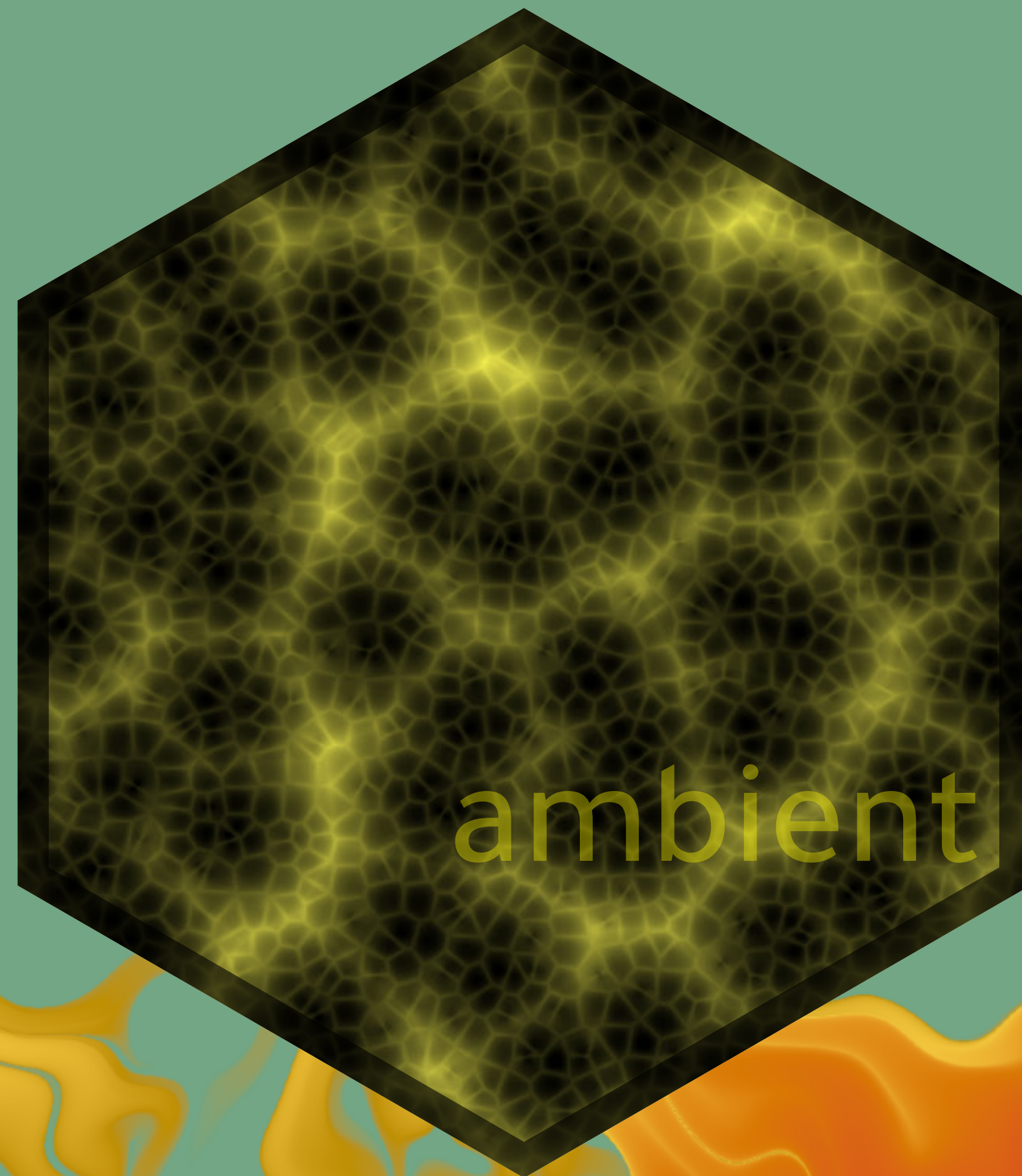


# Enter ambient

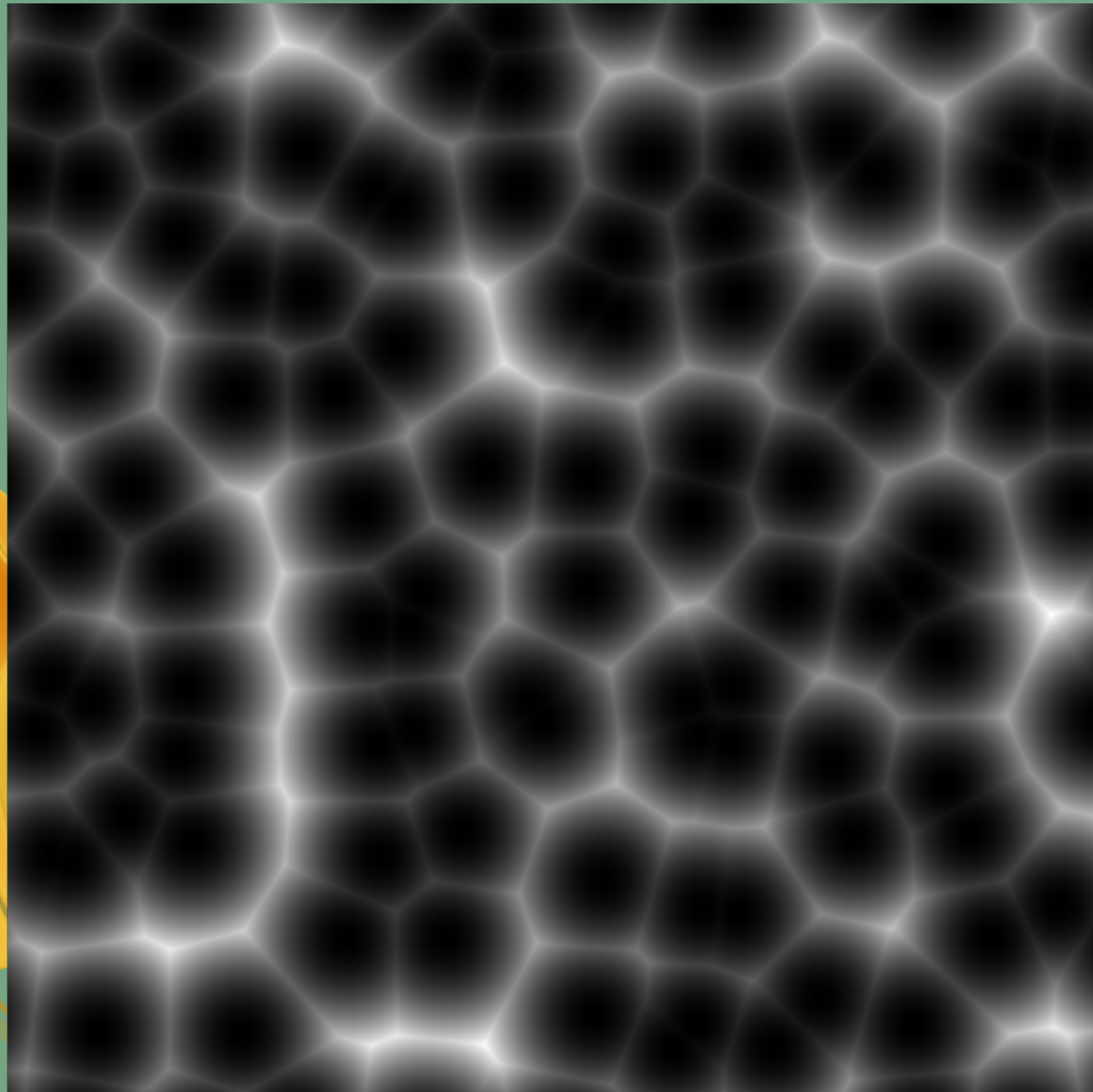
Not a *new* package for R

- High performance noise generator
- Extremely flexible
- Standard and tidy interface





# Example



```
long_grid(x = seq(0, 10, length.out = 1000),
          y = seq(0, 10, length.out = 1000)) %>%
  mutate(
    x1 = x + gen_simplex(x, y) / 2,
    y1 = y + gen_simplex(x, y) / 2,
    worley = gen_worley(x, y, value = 'distance',
                       seed = 5),
    worley_frac = fracture(gen_worley, ridged,
                          octaves = 8, x = x, y = y,
                          value = 'distance', seed = 5),
    spheres = gen_spheres(x1, y1),
    full = blend(normalise(worley),
                 normalise(worley_frac), spheres)
  ) %>%
  as.raster(value = normalise(worley)) %>%
  plot()
```