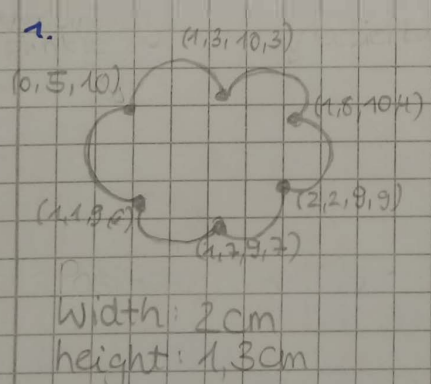
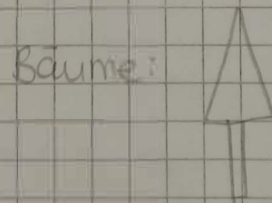




- Himmel
- Wolken
- Sonne
- Modellhang
- Wald
- Kind auf Schlitten
- aufwärts ziehen
- Schneeflecken



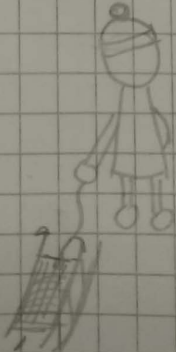
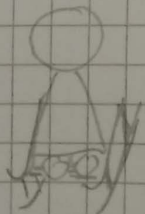
Sonne: Startpunkt: 3, 6, 10, 4  
Radius: 1cm



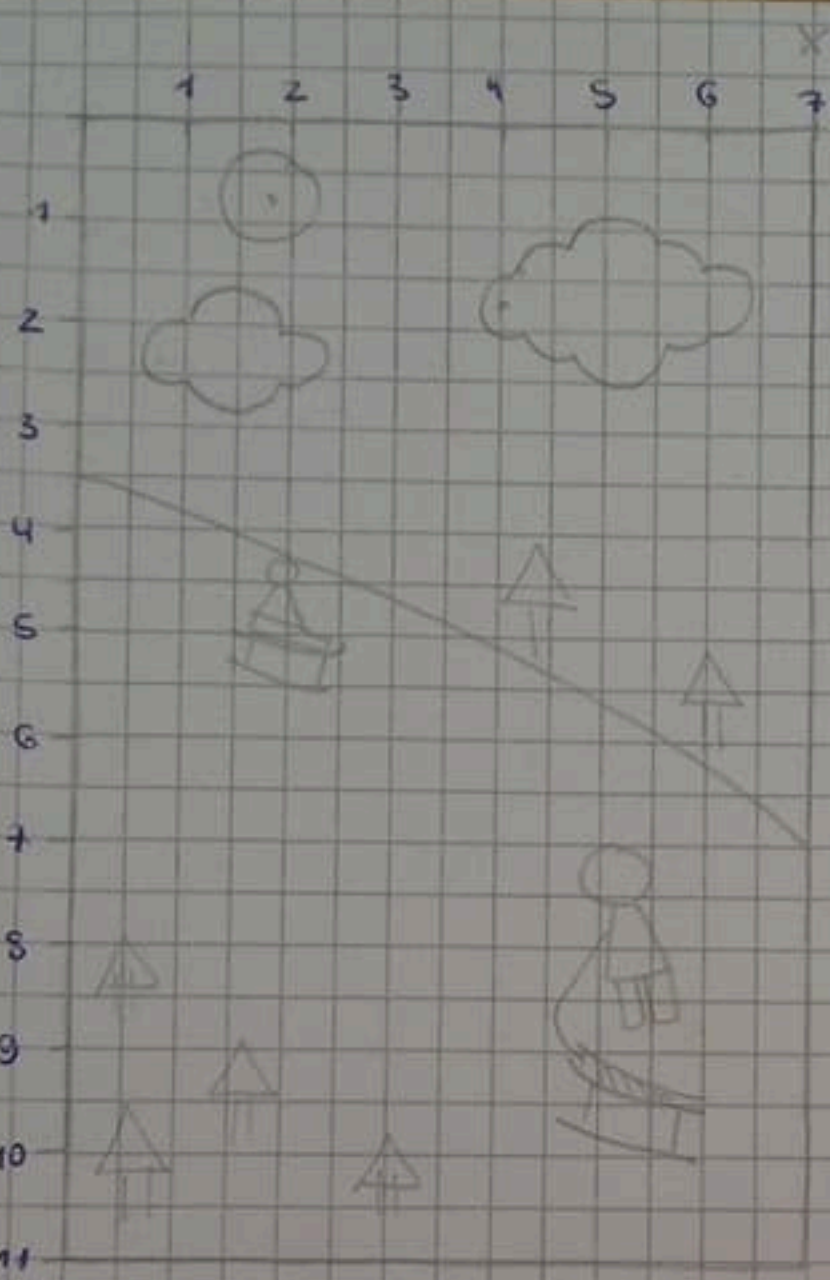
Bäume:

Verteilung durch  
math random  
(in einem bestimmten  
Bereich im Bild)

Kind auf Schlitten



Kind zieht Schlitten  
hoch



Sonne:

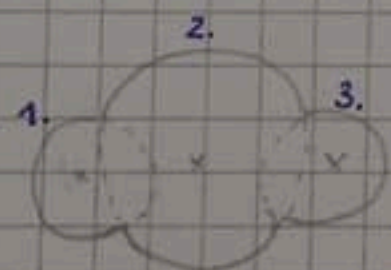


centerX = 700 px  
centerY = 250 px  
radius = 50 px



1. (x-10, y+0)
2. (x+10, y+0)
3. (x+10, y-20)
4. (x+30, y-20)

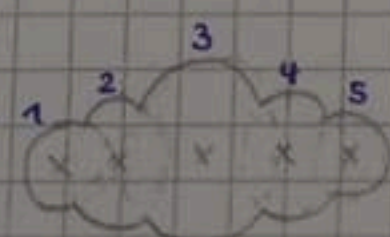
5. (x+0, y-80)
6. (x-30, y-20)
7. (x-10, y-20)



1. centerX = 50 px  
centerY = 220 px  
radius = 45 px

2. centerX = 150 px  
centerY = 220 px  
radius = 70 px

3. centerX = 250 px  
centerY = 220 px  
radius = 45 px



1. centerX = 450 px  
centerY = 180 px  
radius = 20 px

2. centerX = 510 px  
centerY = 180 px  
radius = 40 px

3. centerX = 570 px  
centerY = 180 px  
radius = 70 px

4. centerX = 6