```
//tree
let speed=W/FPS/3, os=[], c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[[.2,"blue"],[.8,"skyblue"]]);
c.fill(L.shape([[0,0,W,W,W,0]]));
for(let i=0;i<2;i++)
os.push(
  (
    function(){
      let s=floor(W/10), c=L.canvas(s), x=0;
      return function(){
        c.clear();
        x=x>0?x-speed:L.rnd(W*2,W);
        c.icon(127794,x,x);
      };
    }
  )()
);
(
  function animation(){
    os.forEach(o=>o?.());
    requestAnimationFrame(animation);
  }
)()
```

```
//skier
let speed=W/FPS/3, os=[], c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[[.2,"blue"],[.8,"skyblue"]]);
c.fill(L.shape([[0,0,W,W,W,0]]));
for(let i=0;i<2;i++)
os.push(
    (
      function(){
        let s=floor(W/10), c=L.canvas(s), x=0;
        return function(){
          c.clear();
          x=x>0?x-speed:L.rnd(W*2,W);
          c.icon(127794,x,x);
        };
      }
    )()
);
os.push(
    (
      function(){
        let s=floor(W/20), c=L.canvas(s), x=W/4;
        c.translate(x,x);
        c.icon(9975);
      }
    )()
);
(
  function animation(){
    os.forEach(o=>o?.());
    requestAnimationFrame(animation);
  }
)()
```

```
//color and flip
let speed=W/FPS/3, os=[], c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[[.2,"blue"],[.8,"skyblue"]]);
c.fill(L.shape([[0,0,W,W,W,0]]));
for(let i=0;i<2;i++)
os.push(
    (
      function(){
        let s=floor(W/10), c=L.canvas(s), x=0;
        return function(){
          c.clear();
          x=x>0?x-speed:L.rnd(W*2,W);
          c.icon(127794,x,x);
        };
      }
    )()
);
os.push(
    (
      function(){
        let s=floor(W/20), c=L.canvas(s), x=W/4;
        c.fillStyle="red";
        c.scale(-1,1);
        c.translate(-x,x);
        c.icon(9975);
      }
    )()
);
(
    function animation(){
      os.forEach(o=>o?.());
      requestAnimationFrame(animation);
    }
)()
```
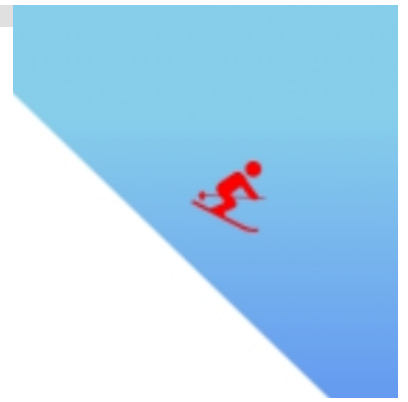
```
//jump
let speed=W/FPS/3, os=[], c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[[.2,"blue"],[.8,"skyblue"]]);
c.fill(L.shape([[0,0,W,W,W,0]]));
for(let i=0;i<2;i++)
os.push(
  (
    function(){
      let s=floor(W/10), c=L.canvas(s), x=0;
      return function(){
        c.clear();
        x=x>0?x-speed:L.rnd(W*2,W);
        c.icon(127794,x,x);
      };
    }
  )()
);
os.push(
  (
    function(){
      let s=floor(W/20), c=L.canvas(s), x=W/4;
      c.fillStyle="red";
      c.scale(-1,1);
      c.translate(-x,x);
      c.icon(9975);
      let tgl=1;
      addEventListener("click",()=>i||=1,false);
      function jump(){
        c.clearRect(-s,-s,s*2,s*2);
        c.translate((tgl*=-1)*(s),0);
        c.icon(9975);
      }
      let i=0;
      let time=floor(s/speed);
      let reset=3*time;
      return function(){
        if(i==1 || i==reset){
          jump();
        }
        if(i==reset){
          i=0;
        }
        i && i++;
      };
    }
  )()
);
(
  function animation(){
    os.forEach(o=>o?.());
    requestAnimationFrame(animation);
  }
)()
```

```
//hit
let hit;
let speed=W/FPS/3, os=[], c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[[.2,"blue"],[.8,"skyblue"]]);
c.fill(L.shape([[0,0,W,W,W,0]]));
for(let i=0;i<2;i++)
os.push(
  (
    function(){
      let s=floor(W/10), c=L.canvas(s), x=0;
      return function(){
        c.clear();
        x=x>0?x-speed:L.rnd(W*2,W);
        c.icon(hit?.(x)?128165:127794,x,x);
      };
    }
  )()
);
os.push(
  (
    function(){
      hit=function(t){ return((x-s)<t && t<(x+s) && !(0<i && i<reset)); }
      let s=floor(W/20), c=L.canvas(s), x=W/4;
      c.fillStyle="red";
      c.scale(-1,1);
      c.translate(-x,x);
      c.icon(9975);
      let tgl=1;
      addEventListener("click",()=>i||=1,false);
      let i=0;
      let time=floor(s/speed);
      let reset=3*time;
      function jump(){
        c.clearRect(-s,-s,s*2,s*2);
        c.translate((tgl*=-1)*(s),0);
        c.icon(9975);
      }
      return function(){
        if(i==1 || i==reset){
          jump();
        }
        if(i==reset){
          i=0;
        }
        i && i++;
      };
    }
  )()
);
(
  function animation(){
    os.forEach(o=>o?.());
    requestAnimationFrame(animation);
  }
)()
```

```
//motion effect
let hit;
let speed=W/FPS/3, os=[], c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[[.2,"blue"],[.8,"skyblue"]]);
c.fill(L.shape([[0,0,W,W,W,0]]));
os.push(
  (
    function(){
      let s=floor(W/30), c=L.canvas(), lw=s/5;
      c.strokeStyle="whitesmoke";
      c.lineWidth=lw;
      c.setLineDash([s,s]);
      c.moveTo(0,lw);
      c.lineTo(W,W+lw);
      return function(){ c.clear(); c.lineDashOffset+=speed; c.stroke(); };
    }
  )()
);
for(let i=0;i<2;i++)
os.push(
  (
    function(){
      let s=floor(W/10), c=L.canvas(s), x=0;
      return function(){
        c.clear();
        x=x>0?x-speed:L.rnd(W*2,W);
        c.icon(hit?.(x)?128165:127794,x,x);
      };
    }
  )()
);
os.push(
  (
    function(){
      hit=function(t){ return((x-s)<t && t<(x+s) && !(0<i && i<reset)); }
      let s=floor(W/20), c=L.canvas(s), x=W/4;
      c.fillStyle="red";
      c.scale(-1,1);
      c.translate(-x,x);
      c.icon(9975);
      let tgl=1;
      addEventListener("click",()=>i||=1,false);
      let i=0;
      let time=floor(s/speed);
      let reset=3*time;
      function jump(){
        c.clearRect(-s,-s,s*2,s*2);
        c.translate((tgl*=-1)*(s),0);
        c.icon(9975);
      }
      return function(){
        if(i==1 || i==reset){
          jump();
        }
        if(i==reset){
          i=0;
        }
        i && i++;
      };
    }
  )()
);
(
  function animation(){
    os.forEach(o=>o?.());
    requestAnimationFrame(animation);
  }
)()
```