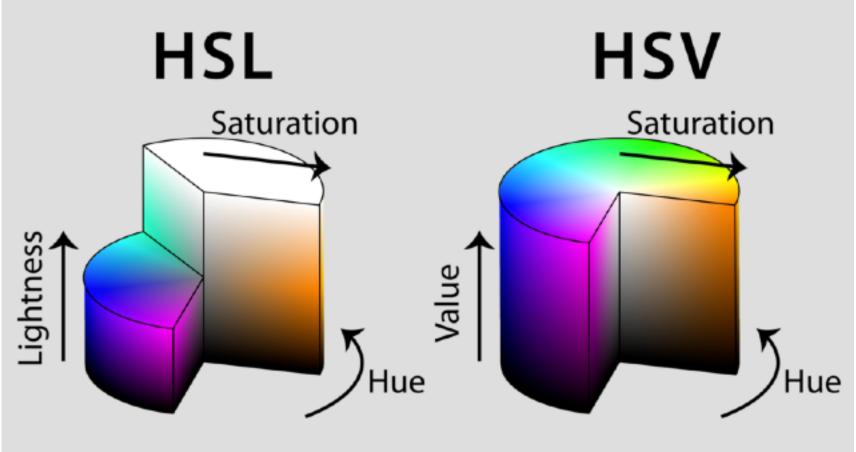
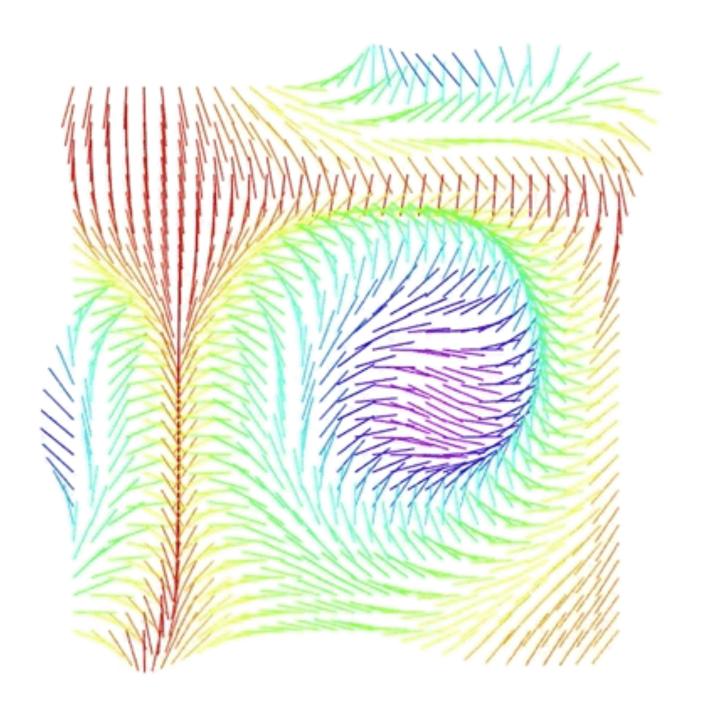
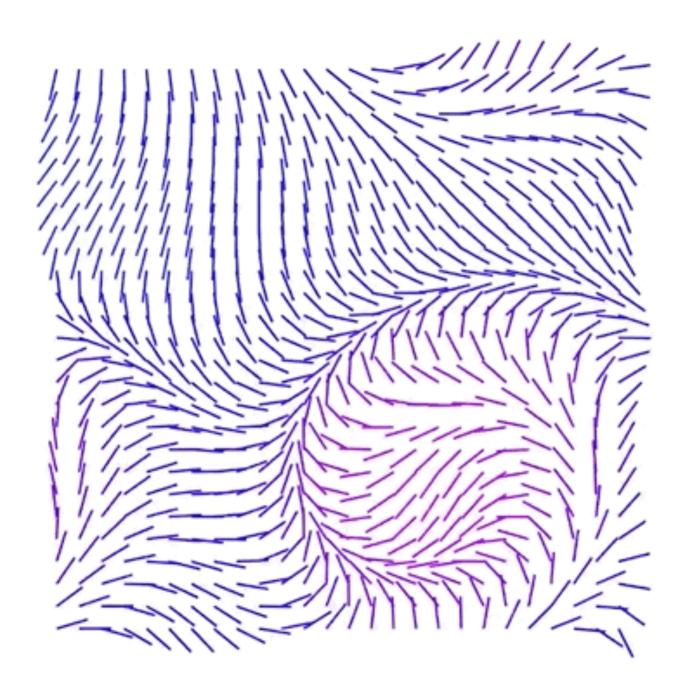
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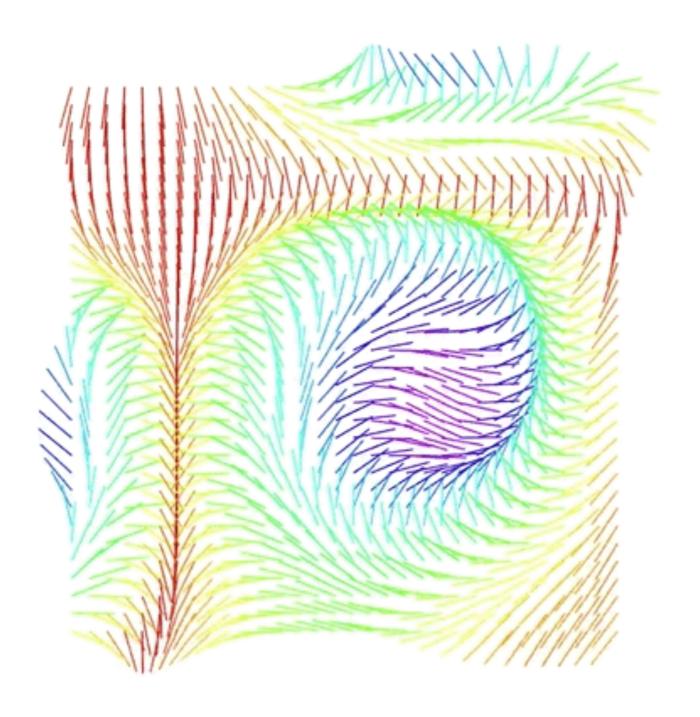
wikipedia.org

