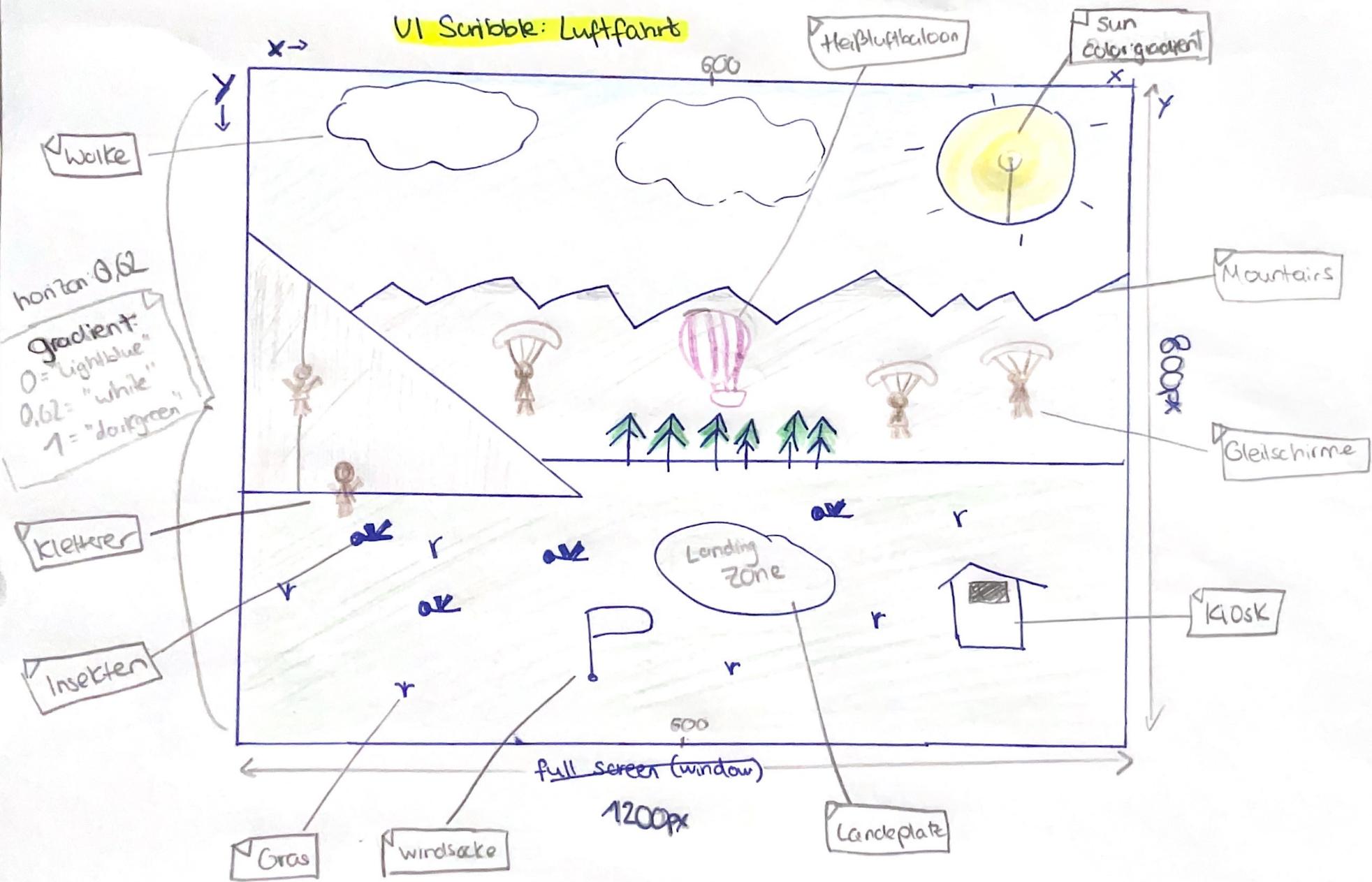
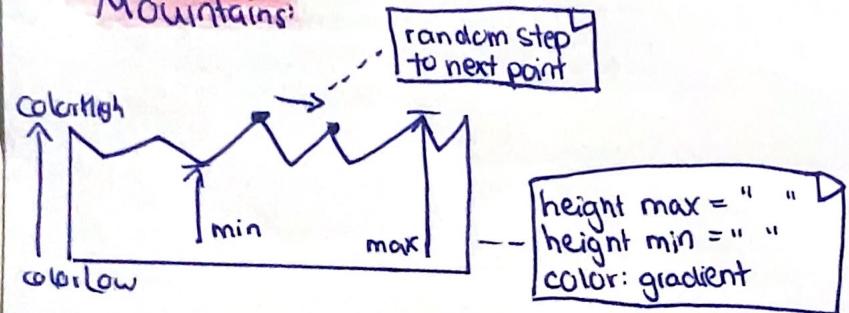


