

```

let speed=W/FPS/3;
let os=[];
let 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(){
      // Tree
      let s=floor(W/10);
      let c=L.canvas(s);
      let x=0;
      function move(){
        c.clear();
        x=x>0?x-speed:L.rnd(W*2,W);
        c.icon(127794,x,x);
      };
      return move;
    }
  )()
);
(
  function animation(){
    for(let i=0;i<os.length;i++){
      os[i]();
    }
    requestAnimationFrame(animation);
  }
)()

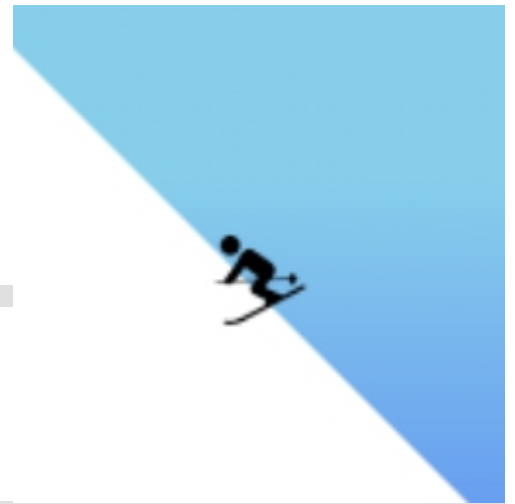
```



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

```



```

let speed=W/FPS/3;
let os=[];
let 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(
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let c=L.canvas(s);
let x=0;
return function(){
c.clear();
x=x>0?x-speed:L.rnd(W*2,W);
c.icon(127794,x,x);
};
})();
);
os.push(
(
function(){ // Skier
let s=floor(W/20);
let c=L.canvas(s);
let x=W/4;
c.fillStyle="red";
c.scale(-1,1);
c.translate(-x,x);
c.icon(9975);
};
})();
);
(
function animation(){
os.forEach(o=>o?o.());
requestAnimationFrame(animation);
}
)()

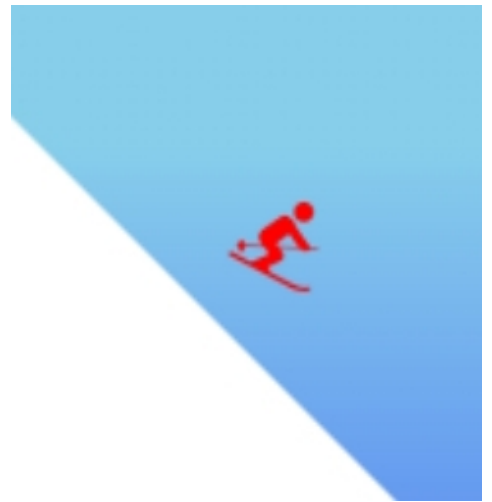
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```

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let 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(
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return function(){
c.clear();
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c.icon(127794,x,x);
};
})();
);
os.push(
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function(){ // Skier
let s=floor(W/20);
let c=L.canvas(s);
let 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?o.());
requestAnimationFrame(animation);
}
)()

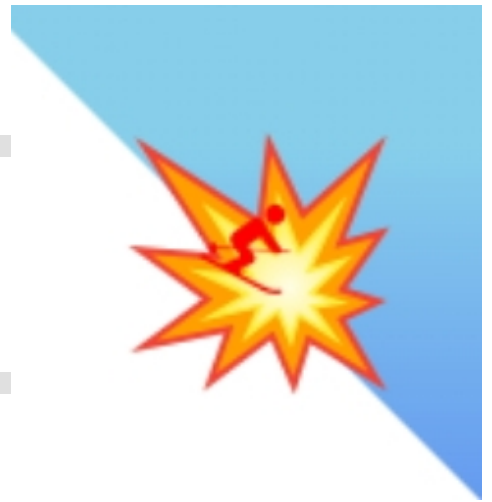
```



```

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let os=[];
let 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]]));
let hit;
for(let i=0;i<2;i++)
os.push(
(
function(){ // Tree
let s=floor(W/10);
let c=L.canvas(s);
let 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(){ // Skier
let s=floor(W/20);
let c=L.canvas(s);
let 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);
hit=function(t){
return((x-s)<t && t<(x+s) && !(0<i && i<reset));
}
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;
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i && i++;
};
})
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function animation(){
os.forEach(o=>o?().());
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let os=[];
let c=L.canvas();
c.white();
c.fillStyle=L.gradient(c,W,0,[.2,"blue"],[.8,"skyblue"]);
c.fill(L.Shape([[0,0,W,W,0]]));
let hit;
os.push(
(
function(){ // Motion Effect
let s=floor(W/30);
let c=L.canvas();
let 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(
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function(){ // Tree
let s=floor(W/10);
let c=L.canvas(s);
let x=0;
return function(){
c.clear();
x=x>0?x-speed:L.rnd(W*2,W);
c.icon(hit?(x)?128165:127794,x,x);
}
}
);
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os.push(
(
function(){ // Skier
let s=floor(W/20);
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c.fillStyle="red";
c.scale(-1,1);
c.translate(-x,x);
c.icon(9975);
let tgl=1;
addEventListener("click",()=>i||=1,false);
hit=function(t){
return((x-s)<t && t<(x+s) && !(0<i && i<reset));
}
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){
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if(i==reset){
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function animation(){
os.forEach(o=>o?().());
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