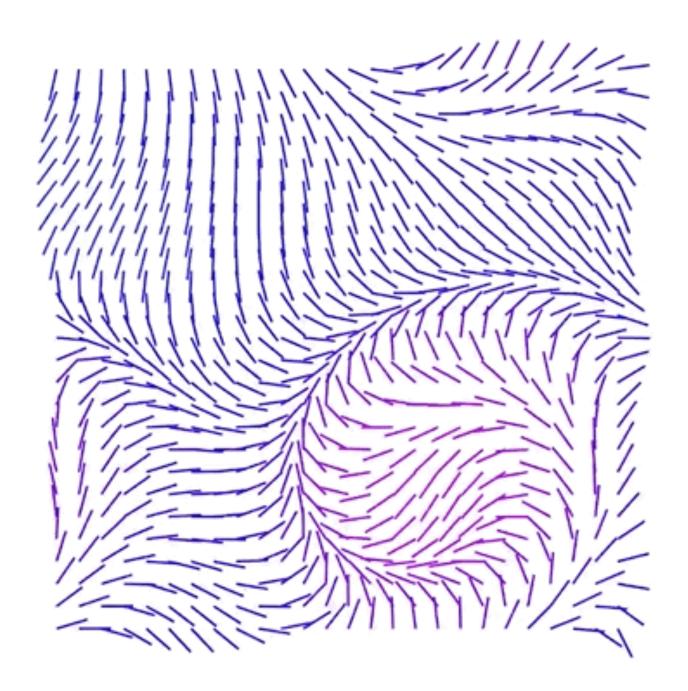
- HSL, HSV use hue - hue is in [0, 360] -> like angles? map noise to hue ranges



