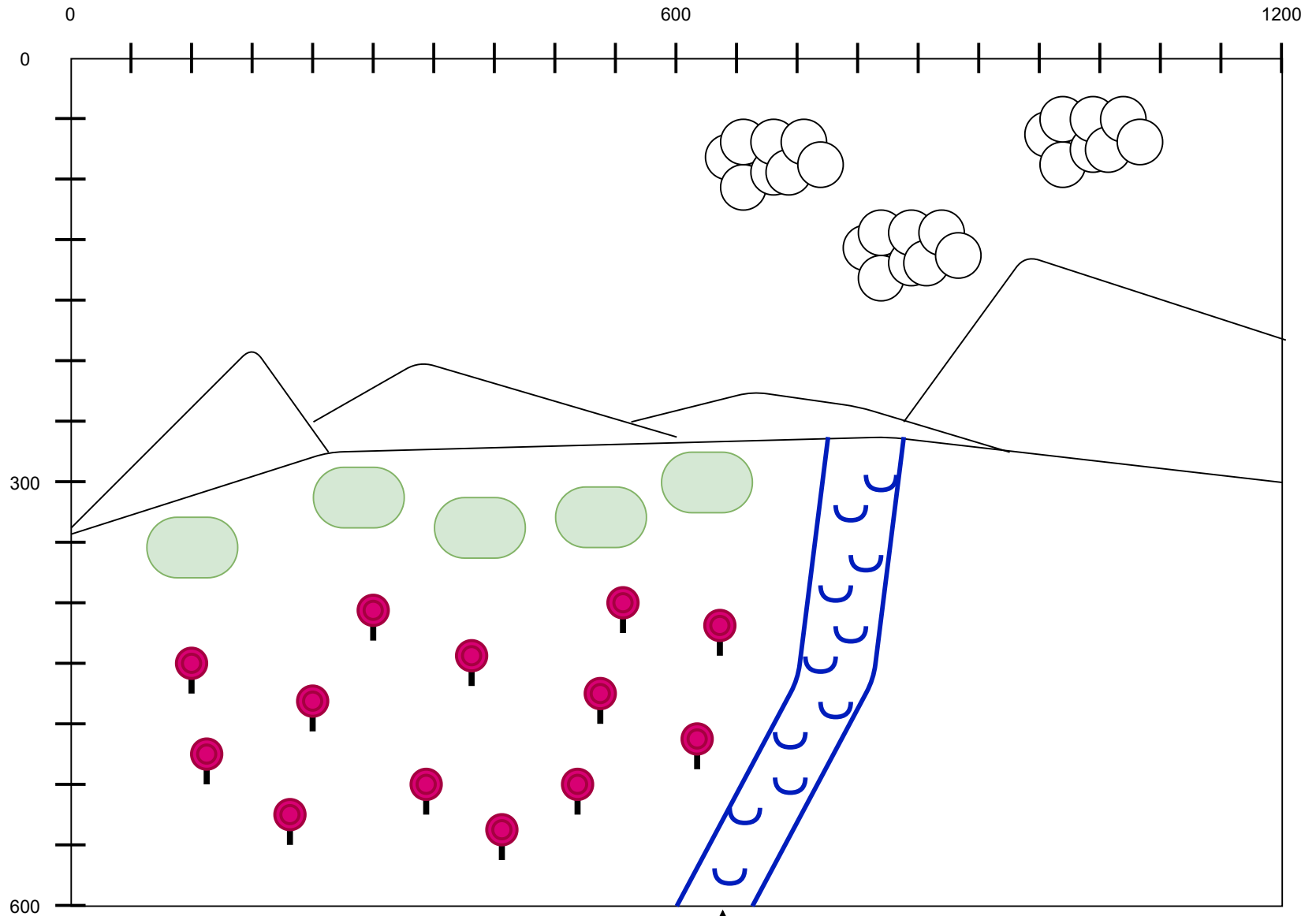
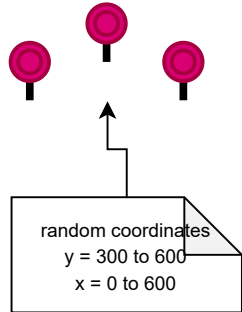


