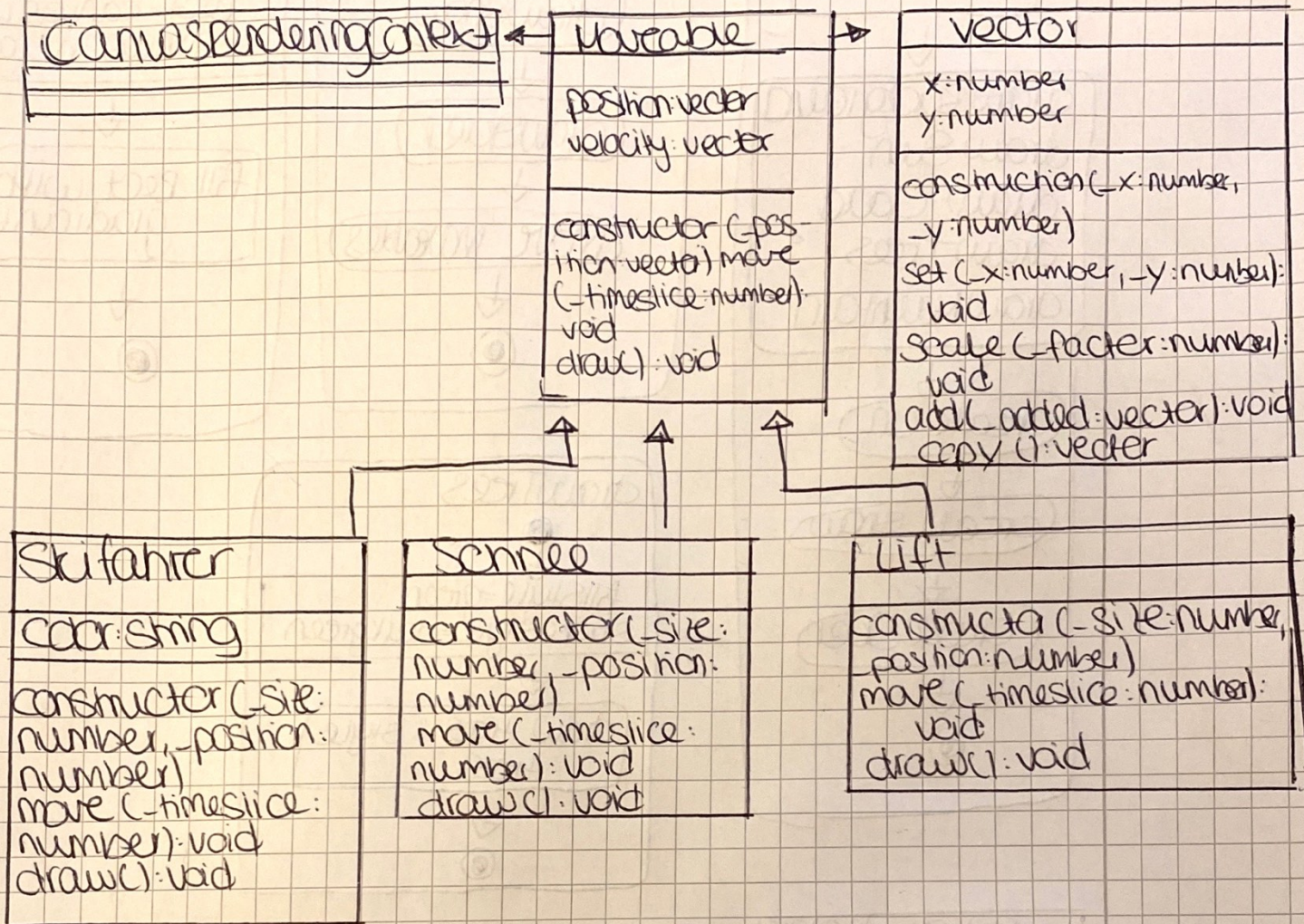
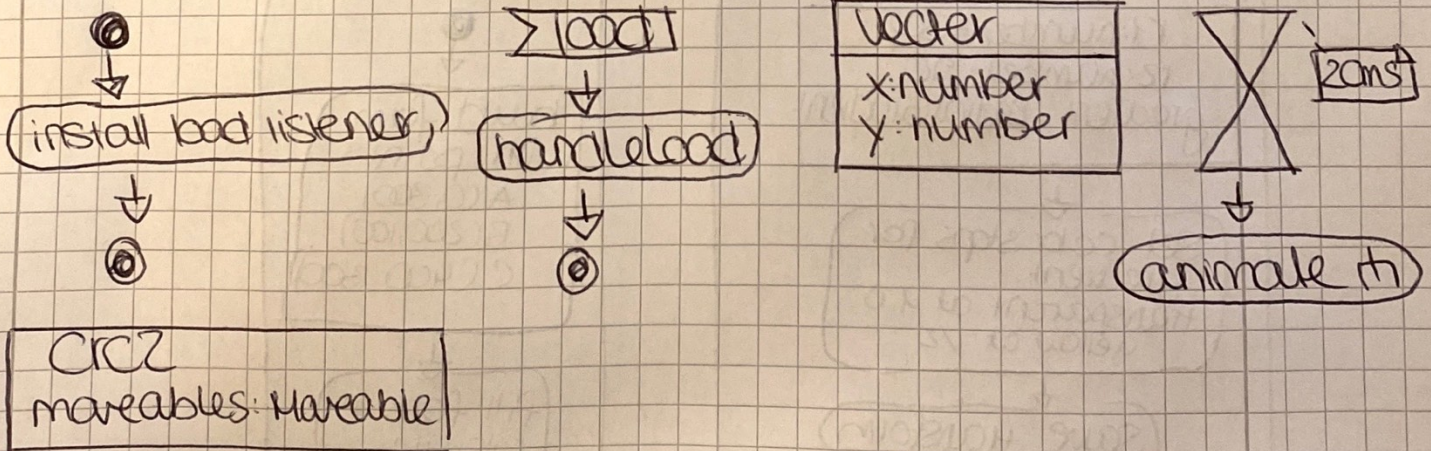
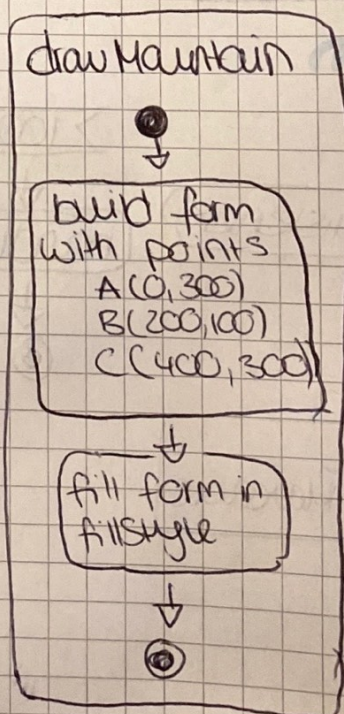
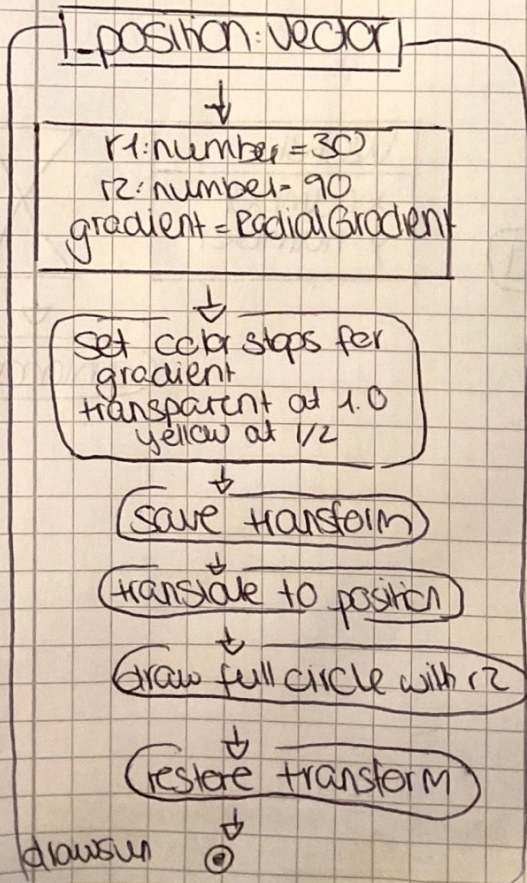
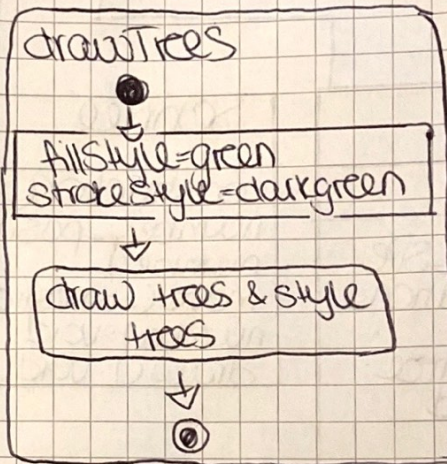
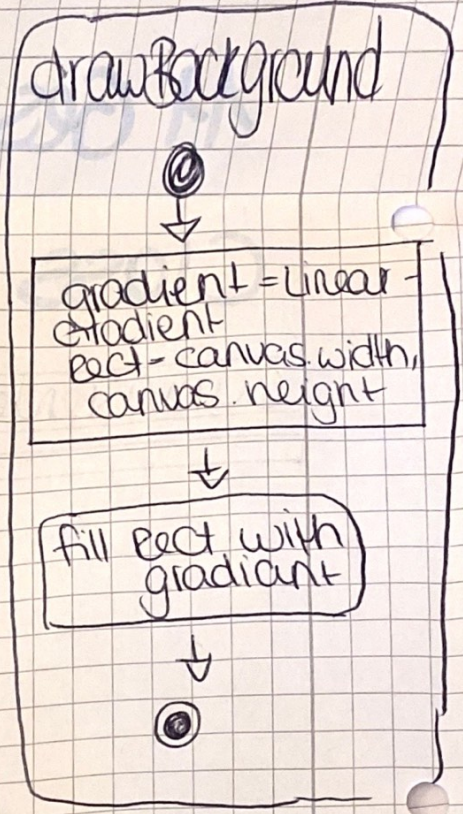
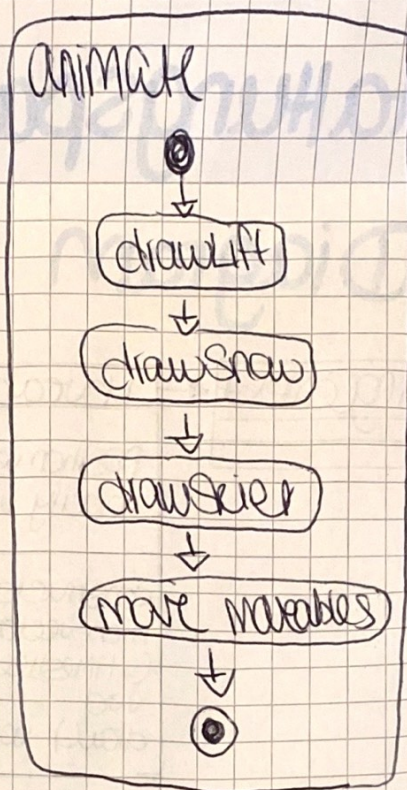
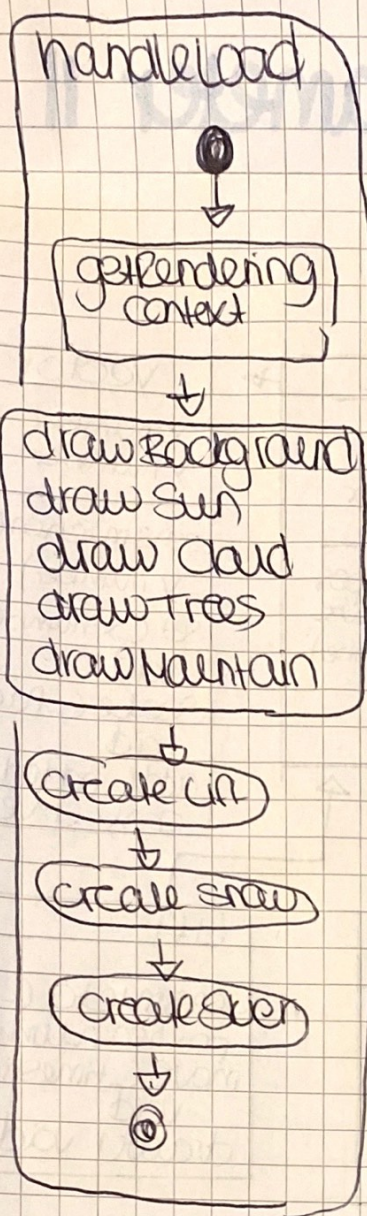


Class Diagram



AD Main





drawCloud

- position: vector
- size: vector

nParticles: 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 < nParticles]

x: number = (random = 0.5) * size.x
y: number = random * size.y

Save transform

drawParticle

translate to x,y

AD: Moveable

- position: vector

Set position to
- position

Set velocity to (-op)

consume

draw

move

timeSlice: number

add velocity * timeSlice
to position

[position component >
canvas dimension]

subtract canvas
dimension from
component

[position
component < 0]

add canvas
dimension to
component

AD: People, Snow, Lift

