

drawCloud

nParticles: number =20
radiusParticle:number=20
particle= path withfull
circle with radius Particle
gradient: Radial with
a= 0,5 ->a=0

save transform

translate to position

restore transform

x:number = (random=0,5)*_size.x
y:number= -random*_size.y

save transform

translate to position

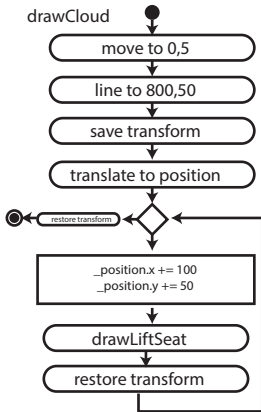
draw Particle

restore transform

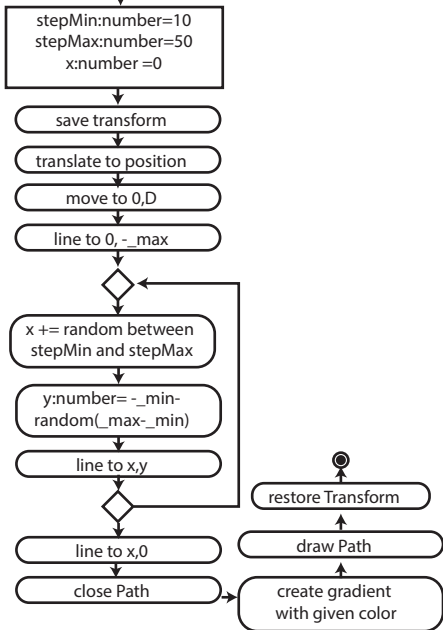
restore transform



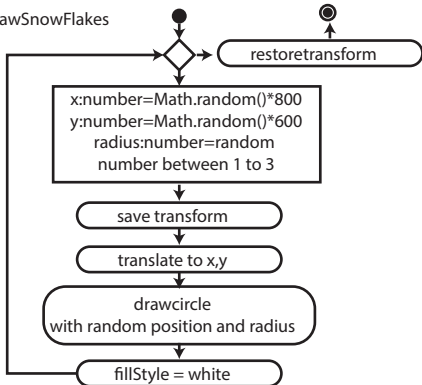
drawCloud



drawMountains



drawSnowFlakes



drawSkier

