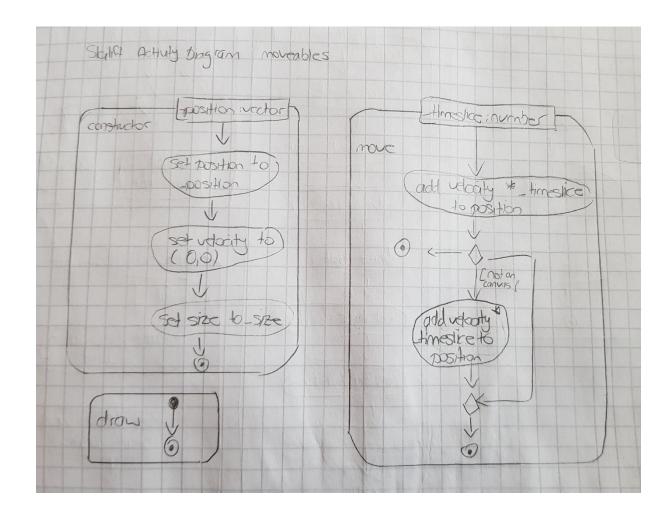
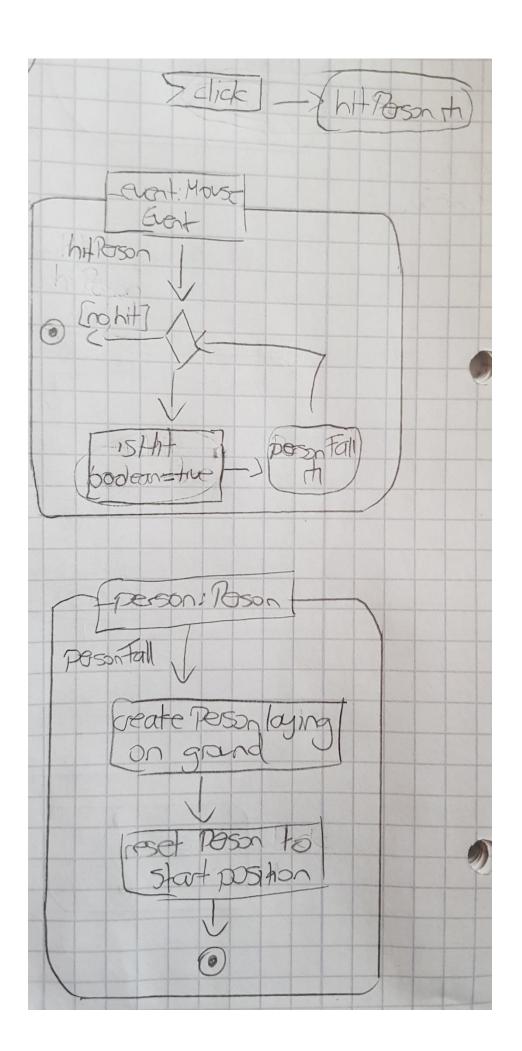


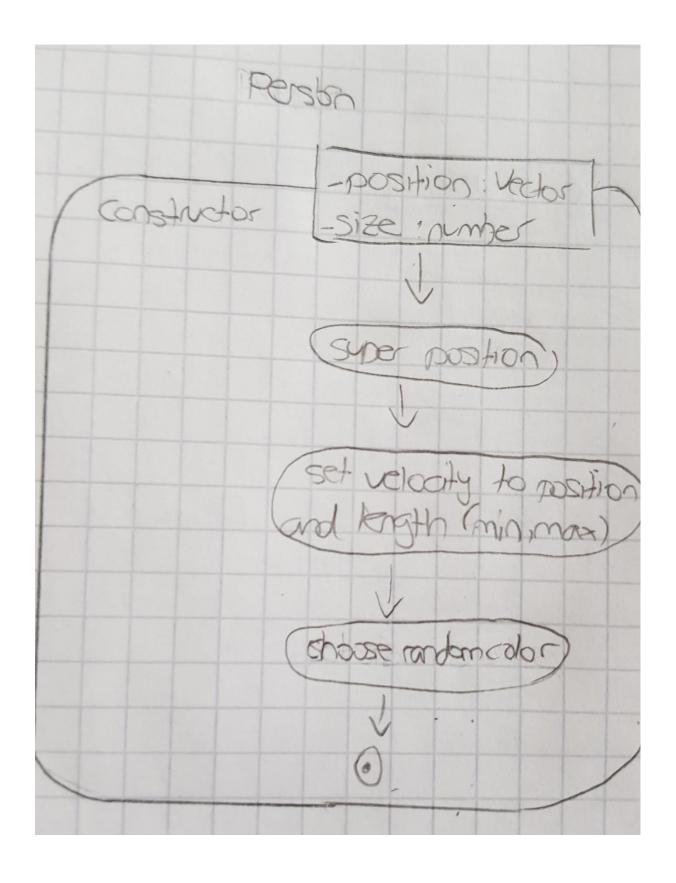
drawSun Lector radius 1: number = 25 radius 2: number = 120 gradient : Radial Gradient set copy stops for bright yellow at radius 11 (save fronsform) Fronslate to draw full circle restore transform)

- size: vector drawdord n Particles number = 25 radius Particles: number = 75 particle: path circle + radics gradent: radial with a=1, a=0 0 Crestone transform Save transform) Fronslate to position x:number = (random -1) * size.x Y: runber = random * size.y Safe transform draw Dorhoe restore Fransform

drawMantain position vedo--min: number O & Copie Harson - Step Min number = 50 (Far Path) - Step Max number = 125 tinumber = 0 Geale gradet Sove Fransform Frankle to position) Close path move to (00) (The to (4D)) Time To (x,y) Theto (O, - max) [xcangs.with] Shekwaen steptlin and - steptlan Vamber = --min -Math. random () * (-max =m)







Limeslice mare number add velocity * -timesice [skier not on skil slope] add velocity three slice to position

draw_ color: string []
color: Mix: String Save transform translate to position Begin poth draw 2 speck lines, ellipse and square close path Fill Style acolor Mix estare timetam

