

$\begin{array}{l} \text{-Position 2 : vector} \\ \text{-size 2 : vector} \\ \text{-min2 : number} \\ \text{-max2 : number} \end{array}$

draw tree 1

$\begin{array}{l} \text{stepMin : number = 50} \\ \text{stepMax : number = 100} \\ \text{x : number = -} \\ \text{position : number = canvasheight * background} \end{array}$

\downarrow



$\text{y : number = -min2 - math.random * (-max2 - min2)}$

\downarrow

save transform

\downarrow

translate $\rightarrow x, y + (\text{position} + 20)$



\downarrow

create Tree trunk



$\begin{array}{l} \text{nParticles : number = 70} \\ \text{radiusParticle : number = 20} \\ \text{particle = new Particle(20)} \\ \text{gradient = Radical Gradient} \end{array}$



create arc with given colors

\downarrow

save transform



\downarrow

transform to -position 2x, -position 2y

$\boxed{x < \text{canvasWidth}}$

\downarrow

$x += \text{step between min/max}$



\downarrow

restore transform



\downarrow

\downarrow

transform to x, y



\downarrow



$\boxed{\text{draw nParticles}}$



\downarrow

\downarrow

\downarrow

\downarrow

\downarrow

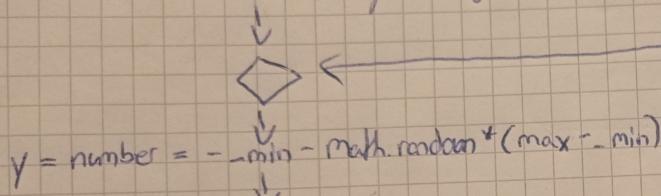
draw Bush

- position : vector
- size : vector
min : number
max : number

step min : number = 50
step max : number = 150

x : number = 0

position : number high * backgroundPosition



nParticles : number = 80

radiusParticles : number = 20

gradient = RadicalGradient

Create arc with given color

Save transform

transform to -position

[draw <nParticles>]

save transform

[$x < \text{canvas.width}$]