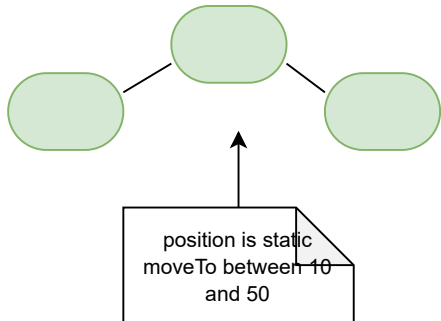
## L08a - Scribble:



### Flowers:



### Bushes:



### Mountains:

move to next Step random  
x min = 0 then x += random  
y max = 250  
y min = 150

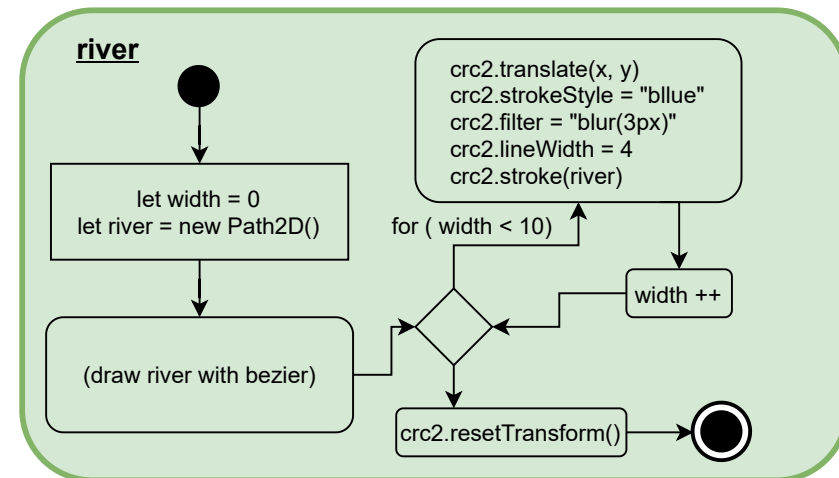
