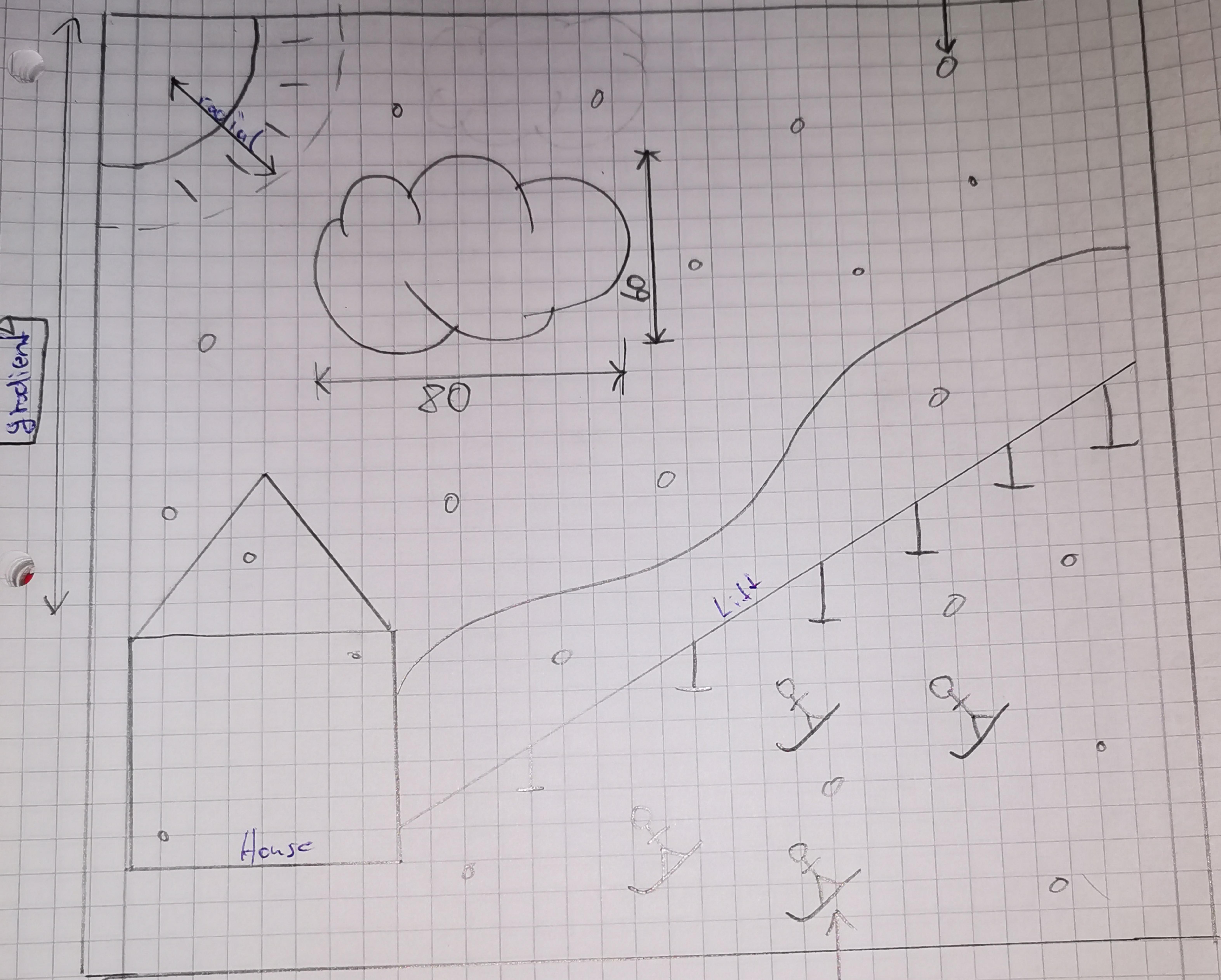



LOP Scribble



random person
- size
- color
- position

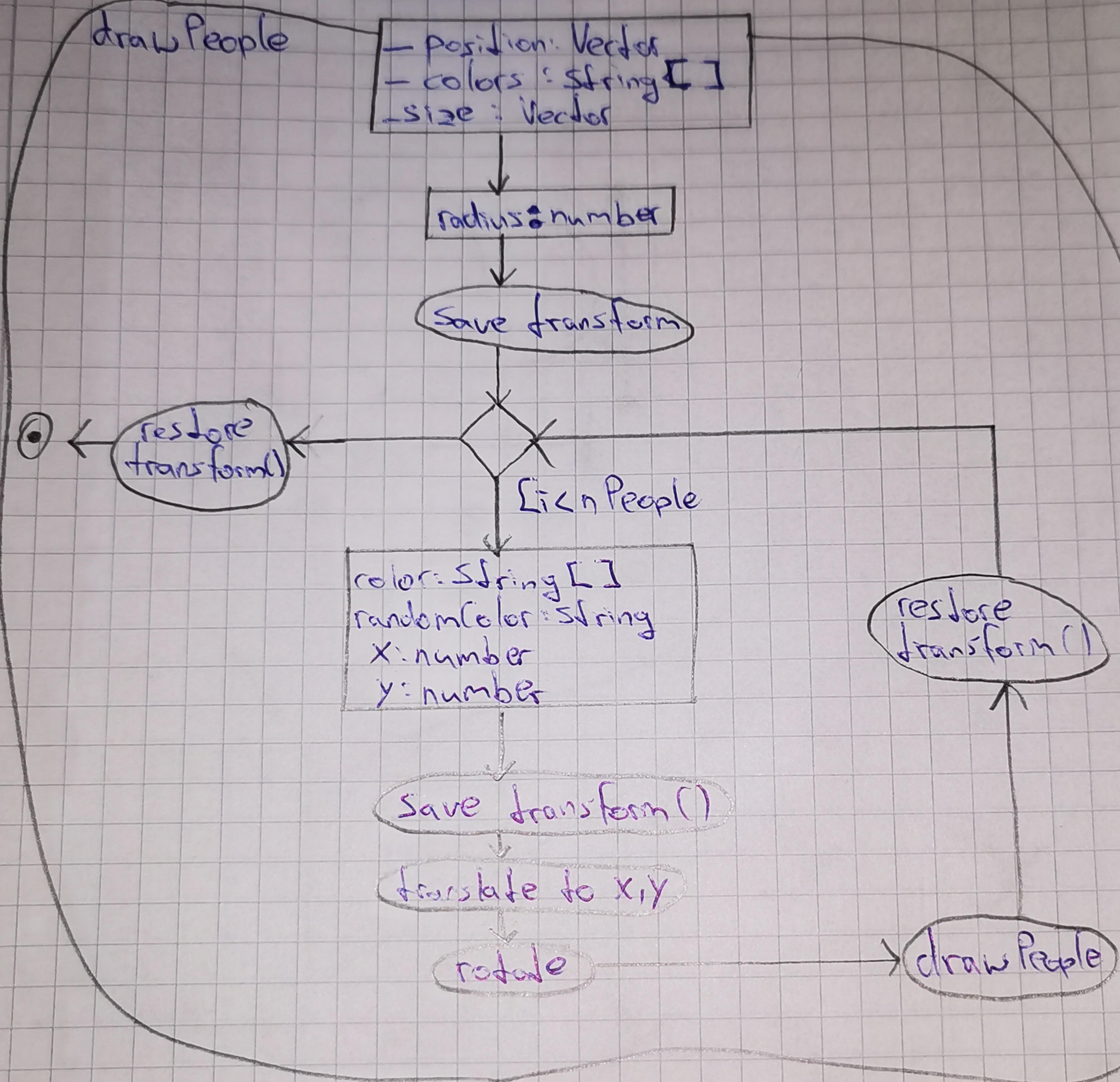
LOP Skipiste AD

11.12.20



11.12.20

LOG AD



11.12.20

LOP A D

drawCloud

- position: Vector
- size: Vector

nParticles: number
radiusParticles: number
particle: Path
gradient: radial

Save transform

translate to position

restore transform

[drawen particles]

X: number = -size.x
Y: number = -size.y

translate to x, y

Save transform

restore transform

draw Particle

drawSnow



[$\leq n$ Snowflakes]

X: number = random
Y: number = random
Radius: number = random 1-3

draw circle

fill(style = 'white')

drawBackground

gradient = linear
rect = width/height

fill rect with gradient