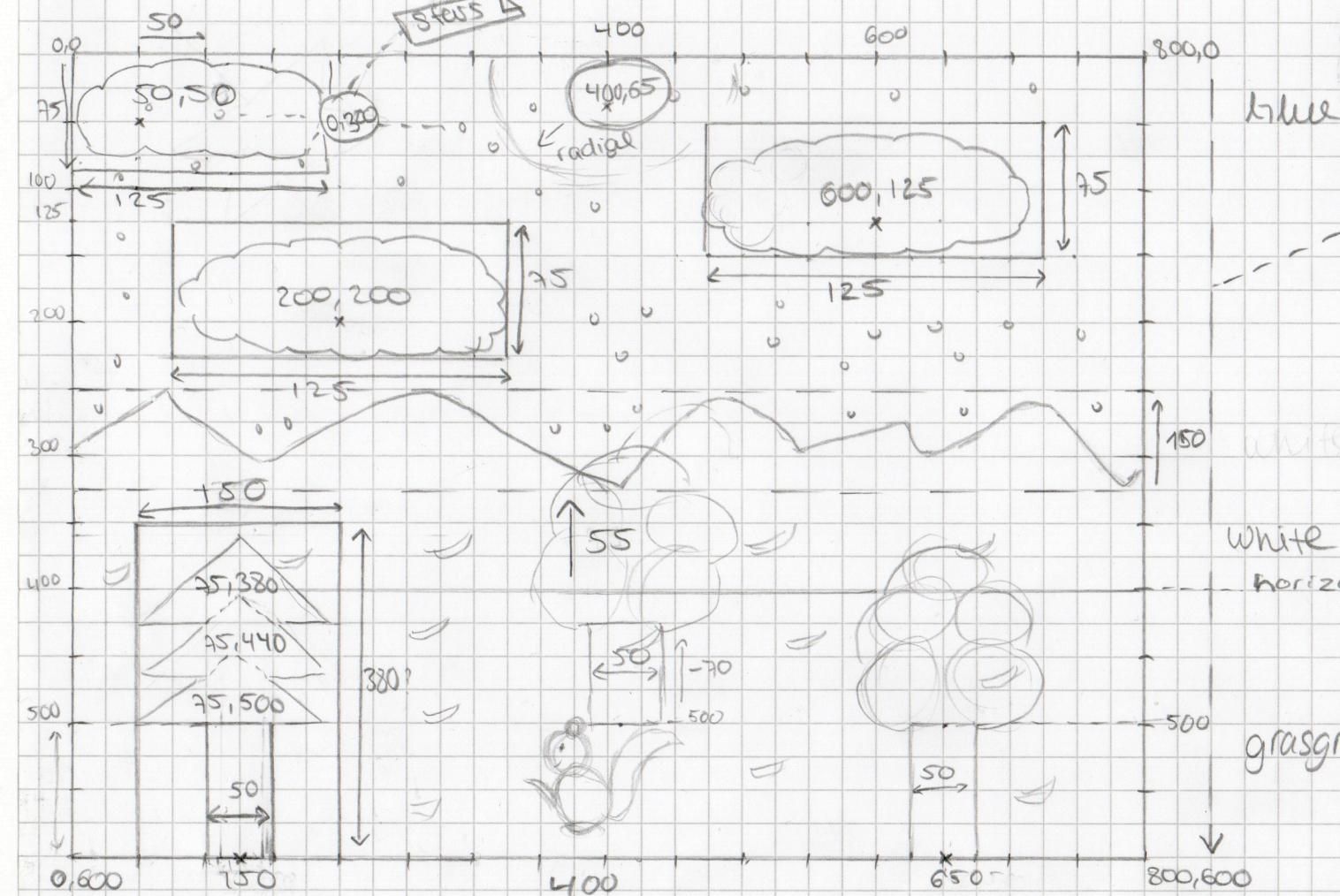


Goldener Herbst : Scribble

Nesirhan Coq



Stars

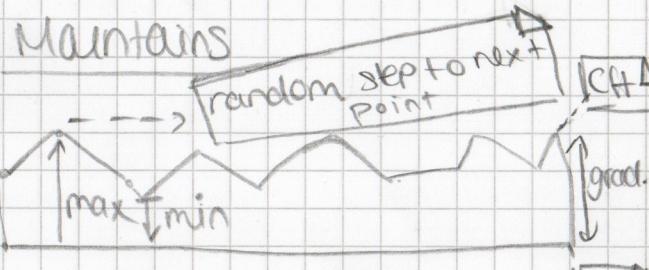
Gradient
 $a = 0,5 \rightarrow a = 0$
randomly placed

