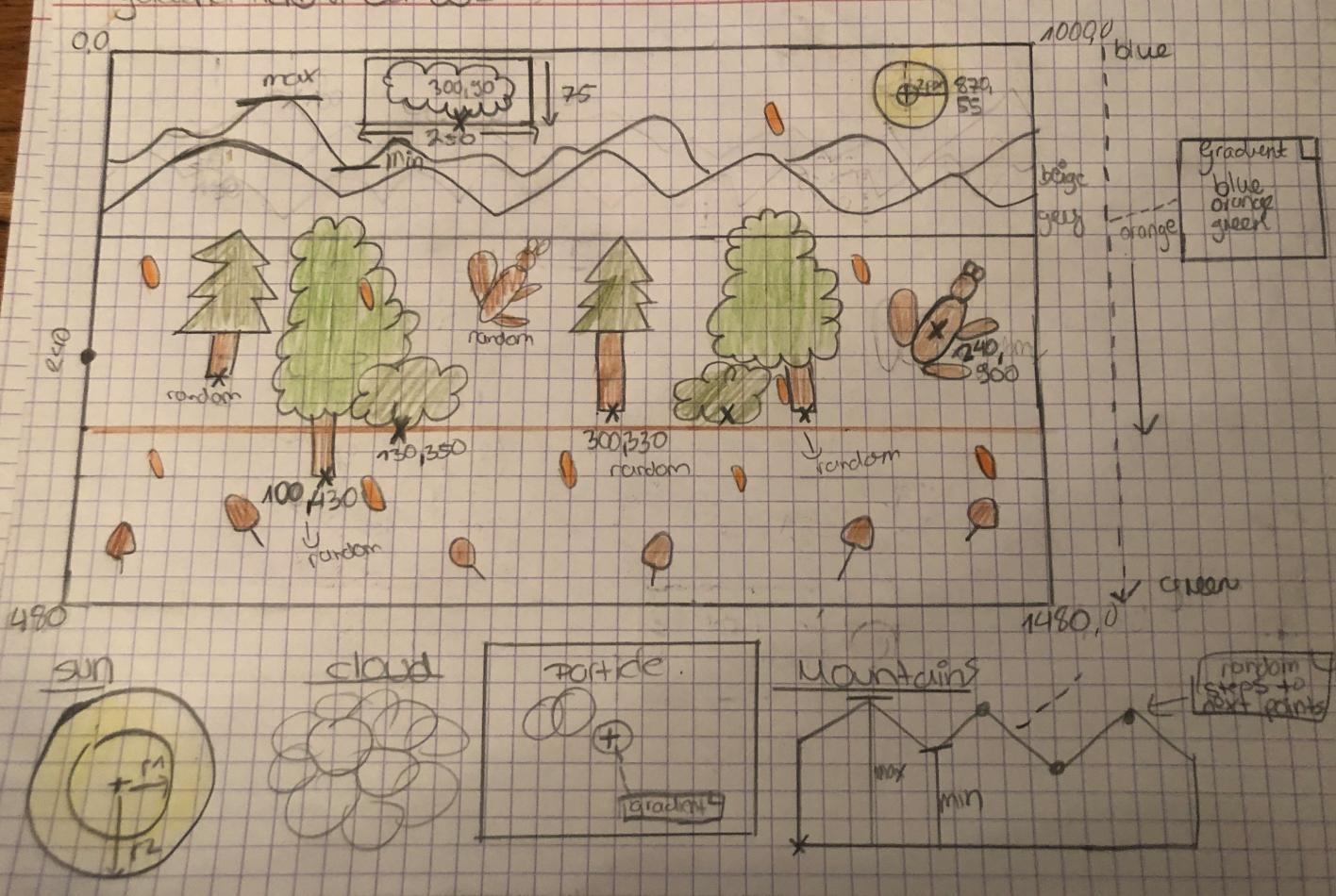


LOS 2  
Goldener Herbst Scribble

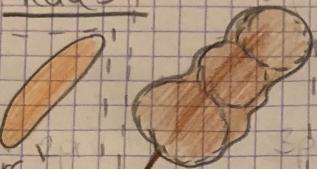


squirrel



arcs  
ellipse

leaves



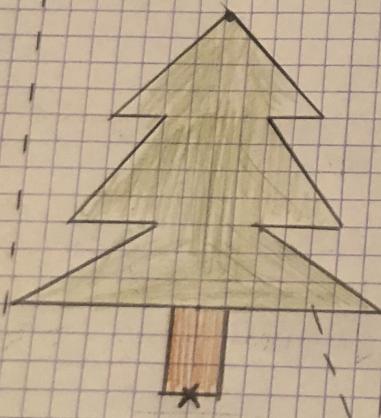
arc

SPK

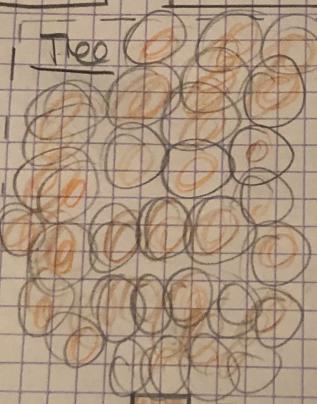
$r=15$   
arc

$r=15-25$   
arc

Evergreen



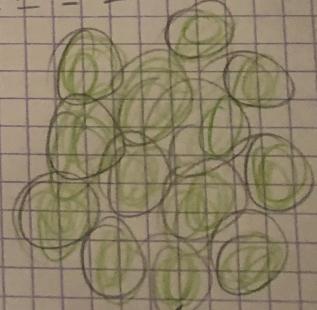
line point



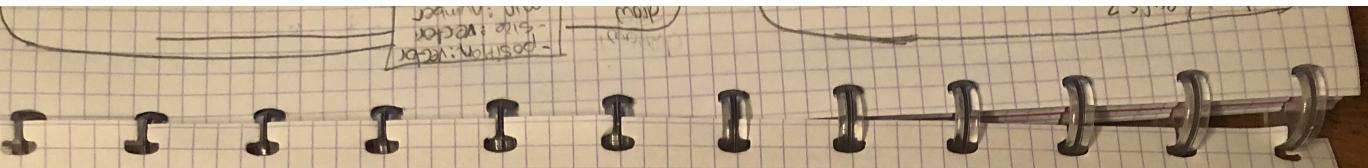
