

Handout

11

Markable

vector

x-number
y-number

Position::vector
Velocity::vector
construct (position vector, velocity vector
here (timeless number) vec
here (timeless number) vec)

12

Crosshading Carton

↓

Clock

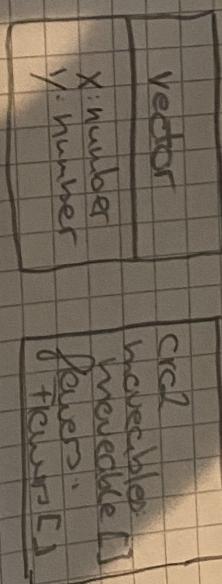
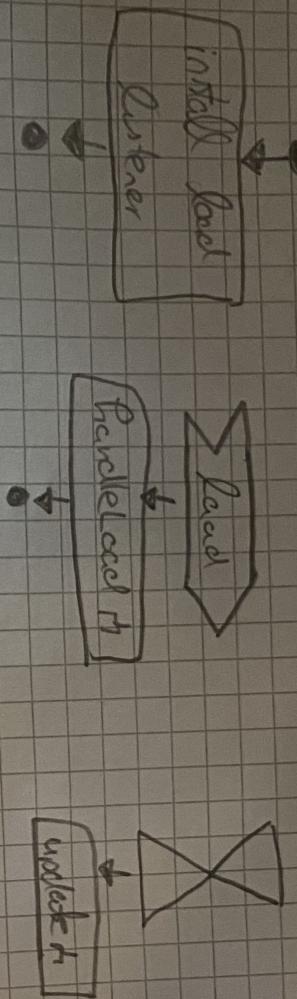
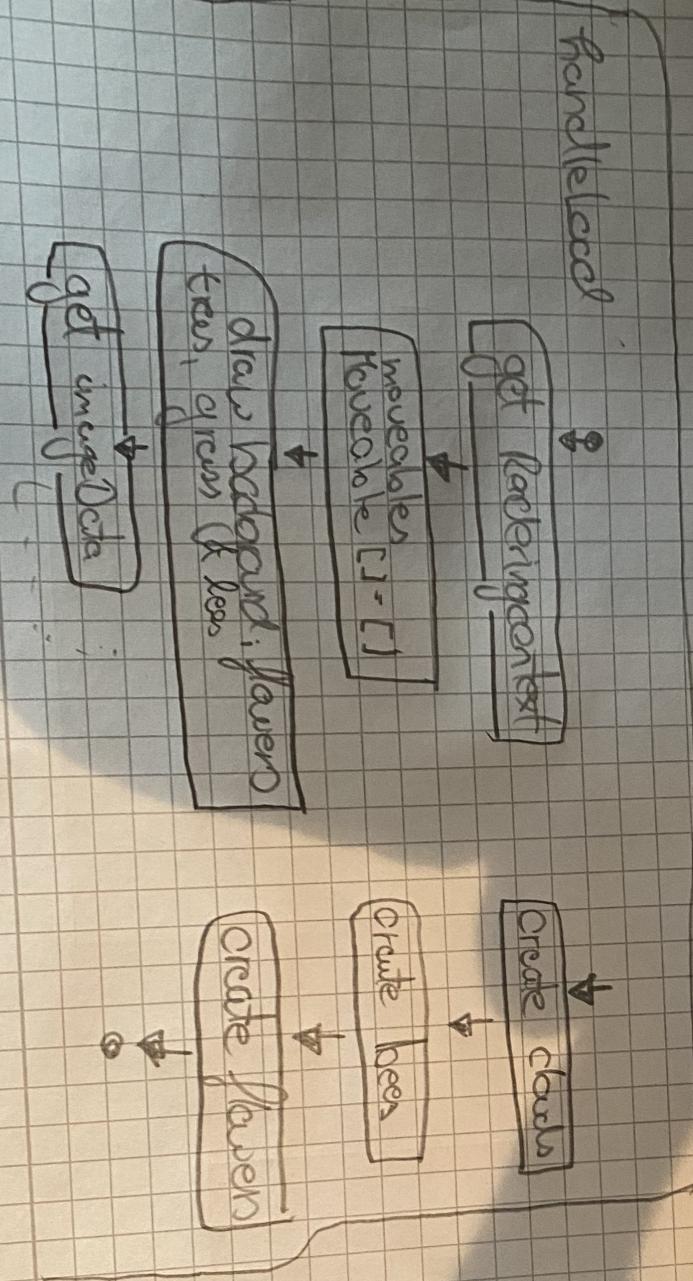
pos. vector
velocity vector
△ 12 d. vector
x-number
y-number

