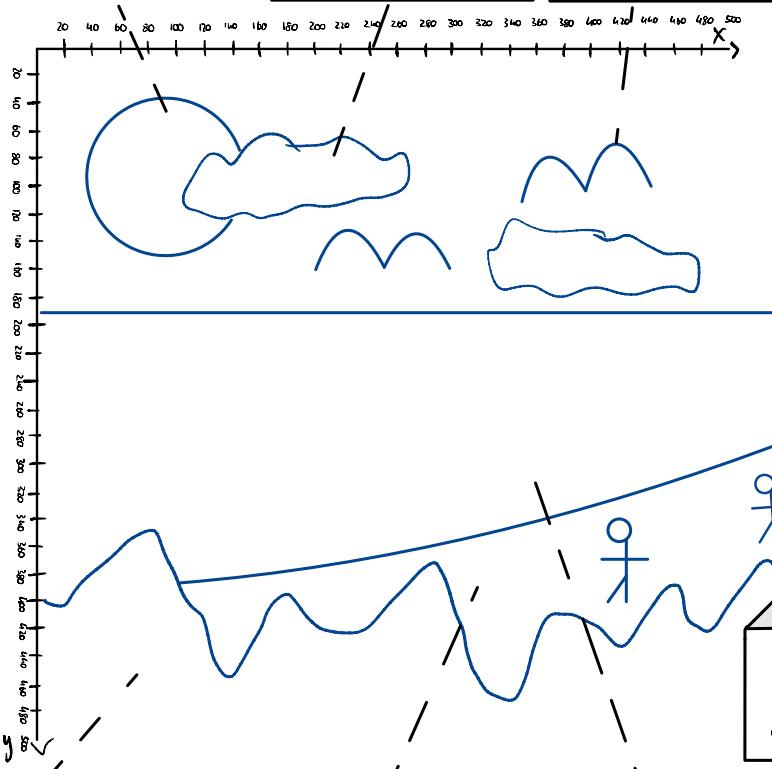


Sun  
position & size fixed

Clouds  
Spread over sky  
wave with reload  
'particles not cloud'

Seagulls  
size fixed  
wave with reload  
'parts not seagull'



Mountains | Rock  
~ 1/3 of window  
size. Change with  
Reload

Sand  
Position fixed  
rise from left to right

Water  
position fixed  
~ 2/3 of window

```

    every selector
    let canvas → 'canvas'
    crc2 = canvas context
    crc2 = window.innerHeight
    innerHeight
    ↓
    drawBackground()
    drawSand()
    drawCloud()
    drawSand()
    drawPeople()
    drawRocks()
    drawSeagull()

```