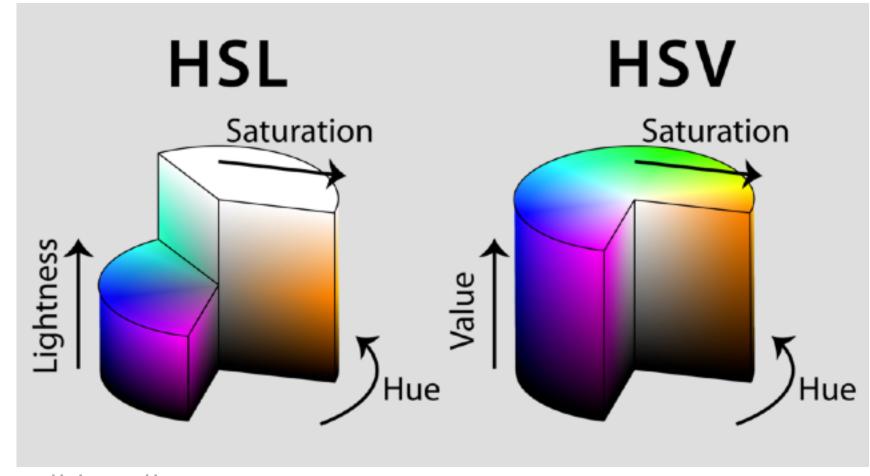


```
// Compute hue based on noise
val hue = (noise * 360f).absoluteValue
// OR
val hue = map(noise, -1f, 1f, 170f, 300f)
// Use hue in hsv
val color = Color.hsv(hue, saturation = 1f, value = 1f)
drawLine(color = color, ...)
```



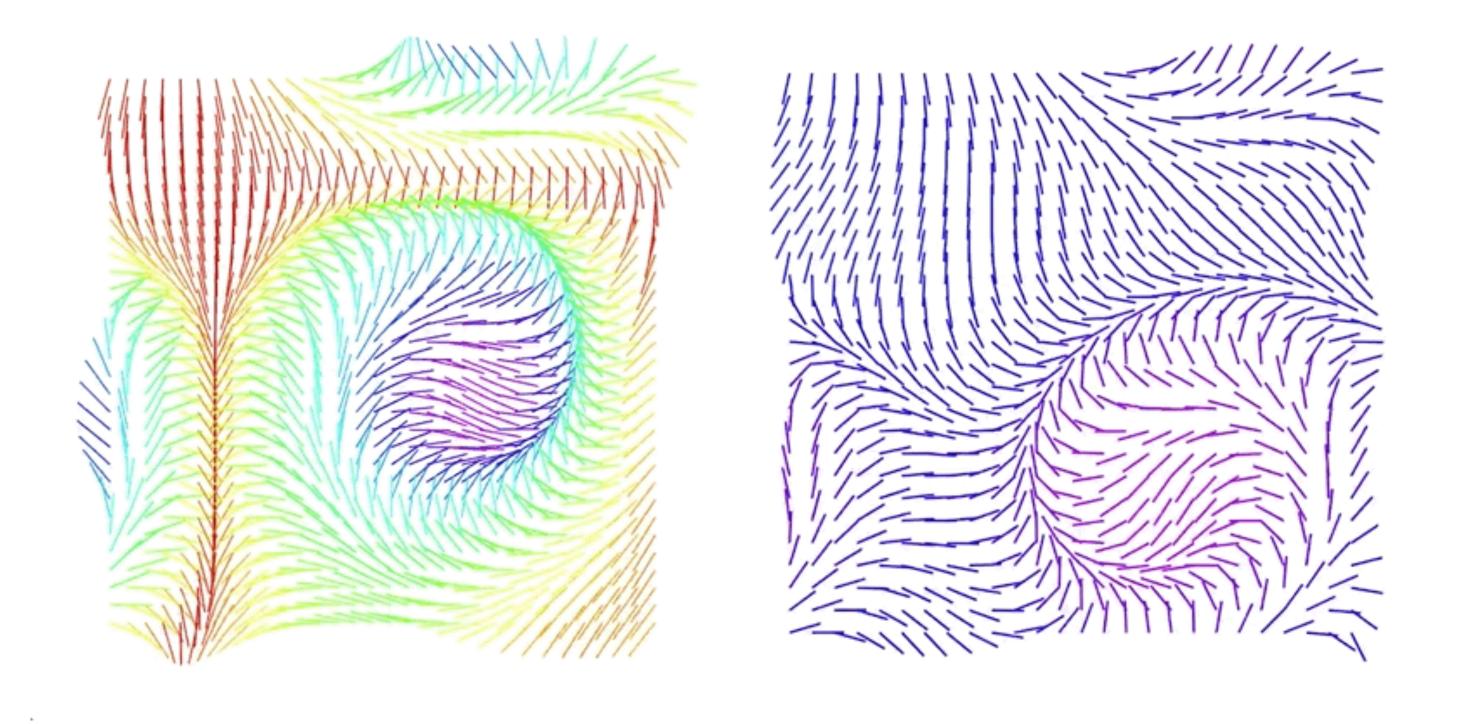


Color



wikipedia.org

- HSL, HSV use hue
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// Shaders Android 13