Scribble: Goldener Herbst

grey

0,0 100 200 400 600 800

50

325

30
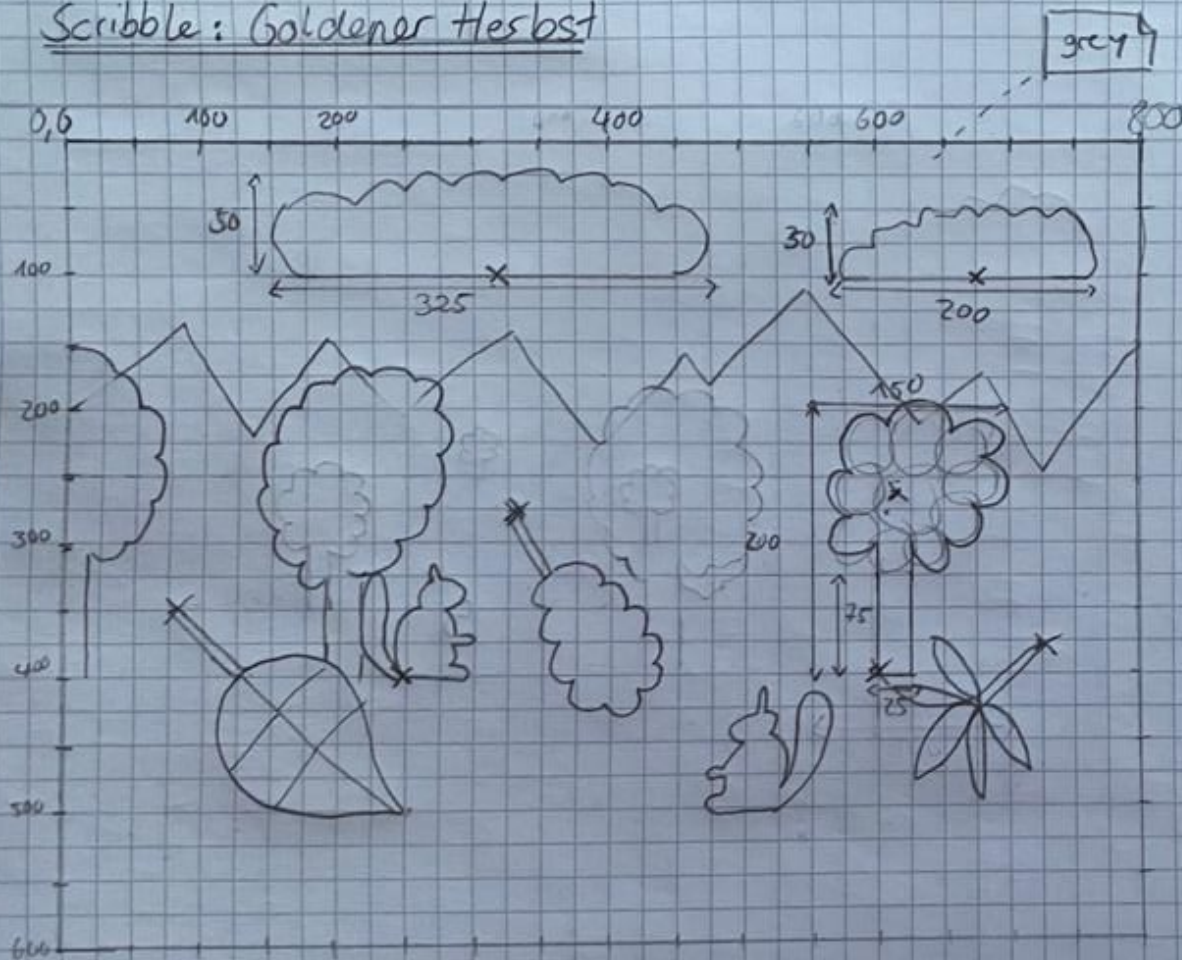
200

Clouds

Particle

Gradient
a=0,5 → a=0
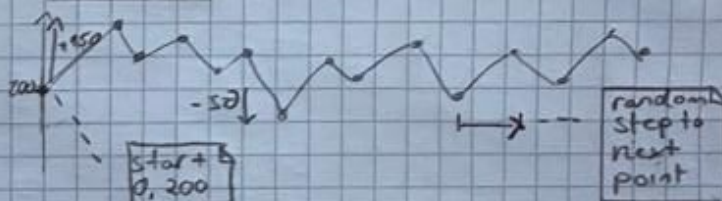
Mountains

+150

200 -50

start
0, 200

random
step to
next
point

start: 600,400

Trees

red

Rect
brown

150

200

75

25

Leaf 1

3π

50

bezier curve

orange

Leaf 2

50

? 1 arc

red

Leaf 3

25

Bezier Curve
brown

Squirrel

150

multiple
elipses
brown

20
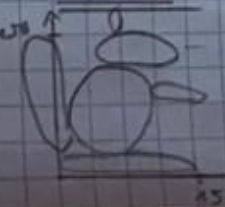
Activity Diagramm - Canvas Autmn

load

install load listener

handleLoad

Vector
- x: number
- y: number

drawLeaf1 — _position: Vector
- save transform
- translate to position
- draw stroke
- draw two bezierCurves

drawLeaf2 — _position: Vector
- save transform
- translate to position
- draw stroke
- draw 4 arcs

drawLeaf3 — _position: Vector
- save transform
- translate to position
- draw stroke
- draw 5 bezierCurves

handleLoad
- get Rendering Context
- draw Background
- 2x drawCloud (position, size)
- 2x drawMountain (position)
- 3x drawTrees (position)
- drawLeaf1 (position)
- drawLeaf2 (position)
- drawLeaf3 (position)
- 2x drawSquirrel (position)

drawCloud — _position: Vector, _size: Vector

nParticles: number = 20
radiusParticle: number = 20
particle = path with full circle with radius particle
gradient: Radial with a = 0.5 -> a=0

- setTransform
- translate to position
- [draw < nParticles]
- x: number = (random - 0.5) * _size.x
- y: number = (- random) * _size.y
- translate to x, y
- draw particle

drawMountains — _position: Vector, _min: number, _max: number, _colorLow: string, _colorHigh: string

stepMin: number = 10
stepMax: number = 50
x: number = 0

- save transform
- move to 0,0
- line to 0, -_max
- x += random between stepMin and stepMax
- y: number = -_min - random *(_max - min)
- line to x, y
- [x < canas.width]
- line to x, 0
- closePath
- create gradient with color
- create gradient with color

drawTrees — _position: Vector
- save transform
- translate to position
- draw the trunk: fill rect fill style brown
- 6x drawCircle (x, y, radius)
- restore

drawSquirrel — _position: Vector
- save transform
- translate to position
- draw elipses
- rotate elipses
- restore

drawCircle — _x: number, _y: number, radius: number
- begin Path
- draw arc with parameters _x, _y, _radius