





-position: vector drawClouds Size · vactor n Particles numbers 25 radius Particles : numbers 75 0 particle: path circle + radius gradent: radial with a=1, a=0 Crestore transform (save transform) (translate to position) x:number = (random - 1) x size.x x: runber = random * size.y Gafe transform (tarslake to x,y (draw Dorhde) restore transform





