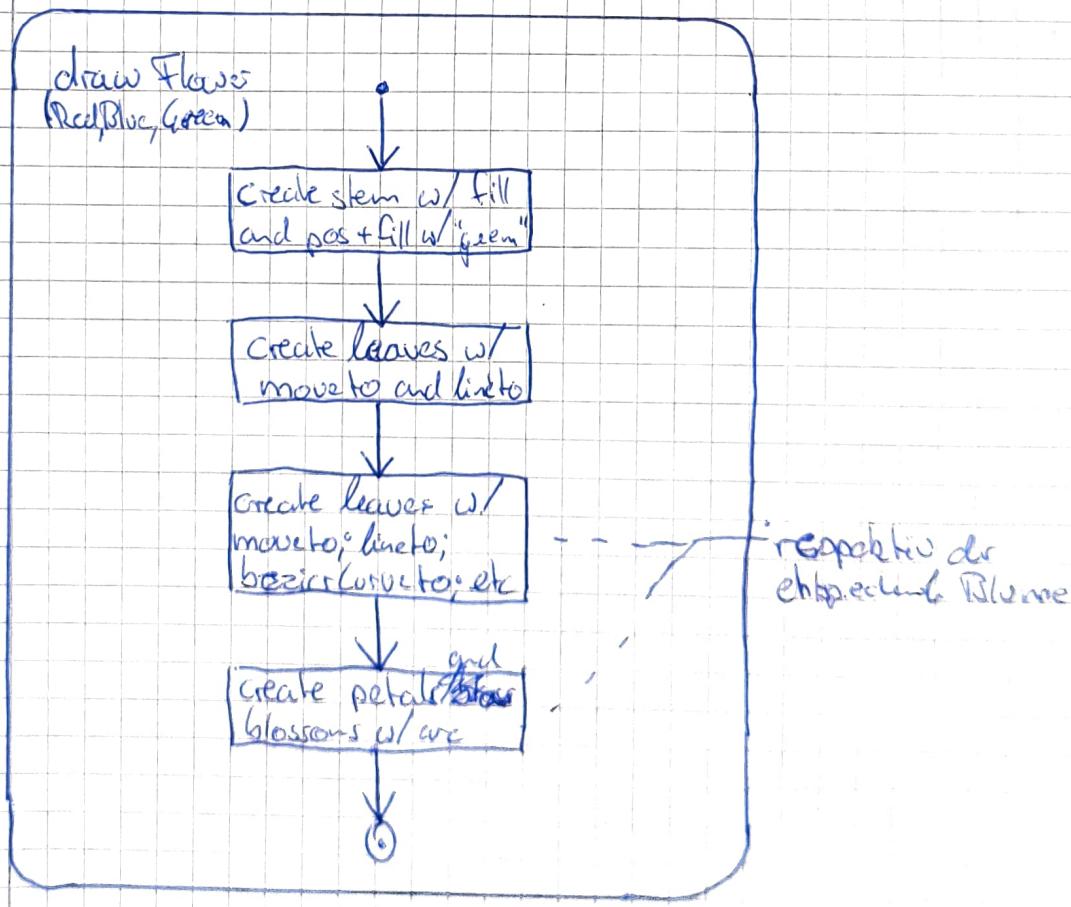
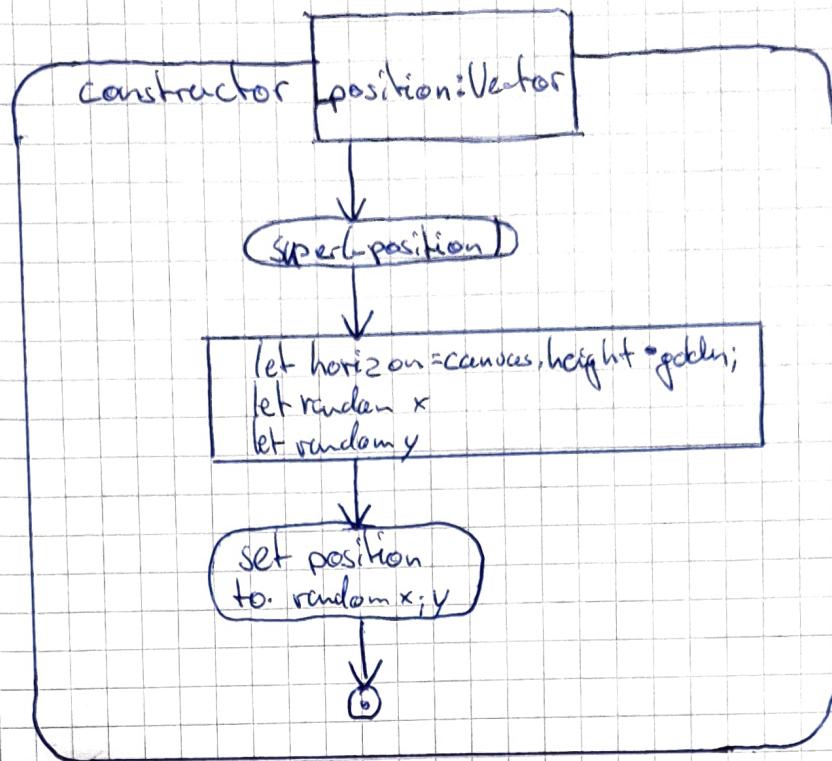
draw particle