Cloud

Gradient
 $a = 0,9 \rightarrow a = 0,7$

particles randomly placed in area

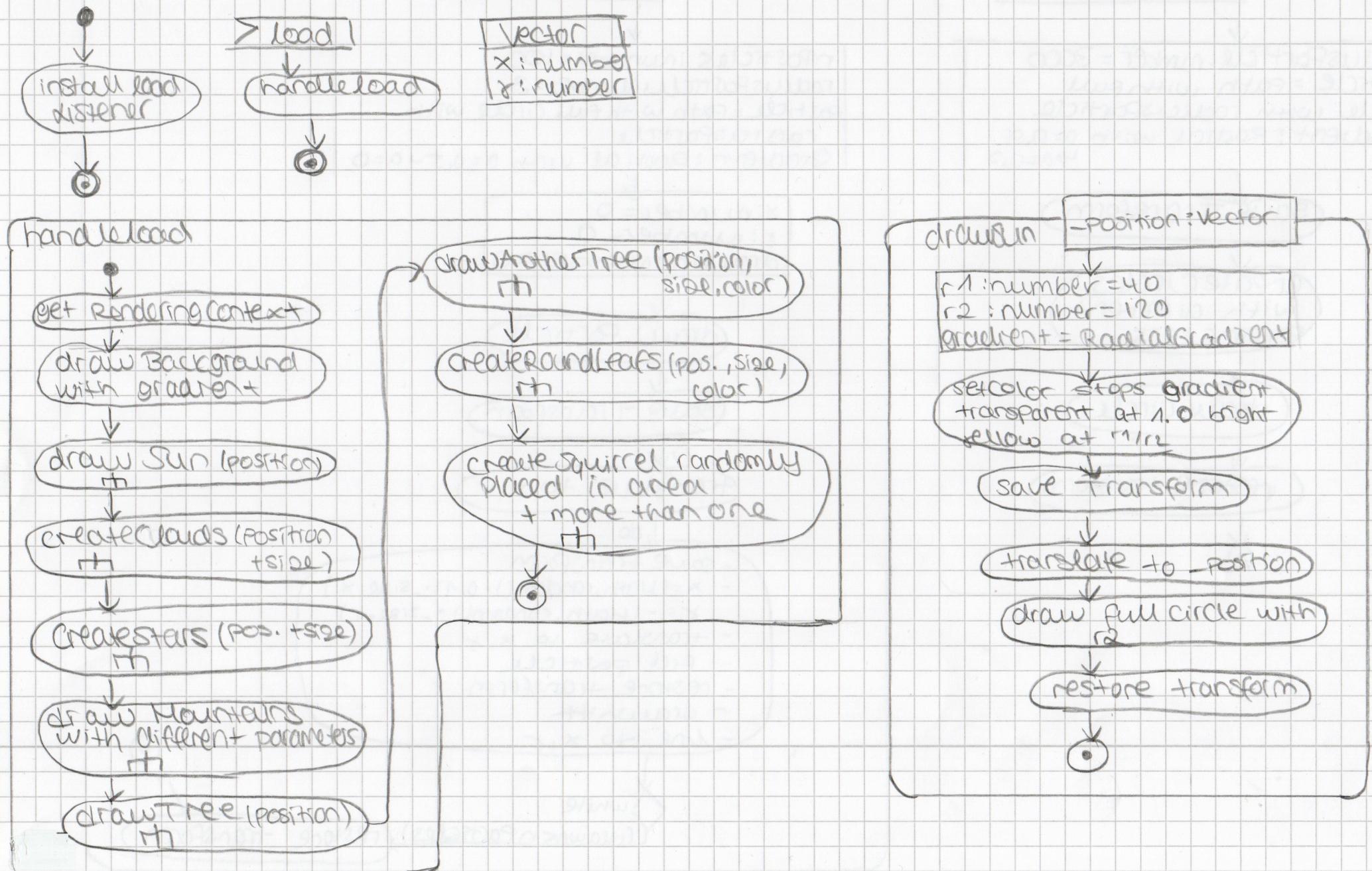
Mountains



* CH = Color High
CL = Color Low

Goldener Herbst: Activity Diagram

Nesusan Kog



createClouds

position : Vector
size : Vector

radiusParticle.number = 3000
particle = Path with full circle with radiusParticle
gradient : Radial with $a=0.9 \rightarrow a=0.7$