Tree

Particle  $\oplus$   
radius = 20

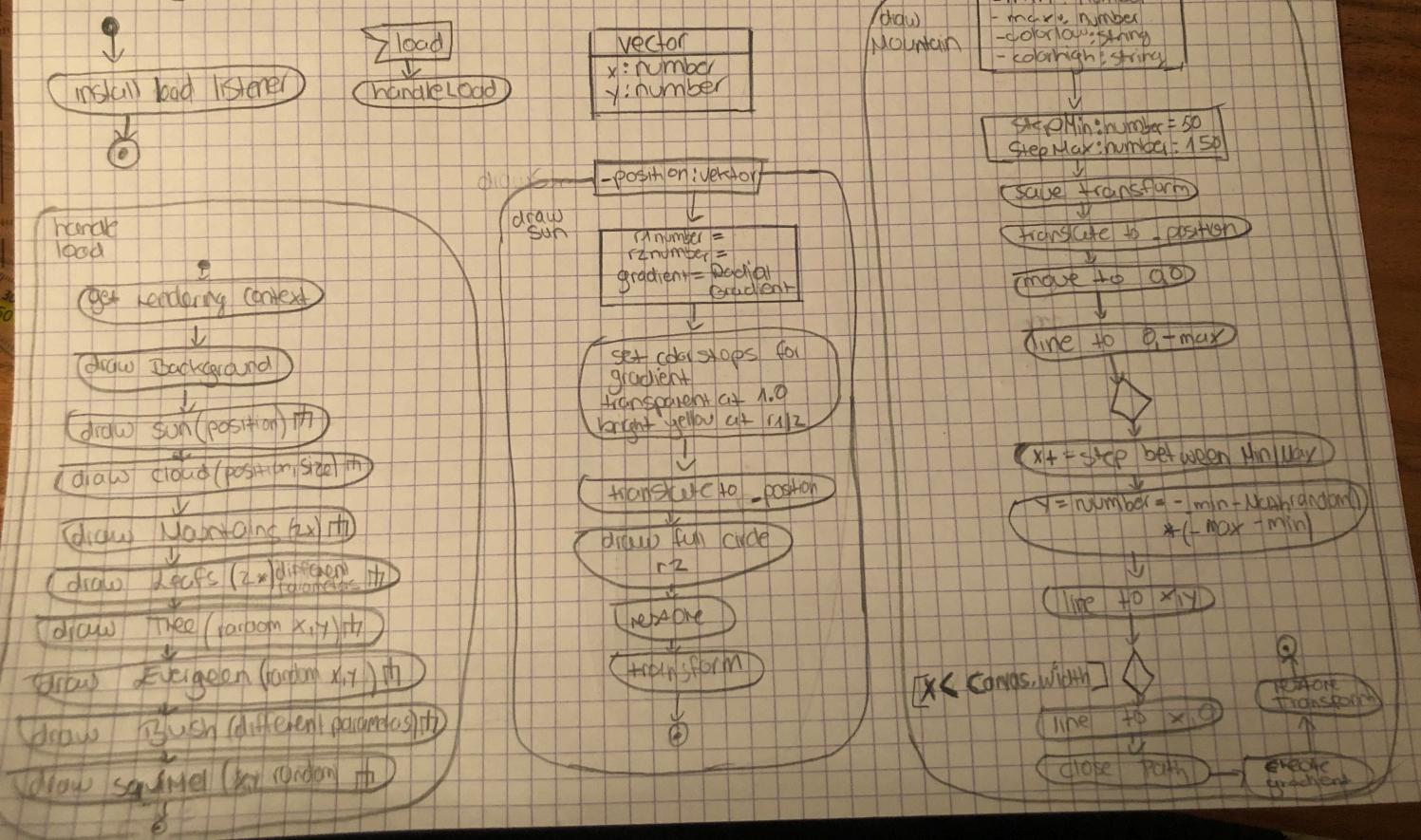
Bush

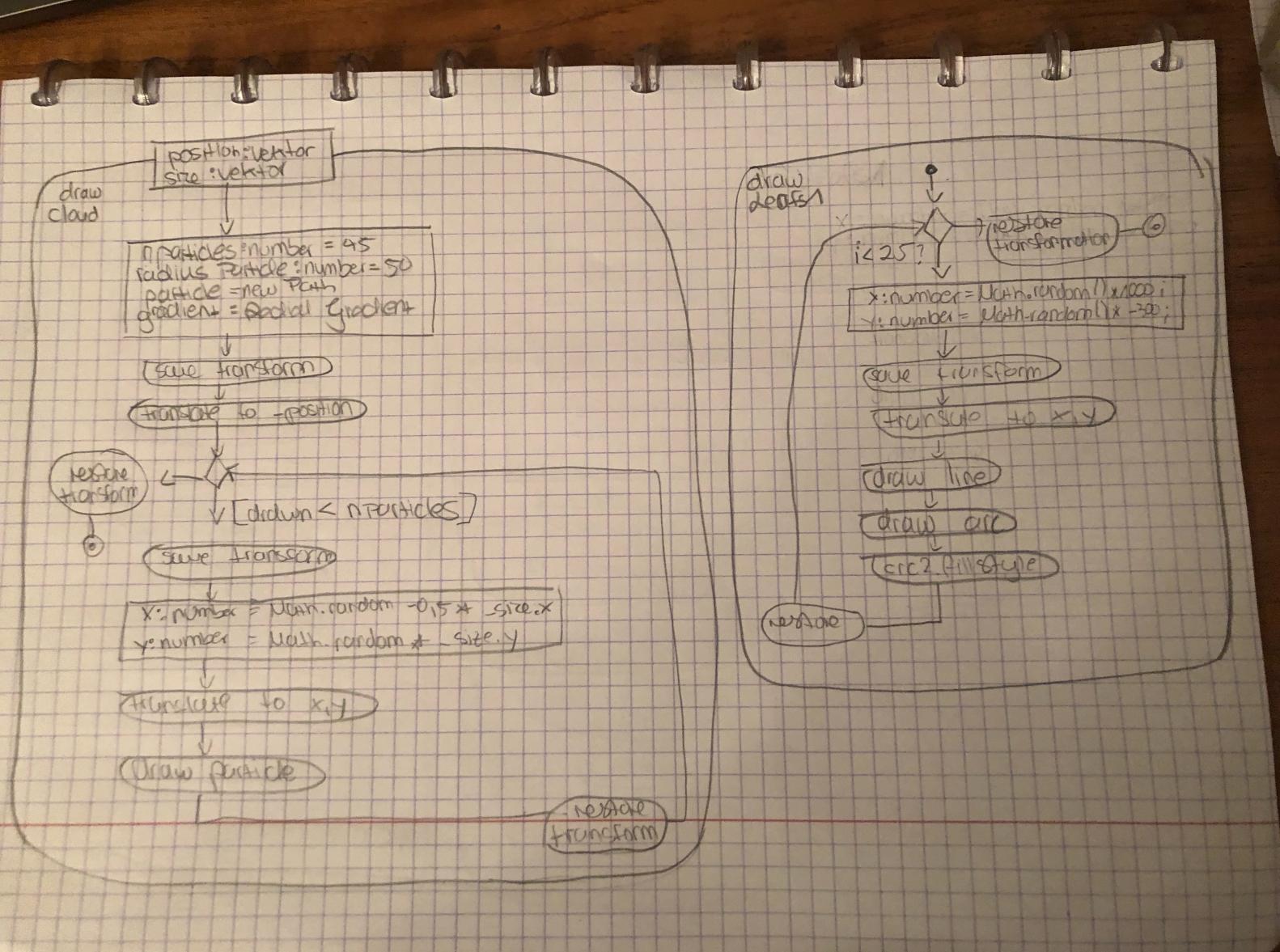


Particle  $\oplus$   
radius = 20

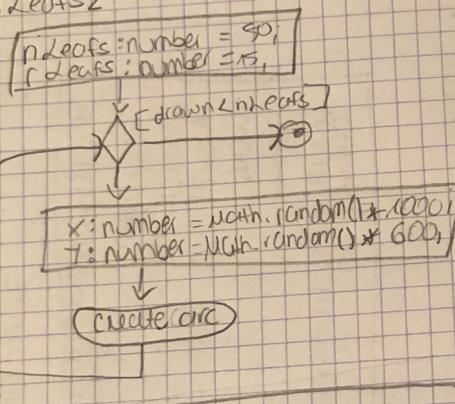


## AD - Goldenes Herbst

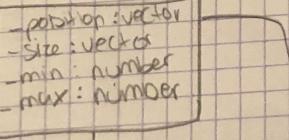




drawLeaves2



draw  
brush



→ without lineToPath for  
the trunk

draw  
tree

```
- position: vector  
- size: vector  
- min: number  
- max: number
```

```
stepMin: number = 50  
stepMax: number = 100  
let x: number = -10;  
let position: number = canvas.height *  
background
```

[x < canvas.width]

```
x: number = -min / 2 + Math.random() * (max - min)
```

scale transformation

translate + to x, y position

restore transform

```
let nParticles: number = 70;  
let rectangleUVs: number = 20;  
let particle: Path2D = new Path2D();  
let gradient: PartialGradient
```

create arc with given colors

scale transform

translate to position zx, -position zy

x+= step between  
particles

restore transform

transform + to  
x, y

```
drawLineParticles
```

x: number = width / 2 + size  
y: number = height / 2 + size