Restore transform

# AD Bee



# 1D - Flowers





```
let moveable = Movables[ I = 0 ];
export let imageData = ImageData;
export let crc2 = canvasRenderingContext2D;
export let goldenNumber = 0.5;
```

install load listener

load

handle load

event:Event

handleLoad

get canvas from html

get rendering context

```
let horizon: number = crc2.canvas.height * golden
let posMountain: Vector = { x: 0, y: horizon };
let posTreeStart: Vector = { x: 28, y: horizon + 5 };
let posTreeEnd: Vector = { x: crc2.canvas.width, y: horizon + 5 };
let posBush: Vector = { x: 400, y: horizon + 100 }
```

```
imageData = crc2.getImageData(0, 0, crc2.canvas.width, crc2.canvas.height)
```

create flower()

create clouds()

create Tree()

draw bush at  
give size, pos

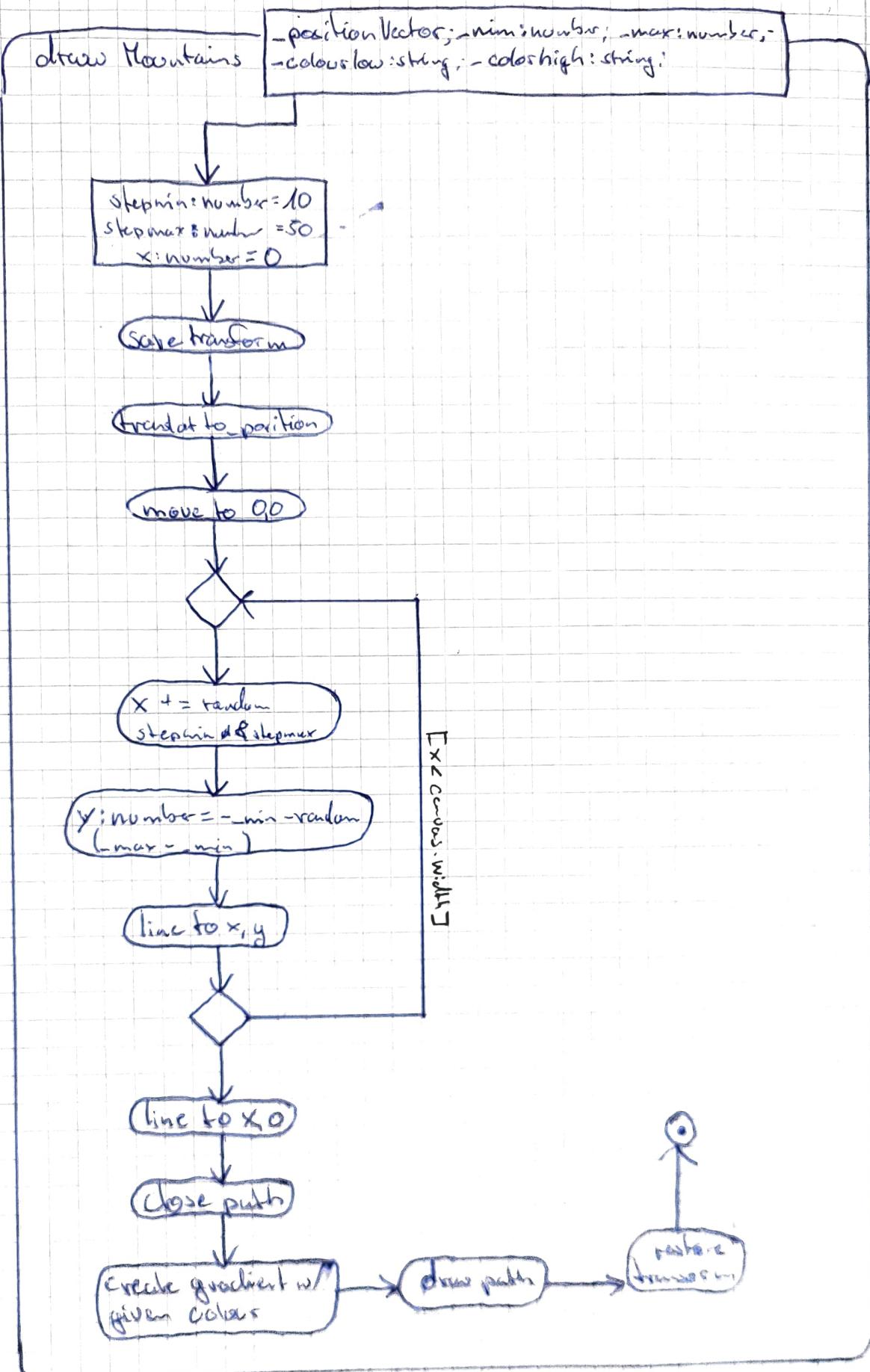
draw trees at  
give pos, scale, count

draw log at

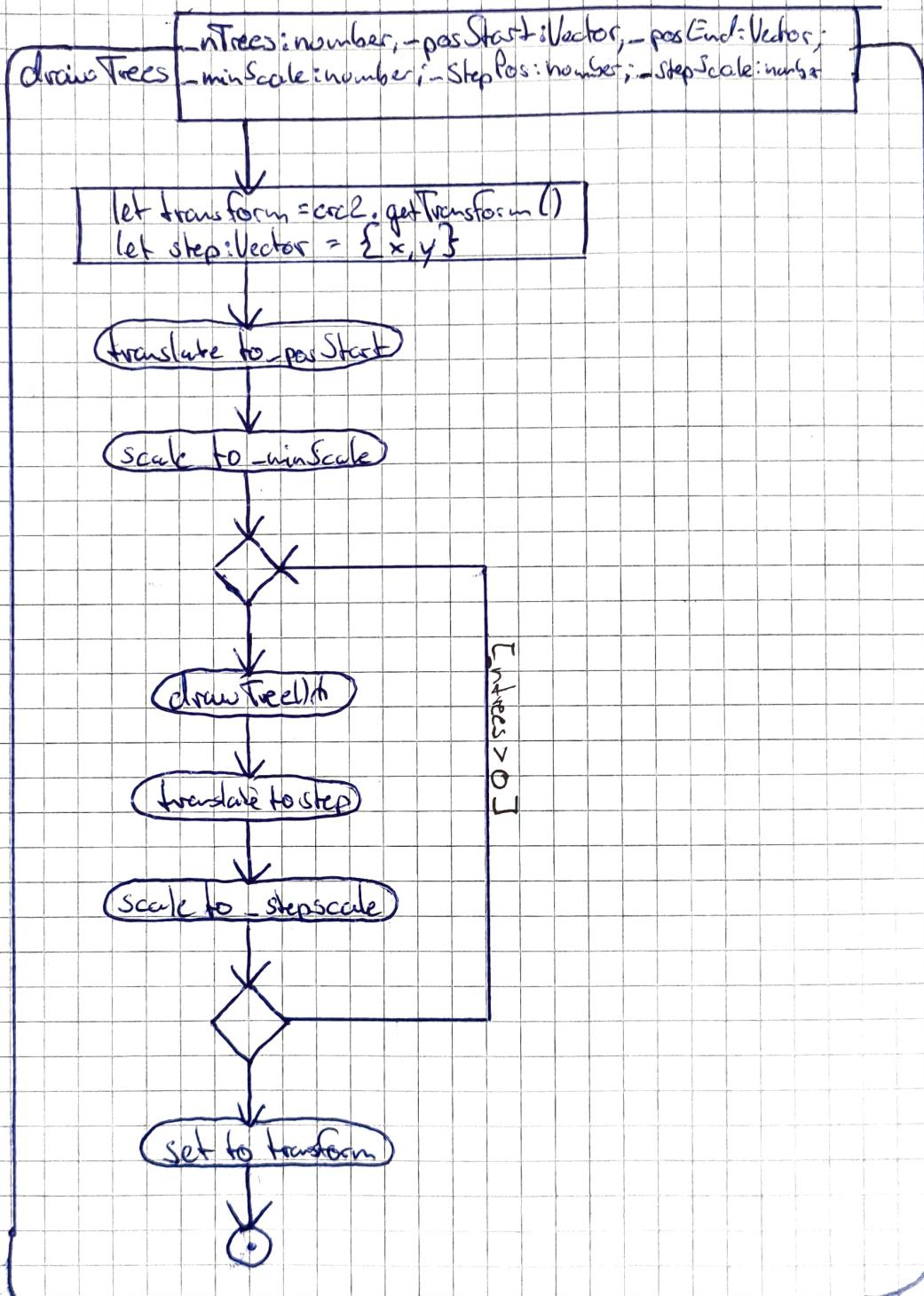
draw sun at

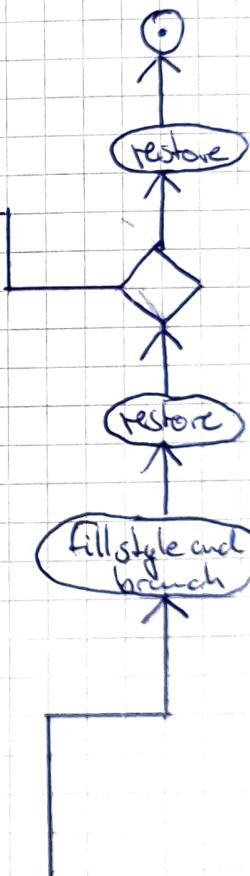
