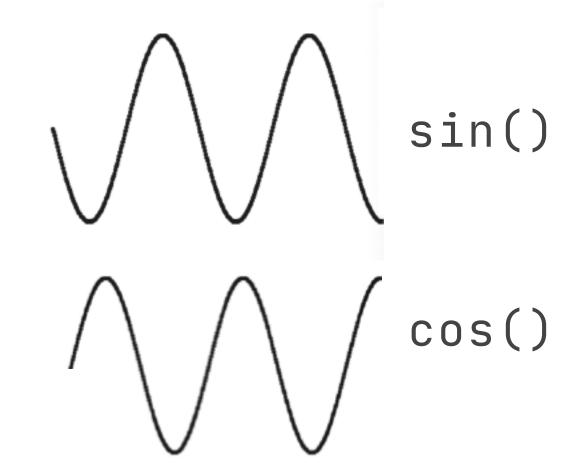
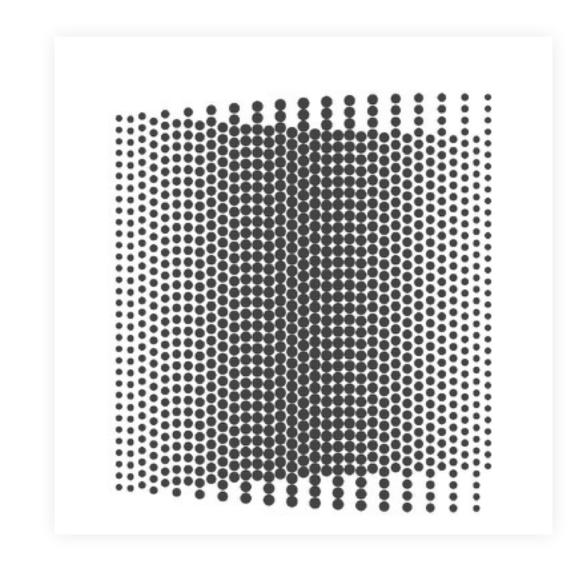
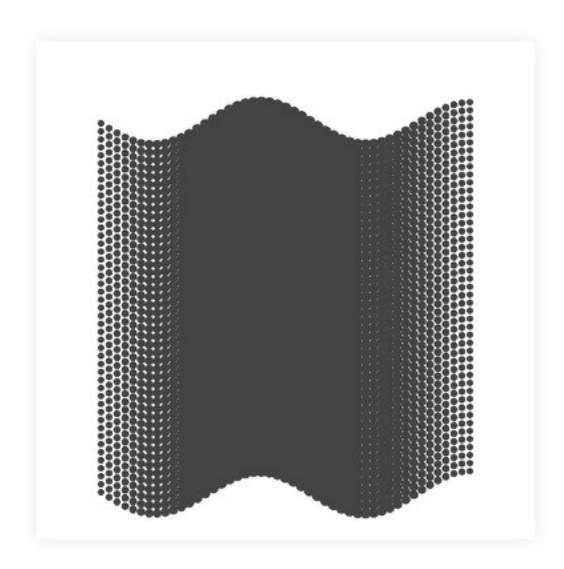
- sin() and cos() repeats from-1 to 1
- perfect for wavy positions!
- need some way to "map" -1 to 1
  to x or y offsets







## Linear interpolation

## lerp()

```
(max - min) * inputValue + min
```