restore transform
 $x + \text{step between min/max}$

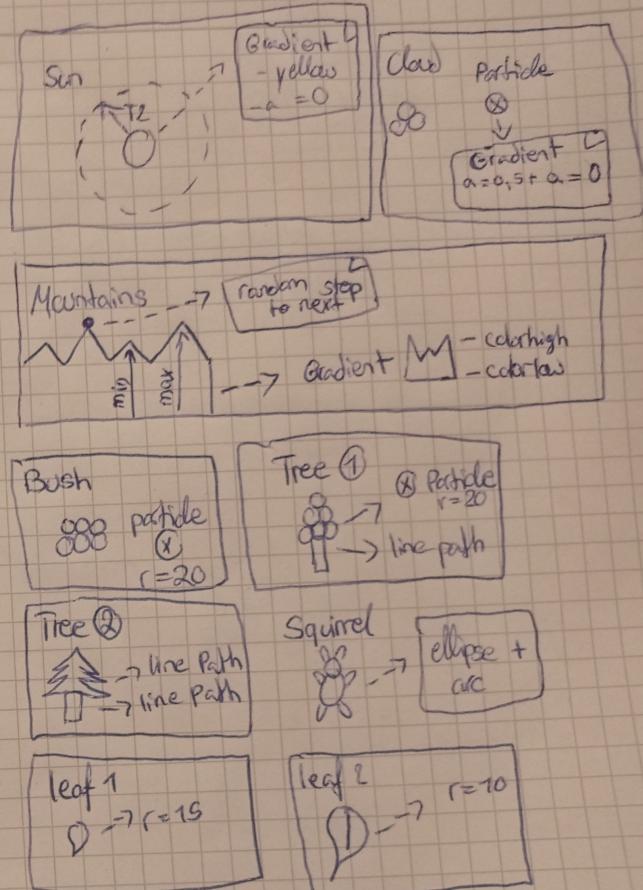


restore transform

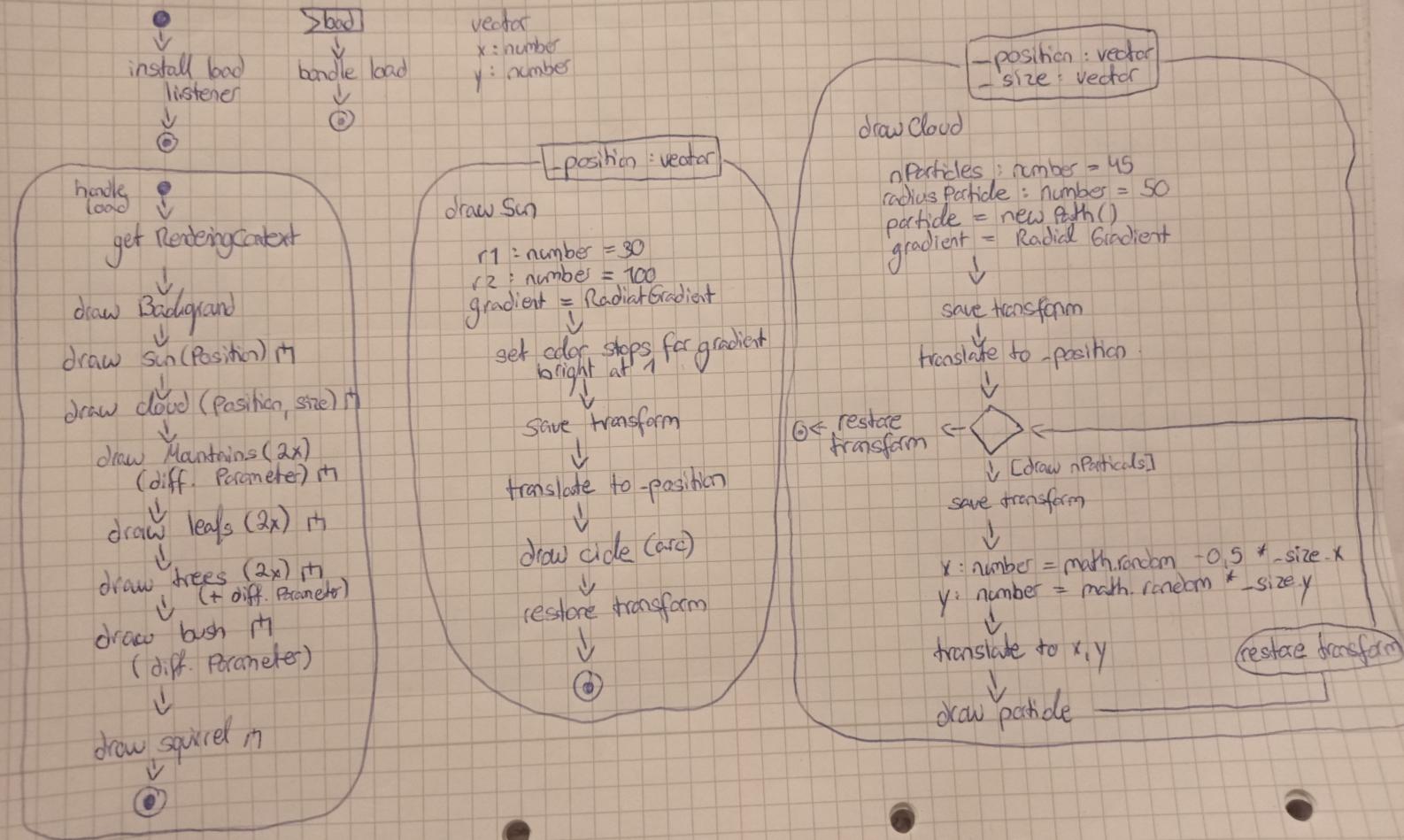


transform to x, y

$x : \text{number} = \text{math.random} - 0,5 * \text{-size.x}$
 $y : \text{number} = \text{math.random} * \text{size.y}$



Aktivitätsdiagramm



draw Mantain

position : vector
min : number
max : number
colorlow : string
colorhigh : string

stepMin : number = 50
stepMax : number = 50
x : number = 0

save transform

translate to -position

move to 0,0

line to 0 -max



↓

x += step between min/max

↓

y = number = -min - Math.random() * (-max - min)

line to x,y



[x < canvas width]



line to x,0 → close path → create gradient

Draw leafs

nleafs : number = 50
leafs : number = 15

[drawing > nleafs] → ①

x : number = math.random * 1536
y : number = math.random * 722

create arc

draw Squirrel

- position : vector

reset transform

Save transform

translate to -position x,
-position y

create body

create arms

create legs

create tail

create head

create ears

create eyes

restore transform



restore transform



close path