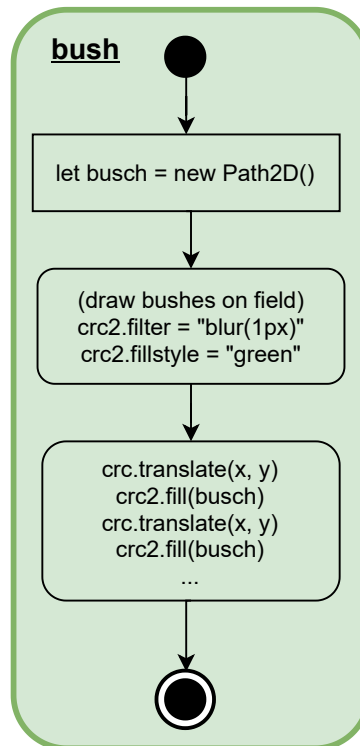
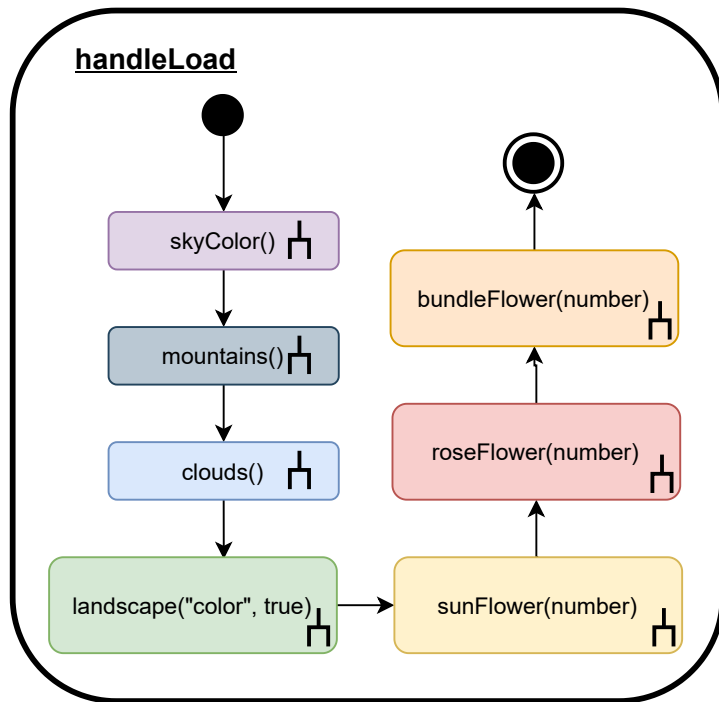
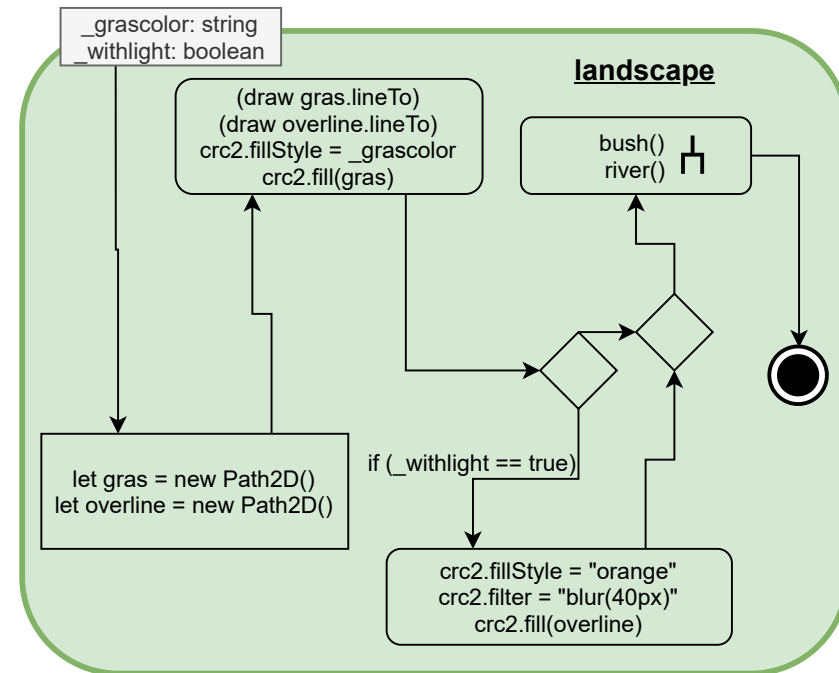
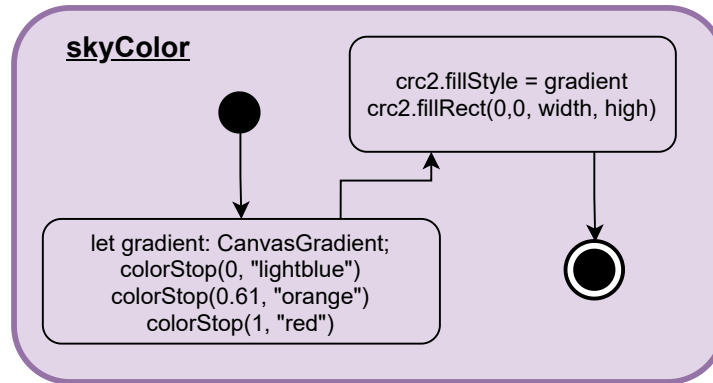
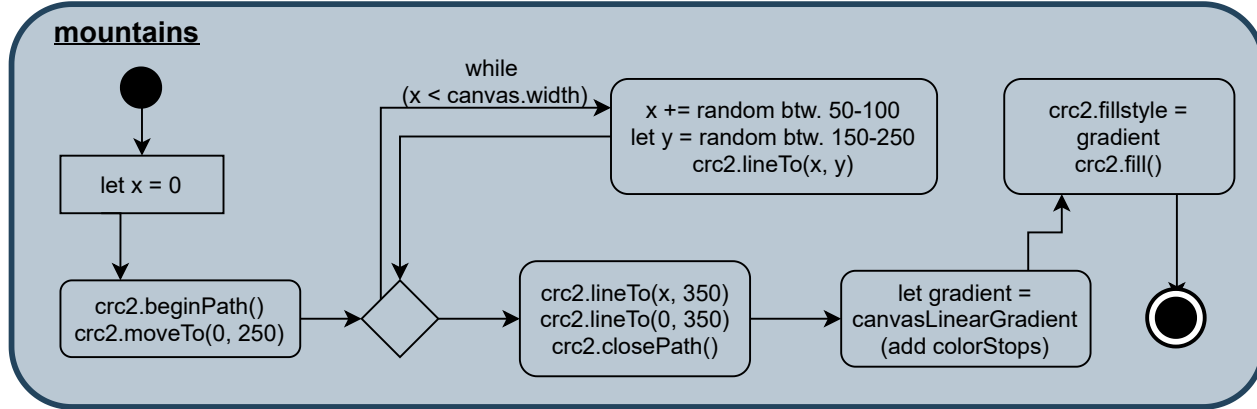
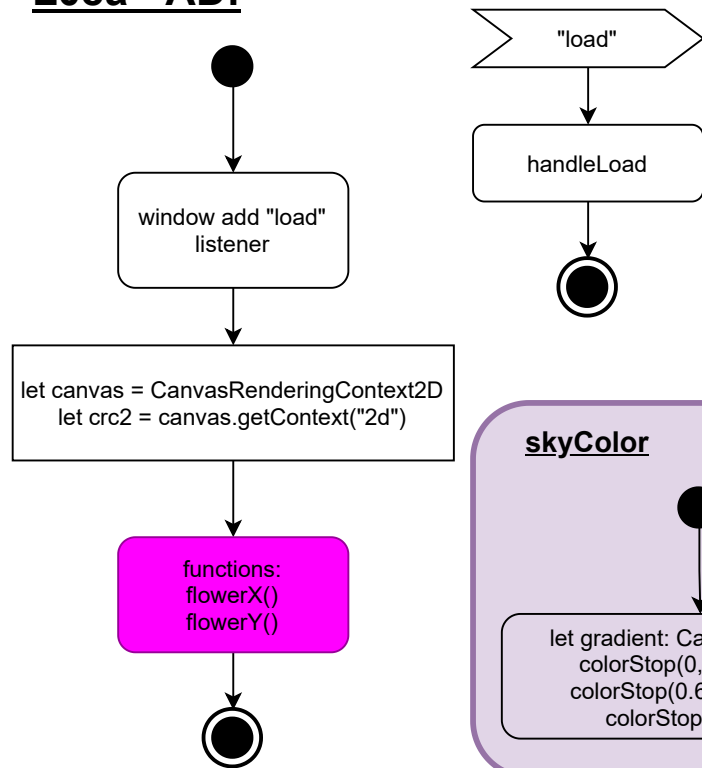
### Clouds:

gradient = HSLA and opacity  
particleSize is static  
particleNumber is static  
random Coordinates x  
y cor = between 0 150

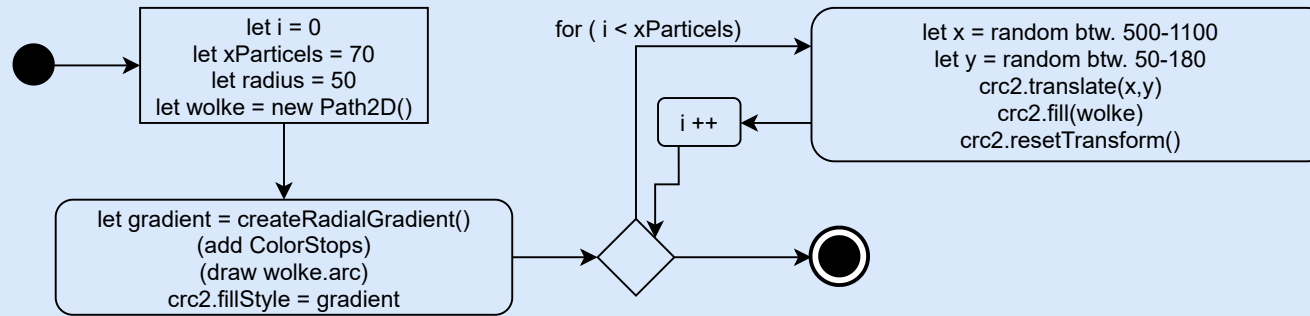
### River

bezierCurveTo  
Coordinates x and y are static  
river = Path2D()  
for (...) stroke(river)