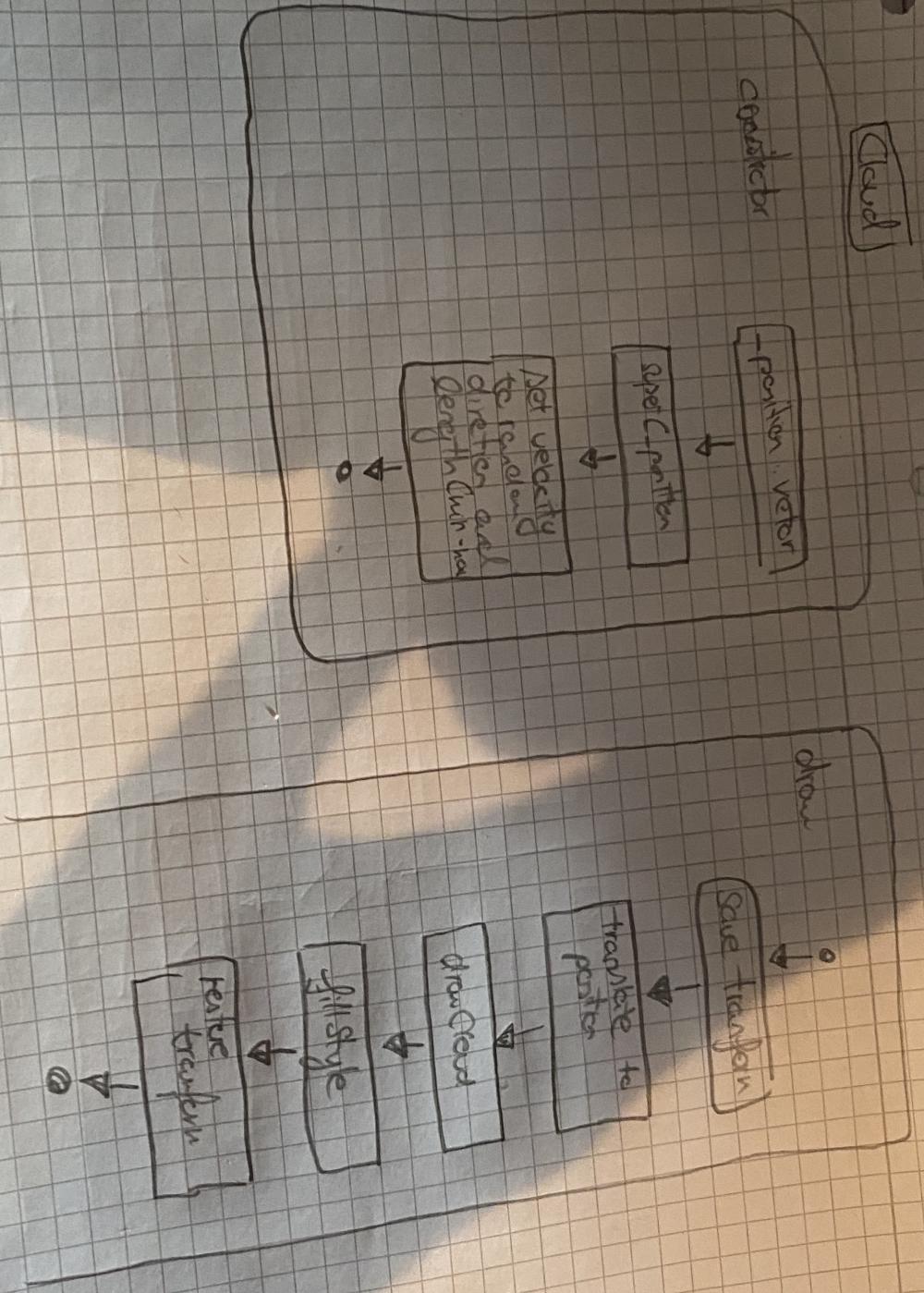
Bees

Position::vector,
Velocity::vector
construct (position::vector,
velocity::vector)

draw Bee(x-number, y-number)

Construction (position vector, pos::velocity
x-number, y-number)
draw Bee(x-number, y-number)





11

drawMountain

- position: vector
- h..v. number
- max. number
- color
- stroke
- x-number

Save Drawing

frankfurt to pos

beginPath()

moveTo(x,y)

dunes (0,-max)

$$\begin{aligned} x+ &= \text{random}(\text{color}) \\ \text{depth} &\in \text{stepX} \end{aligned}$$

[x < canvas.width]

$$\begin{aligned} y_{\text{value}} &= \text{min}(- \\ &\text{math.random}(-1)^{\text{stepX}} \\ &\text{dunes}) \text{ (non} \end{aligned}$$

lineTo(x,y)

closePath()

drawPath

restore transform

A

IG

IG

Cloud
object

-position vector

spec position

Set velocity
to random
direction and
length constant

draw

Save transform

translate to
position

draw cloud

fill style

restore
transform

④