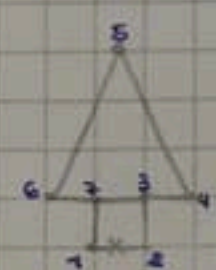


Sonne:



centerX = 470 px
centerY = 75 px
radius = 50 px

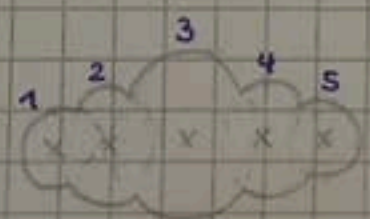
Baum:



- | | |
|-----------------|-----------------|
| 1. (x-10, y+0) | 5. (x+0, y-80) |
| 2. (x+10, y+0) | 6. (x-30, y-20) |
| 3. (x+10, y-20) | 7. (x-10, y-20) |
| 4. (x+30, y-20) | |



- | | |
|--|--|
| 1. centerX = 50px
centerY = 220px
radius = 45px | 2. centerX = 150px
centerY = 220px
radius = 70px |
| 3. centerX = 250px
centerY = 220px
radius = 45px | |



- | | |
|--|--|
| 1. centerX = 450px
centerY = 180px
radius = 20px | 2. centerX = 510px
centerY = 180px
radius = 40px |
| 3. centerX = 570px
centerY = 180px
radius = 70px | 4. centerX = 630px
centerY = 180px
radius = 40px |
| 5. centerX = 690px
centerY = 180px
radius = 20px | |

Kind 1



Kopf: centerX: 200px
centerY: 440px
radius: 10px

Körper: 1. x = 200px y = 450px
2. x = 220px y = 480px
3. x = 180px y = 467px

Schütteln:



- | | |
|-------------------|-------------------|
| 1. x = 20, y = 10 | 5. x = 15, y = 4 |
| 2. x = 20, y = 10 | 6. x = 17, y = 8 |
| 3. x = 15, y = 2 | 7. x = 20, y = 20 |
| 4. x = 17, y = 8 | 8. x = 20, y = 10 |

Schneeflocke: (x)

$x/y = \text{math.random}$
radius = 5px

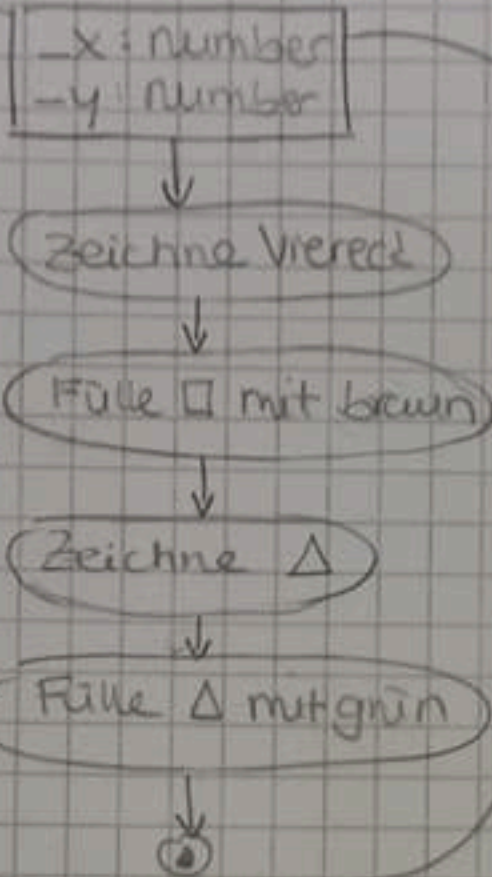
Berg: ~~x = 700~~ ~~px~~ Anfang $x = 0$, $y = 350$ ~~px~~ 350px

Ende = $x = 700\text{px} = 1100\text{px}$

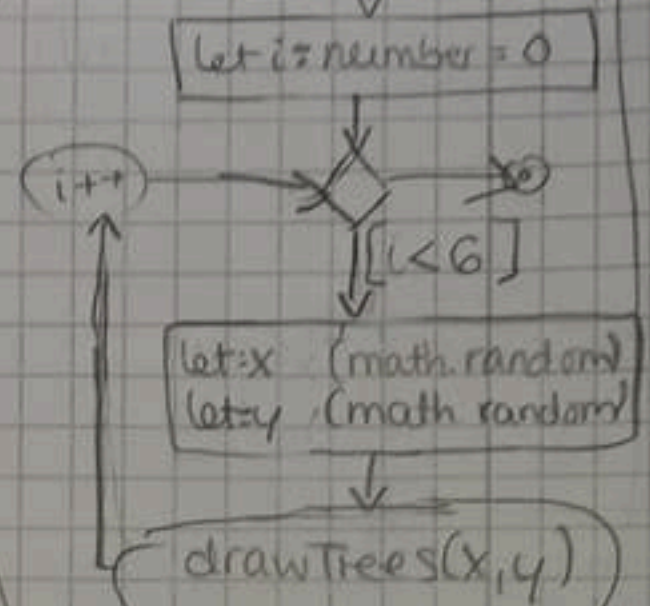
$x: \text{number}$

2 Schleifen für 2 Bereiche

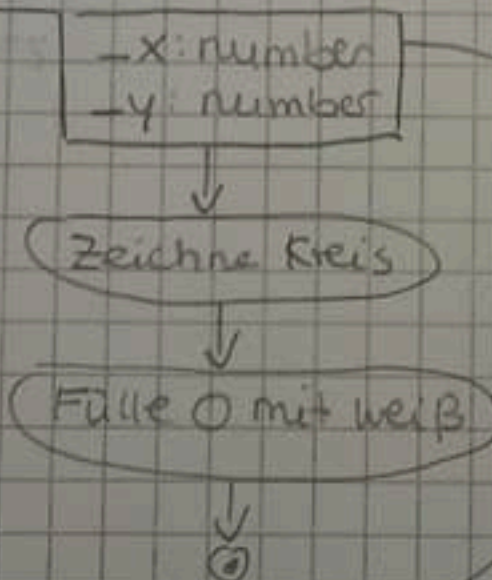
draw trees



generate trees



draw Snow



generate Snow