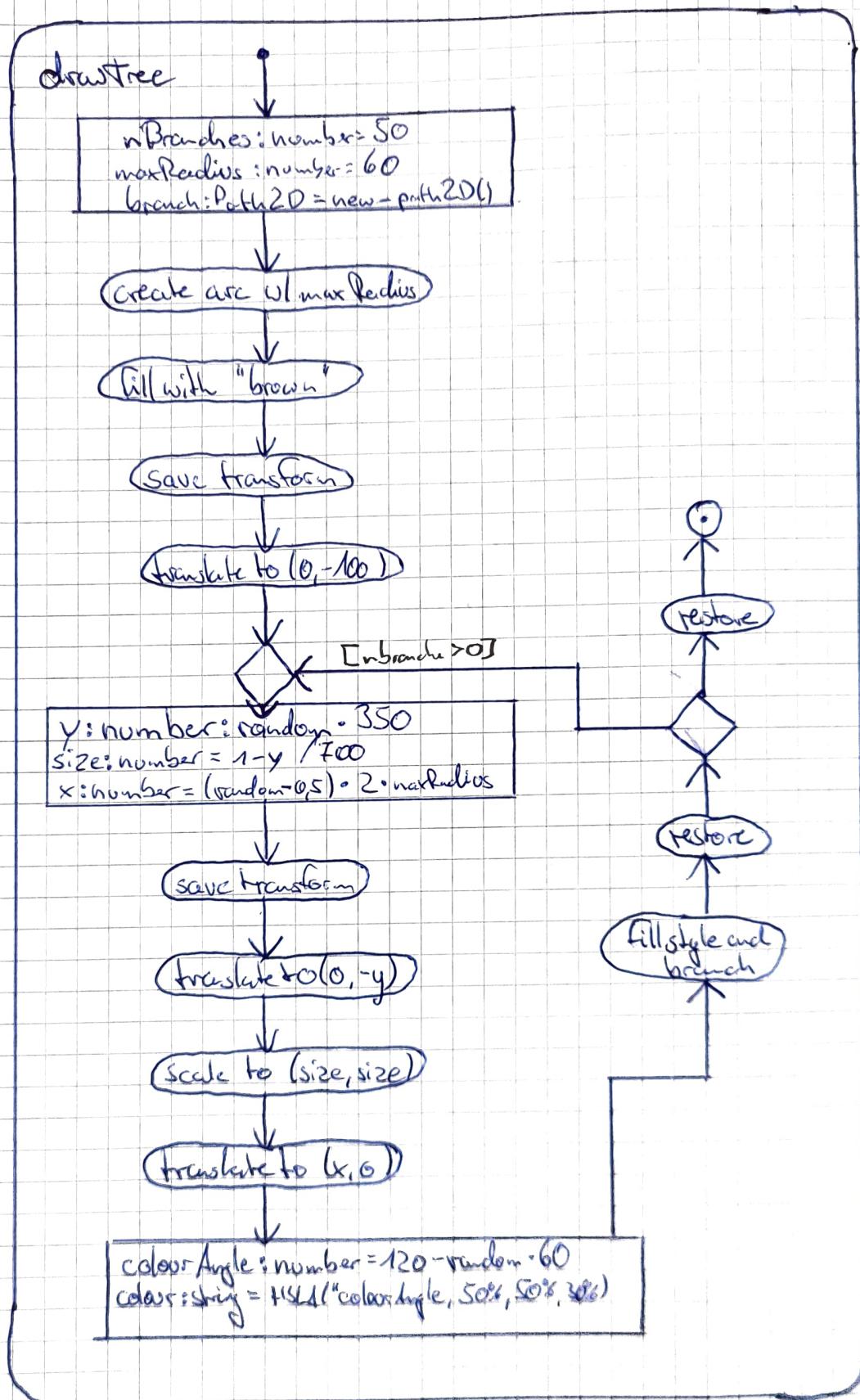
draw Mountains at  
give pos, min, max  
and colors (2x)

# AD Mountains



# 1D Trees





drawBush

position:Vector;  
size:Vector;

nParticles: number = 20;  
radiusParticle: number = 15;  
particlePath2D: new Particle2D();  
gradientInt = createRadialGradient

