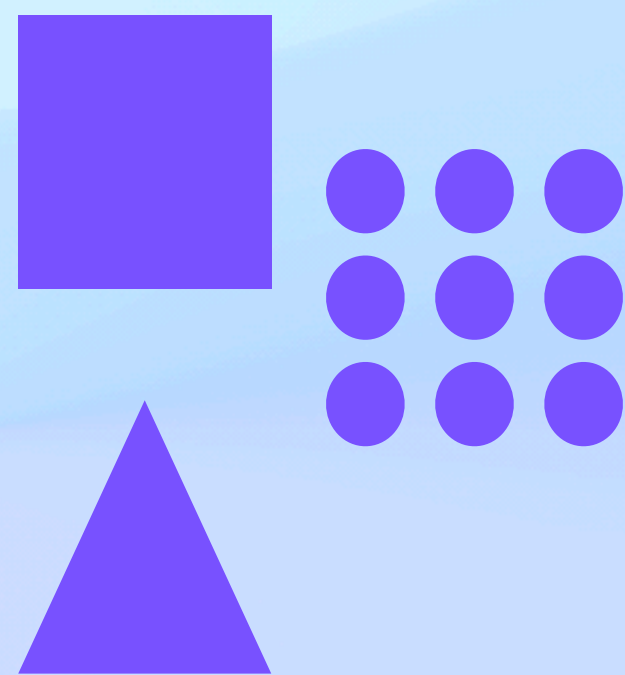


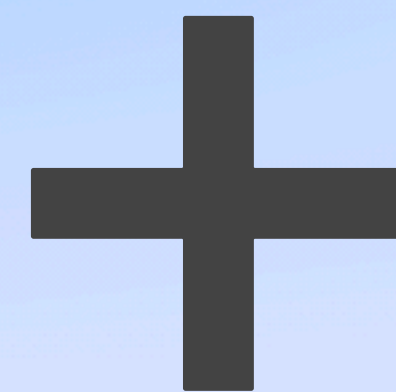
# Generative Art Pipeline



noise(2d)  
noise(4d)  
random()



sin() cos()





# Going Further