save transform

create circles
with different
parameters

draw circle

restore transform

Create stars

position : Vector
size : Vector

nParticles : number = 100
radiusParticle.number = 3
particle = Path with full circle with radiusParticle
gradient : Radial with $a=0.5 \rightarrow a=0$

x : number = 0
r : number = 0
drawn : number = 0

draw particle

save transform

translate to x,r

do

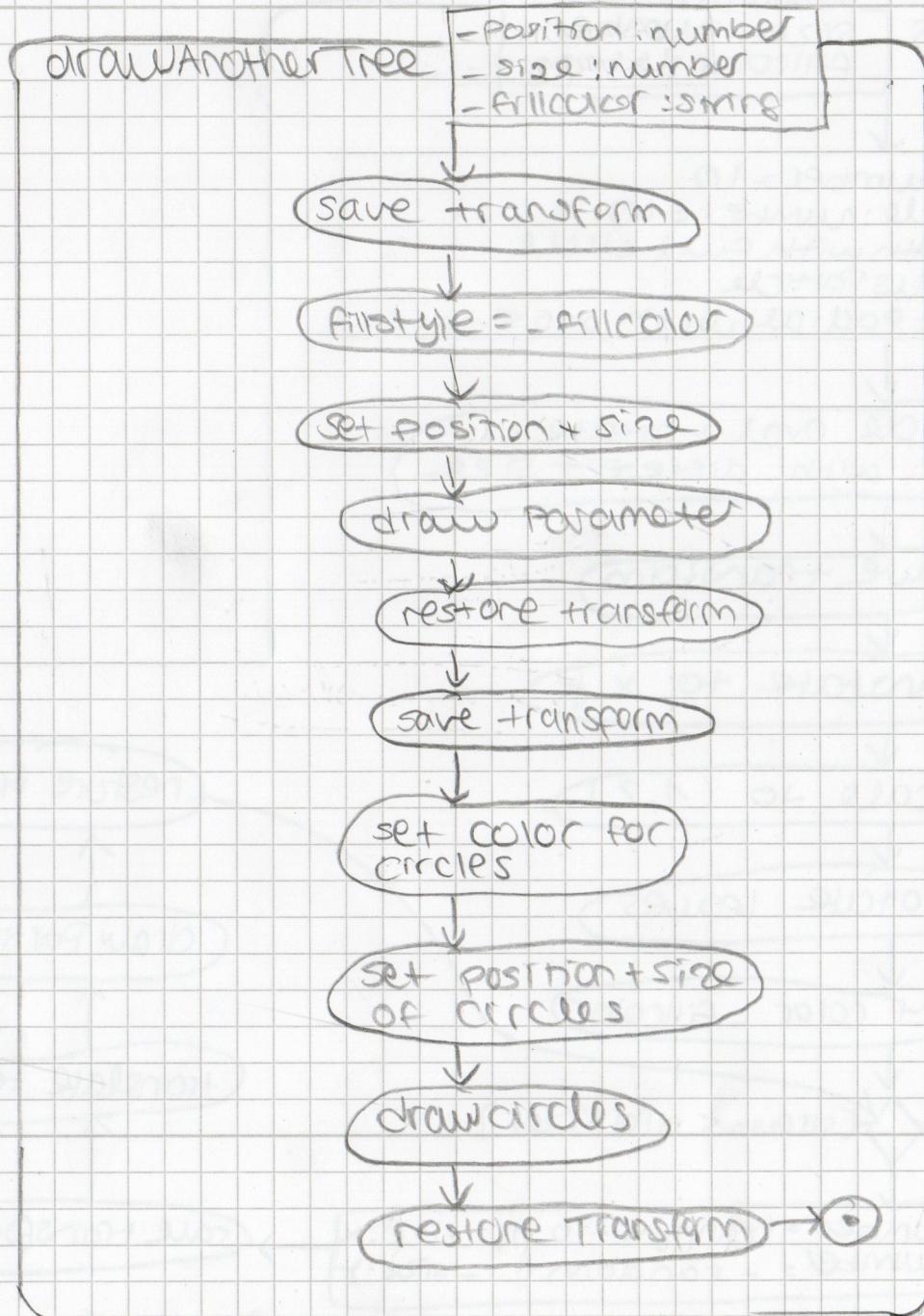
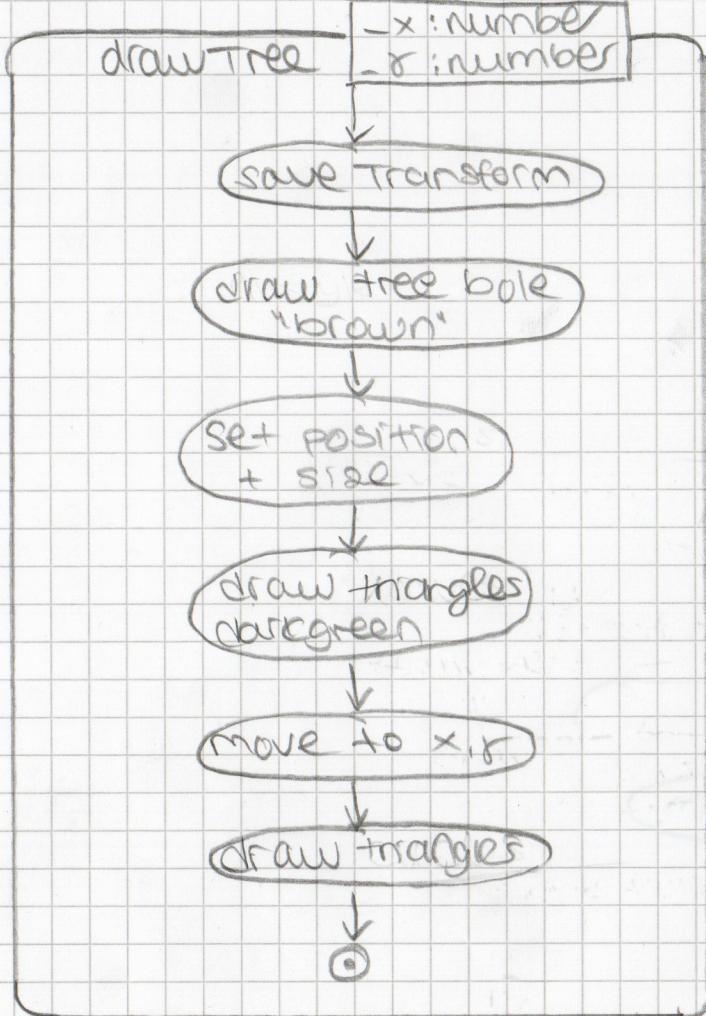
- save transform
- $x = (\text{Math.random}() - 0.1) * \text{size}.x$
- $y = -(\text{Math.random}() * \text{size}.y)$
- translate to x,y
- fill particle
- restore transform
- drawn++
- line to x,y

while

(drawn < nParticles), restore transform

IG

F



IG

F

createRandLeaves

position: number
size: number
fillcolor: string

nParticles: number = 10
radiusParticle: number = 10
particle = Path with full circle
with radius Particle
gradient: Radial with $a=0,5 \rightarrow a=0$

draw circle oval + create leaves with different size

save + transform

translate to x1r

scale to (1, 2)

rotate leaves

set color - fillcolor

drawn < nParticles



restore transform

restore transform

draw particle

translate to x1r

save transform

x: number = (random - 0.1) * size.x
y: number = - random * size.y

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

$x += \text{random between}$
 $\text{stepMin} \& \text{stepMax}$

$y: number = -\text{min} - \text{random} \cdot (-\text{max} - \text{min})$

Line to 0 x,y

if $x < \text{canvas width}$

Line to x,0

close path

Create gradient with
given color

drawPath

restore transform



create Squirrel

position : vector
fillcolor : string

save transform

set position from
circles for body

draw circles

create ear +
set color for ear

set position
for ear

draw ear

create eye + mouth
+ set color to
black

Set position
for eye + mouth

draw eye + mouth

restore transform