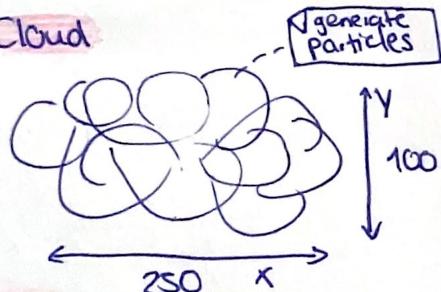
# VI Scribble: Luftfahrt



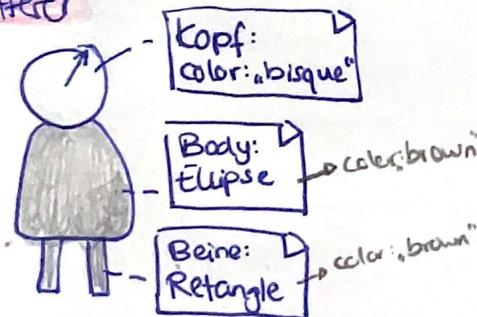
### Mountains:



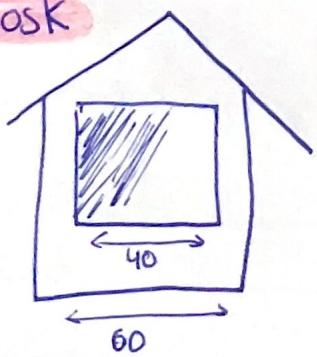
### Cloud:



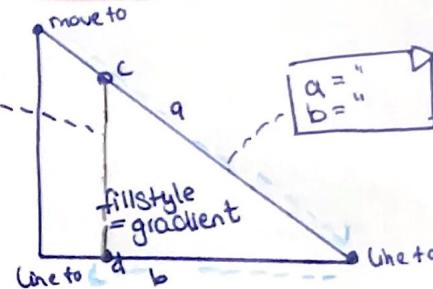
### Kletterer:



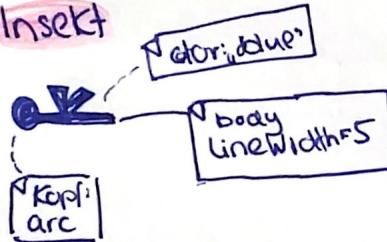
### Kiosk:



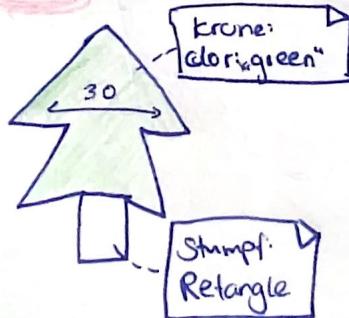
### Vorderer Berg:



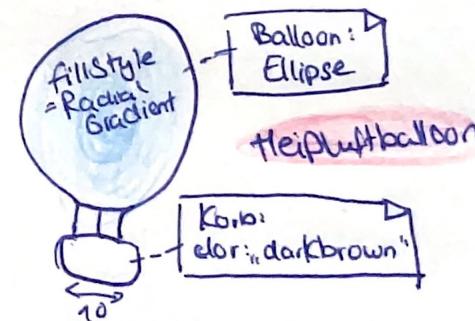
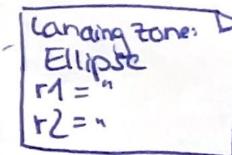
### Insekt:



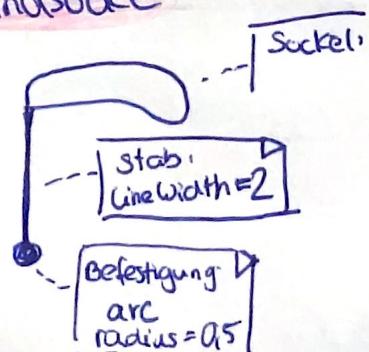
### Baum:



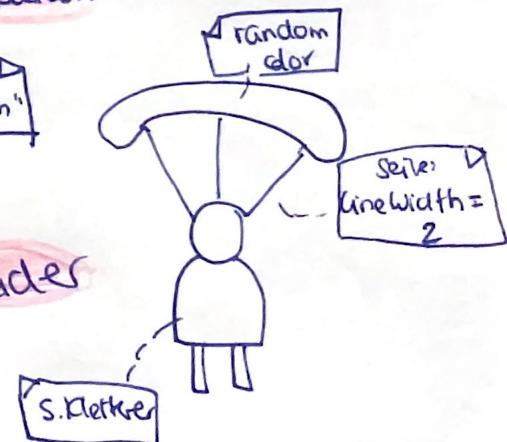
### Landezone:



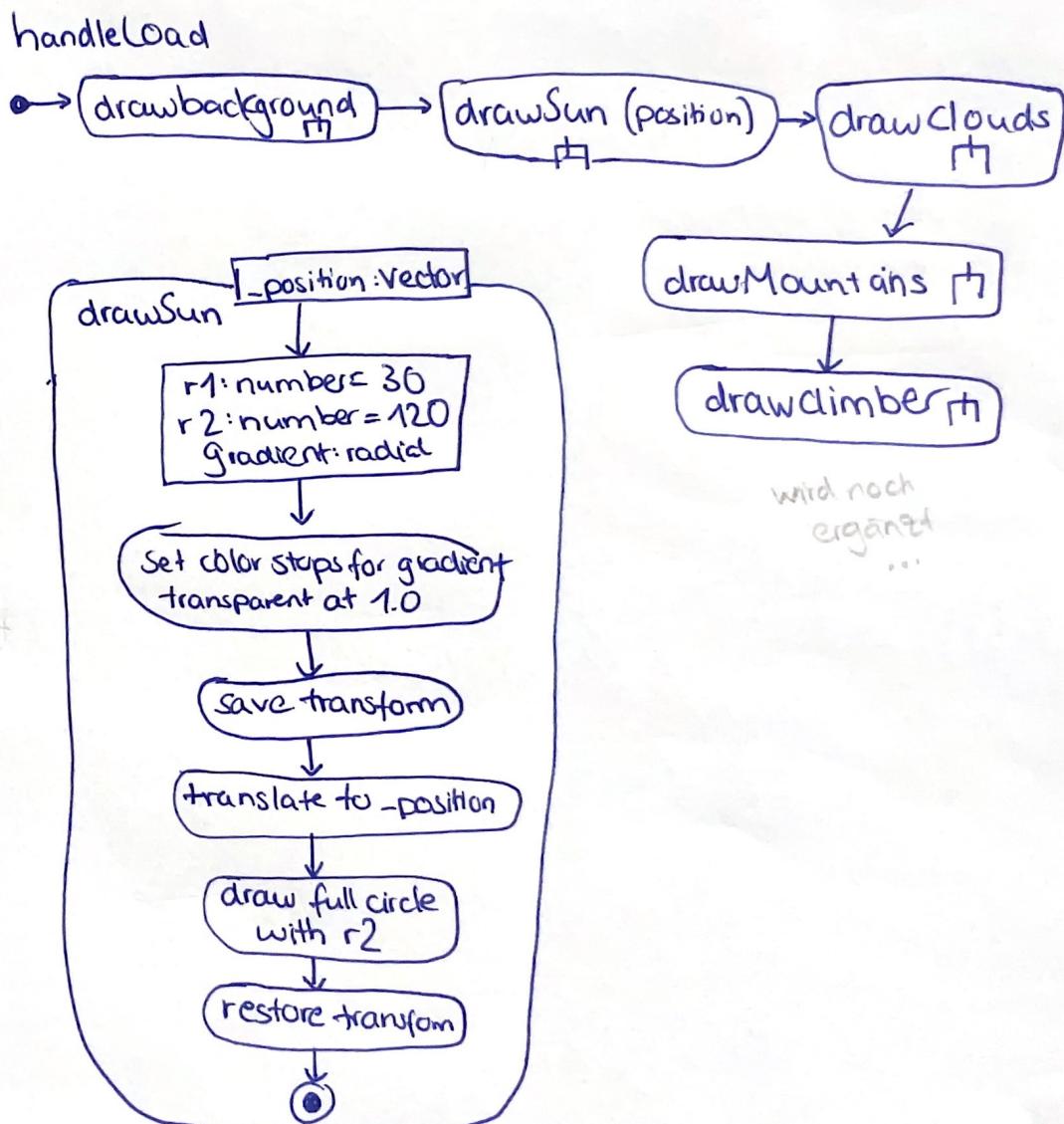
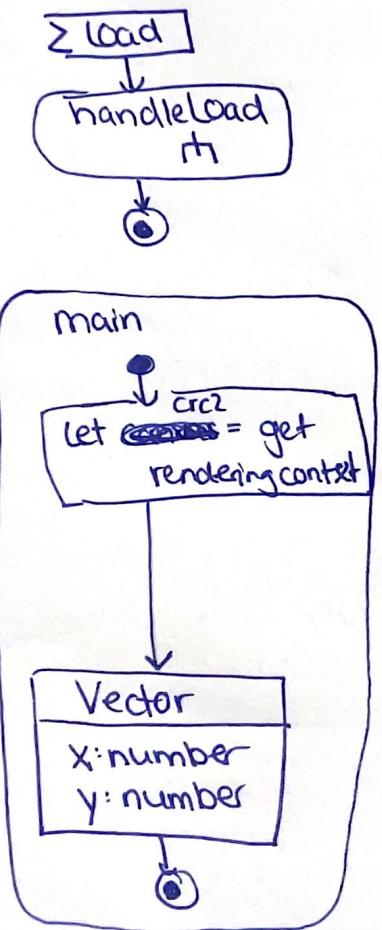
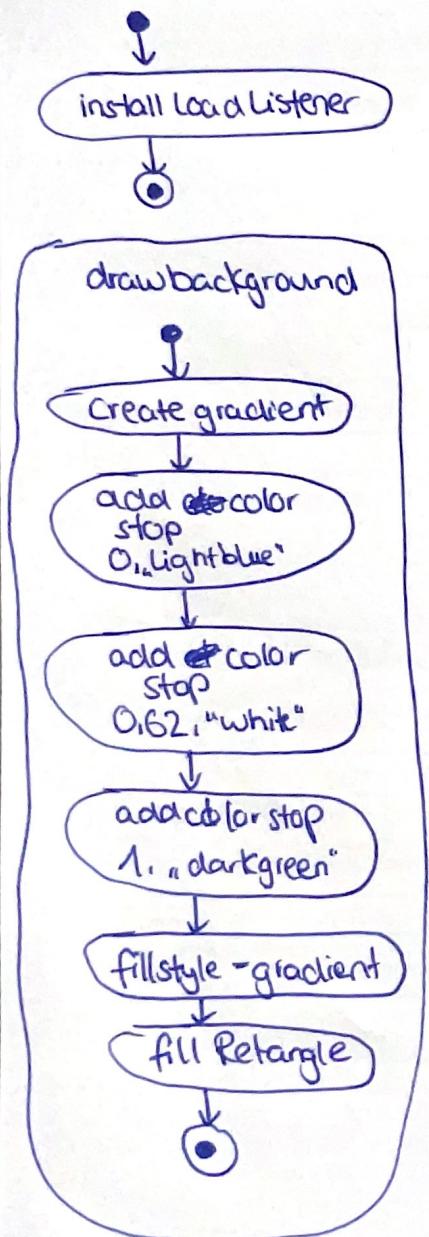
### Windsocke:



### Parkjäger:



## Activity Diagram: Lufffahrt



draw clouds

position: Vector  
size: Vector

nParticles: number = 20  
radiusParticle: number = 20  
particle = new Path 2D  
color = gradient

Save transform

translate to position

feature transform

draw particles

X: number = random(-0,5) \* size.x  
Y: number = -random = size.y

translate to x,y

draw Mountains

-position: Vector  
-min: number  
-max: number

stepMin: number =  
stepMax: number =  
X: number =

Save transform

translate to -position

move to 0,0

Line to 0,-max

X += random step  
between stepMin  
and stepMax

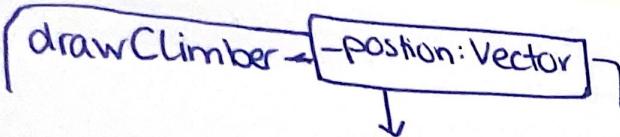
Y: number = -min =  
random = (-max - min)

Line to x,y

close Path

Create gradient

drawPath



?