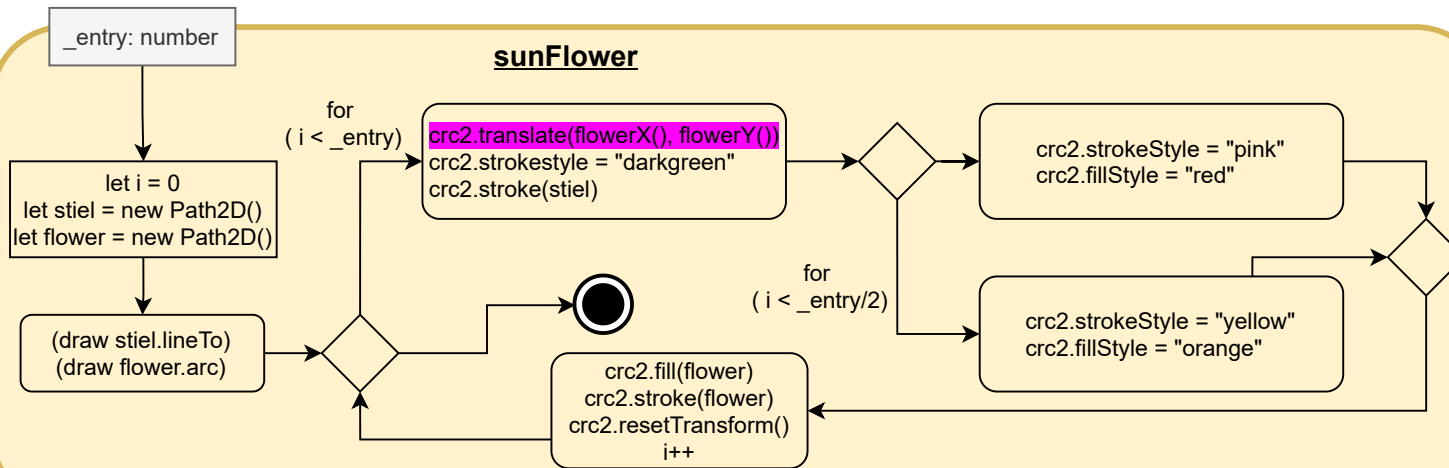
## L08a - AD:



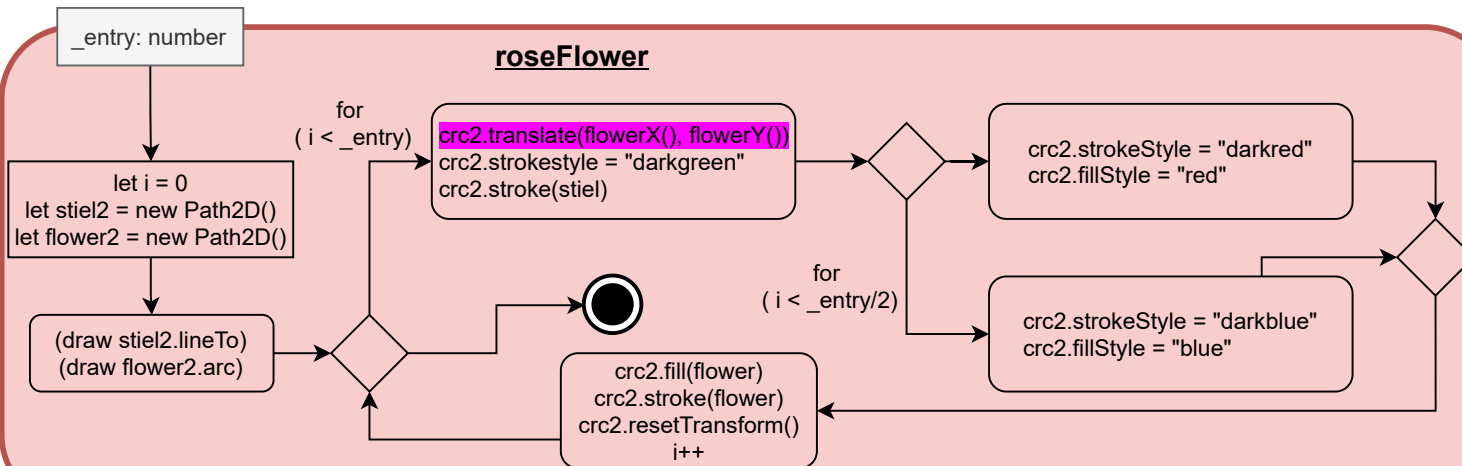
## clouds



## sunFlower



## roseFlower



## bundleFlower