create arc w/ radiusParticle

add colour stop x2

Save transform

translate to  
-position

Fill w/ gradient

Save transform

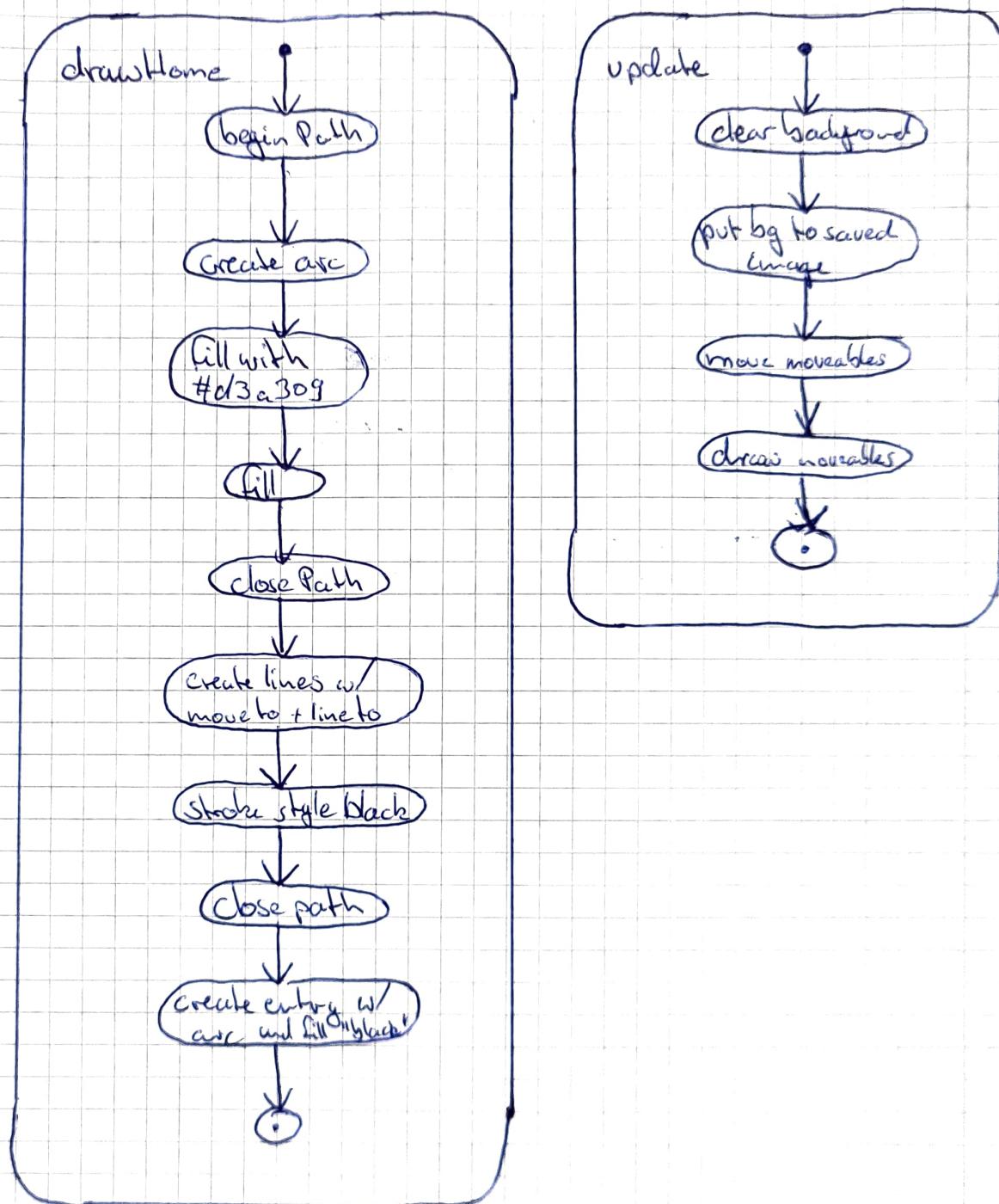
X: number = (random - 0.5) \* size.x  
Y: number = (random \* size.y)

