

Activity 8.2.

03.12.22

MAIN

interface Vector x: number
y: number

Window, addEventListeners
('load', createCanvas);

let canvas = HTMLCanvas
let crc2 = canvas.getContext('2d')

- Create Event

createCanvas

Canvas = document.querySelector

canvas.addEventListeners
('resize', fillCanvas);

fillCanvas

drawBackground

Random Number

return Math.random() *
(-max - min) + min;

load → resize → draw

canvas → fillCanvas → draw

fillCanvas

let canvas = HTMLCanvas
if (canvas) return;

let horizon = canvas.height
let fogMountain

drawBackground

cloud
mountains
trees
snowman

draw snowflakes
house
bird

- position: vector - site

drawClouds

define amount, radius of particles

create radial gradient
with particle

create2.save()

translate to position, fill

create2.restore()

create2.save()

let xNumber = (width * radius())

- site: x;
let y: number = (n * radius)

create2.translate(x, y);
create2.fill('white')

drawBackground

create linear gradient from
'white' to 'black'
y = 0 and y = horizon

create

linear gradient from
'white' to 'grey'
between y = horizon and
y = canvas.height

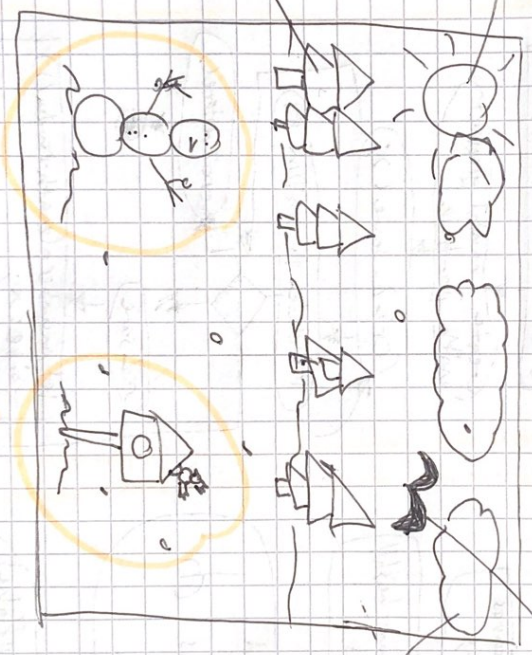
draw

Vogelhaus
48.02.
Scribble
03.12.22

erc2.move To (1,0)
erc2.move To (-1,0)

draw bird fly
position x : Math.random() * (300 - 40) + 40
position y : Math.random() * (200 - 20) + 20
random scale : Math.random() * (3 - 0,5) + 0,5

100px
50px
cw * 0,7; ch * 0,2)



Tree:
- min. - max x

Sun
 $x = 0,1 * cw$
 $y = 0,12 * ch.$

wird nicht
abgeblendet !