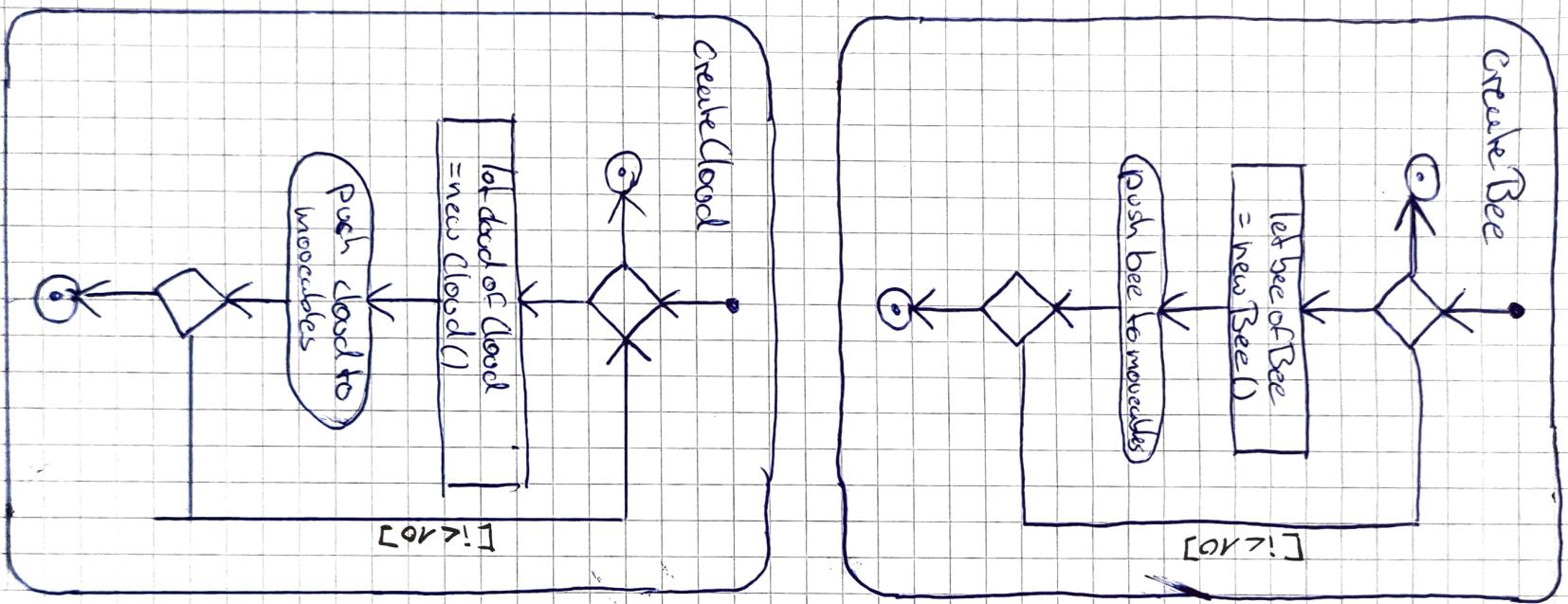
translate x,y

Fill w/ particle

restore

restore

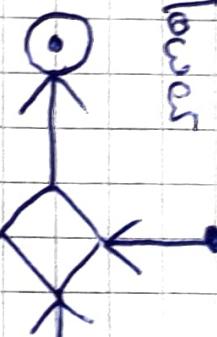




J

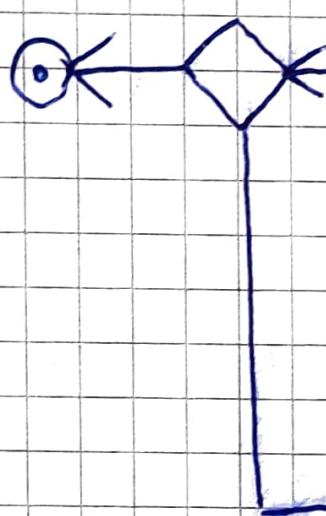
J

createFlower



let flowerRed = flowerRed  
= new FlowerRed()

push flowerRed  
to flowers



[ORT!]

Bird Star  
die under  
false  
Wiedehopf