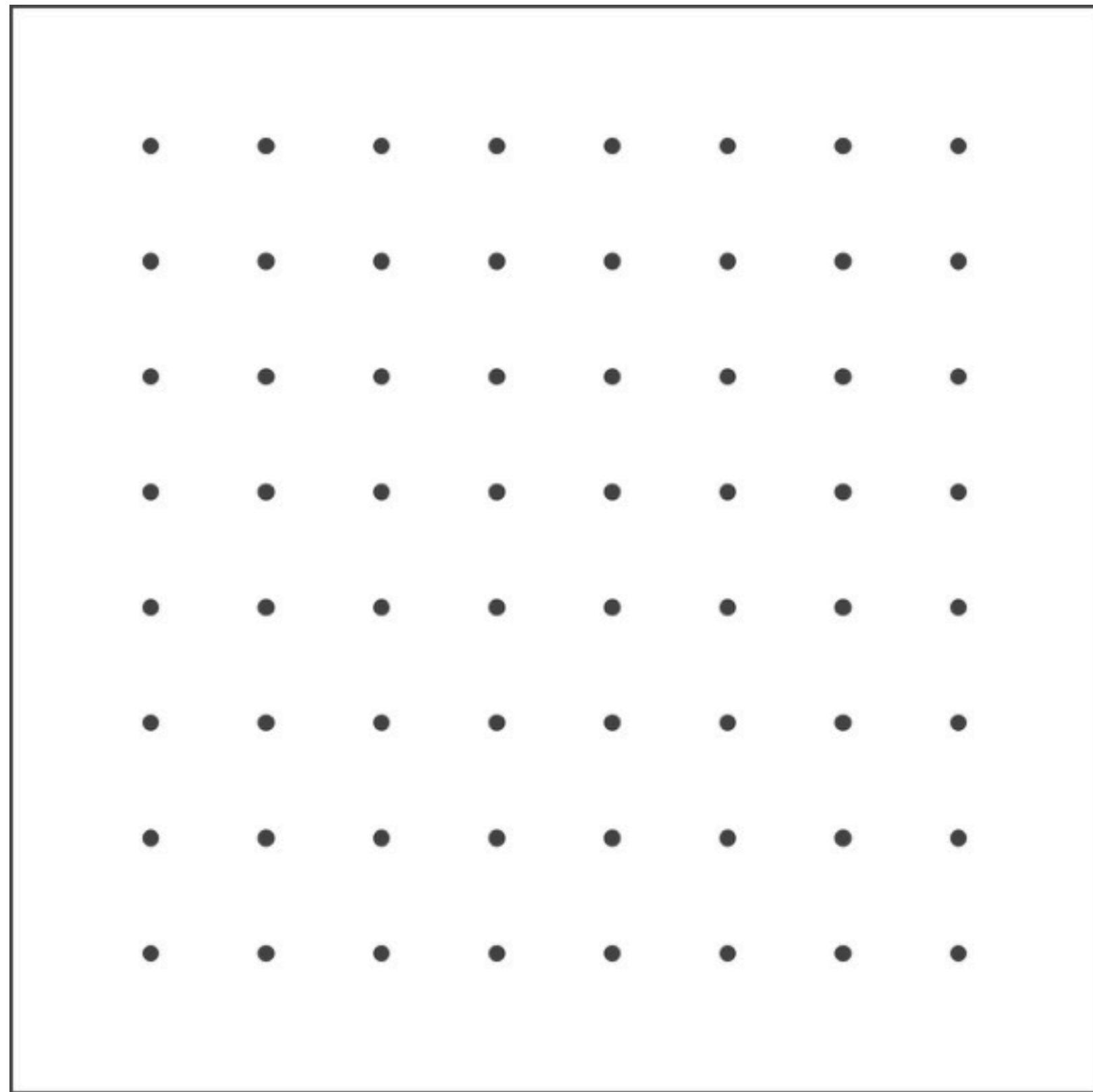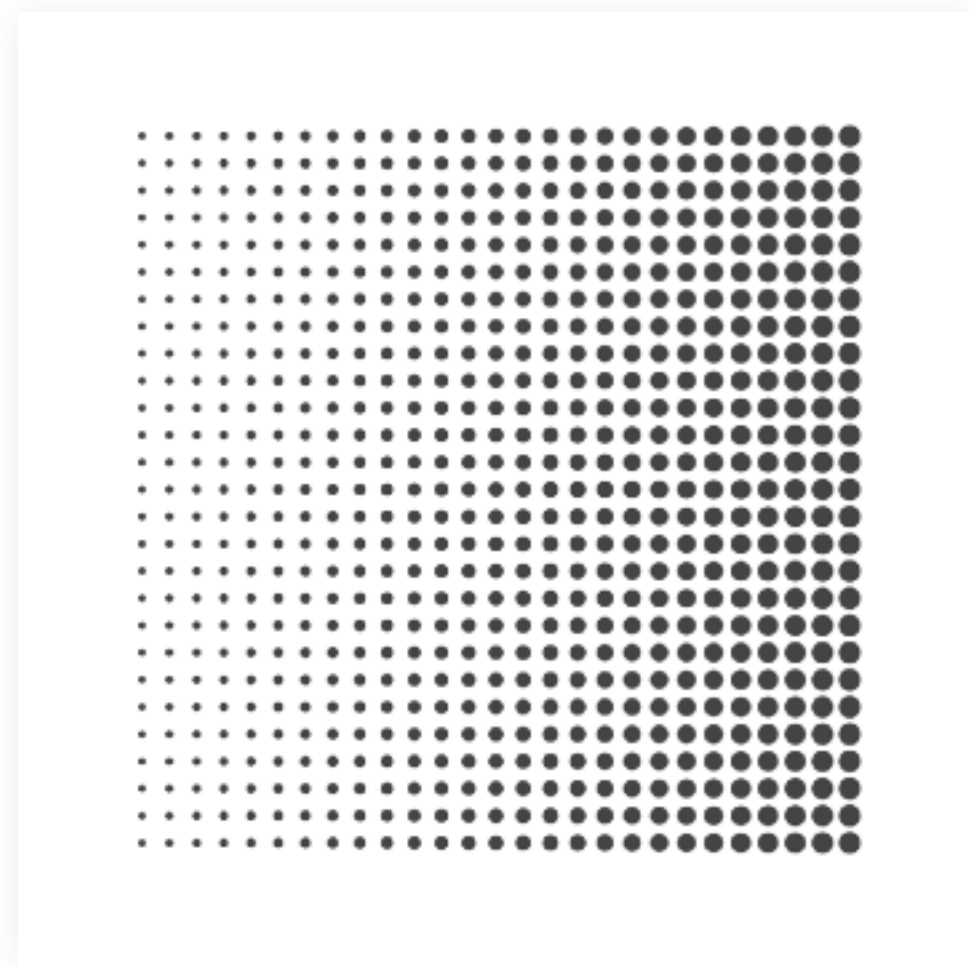# Grids
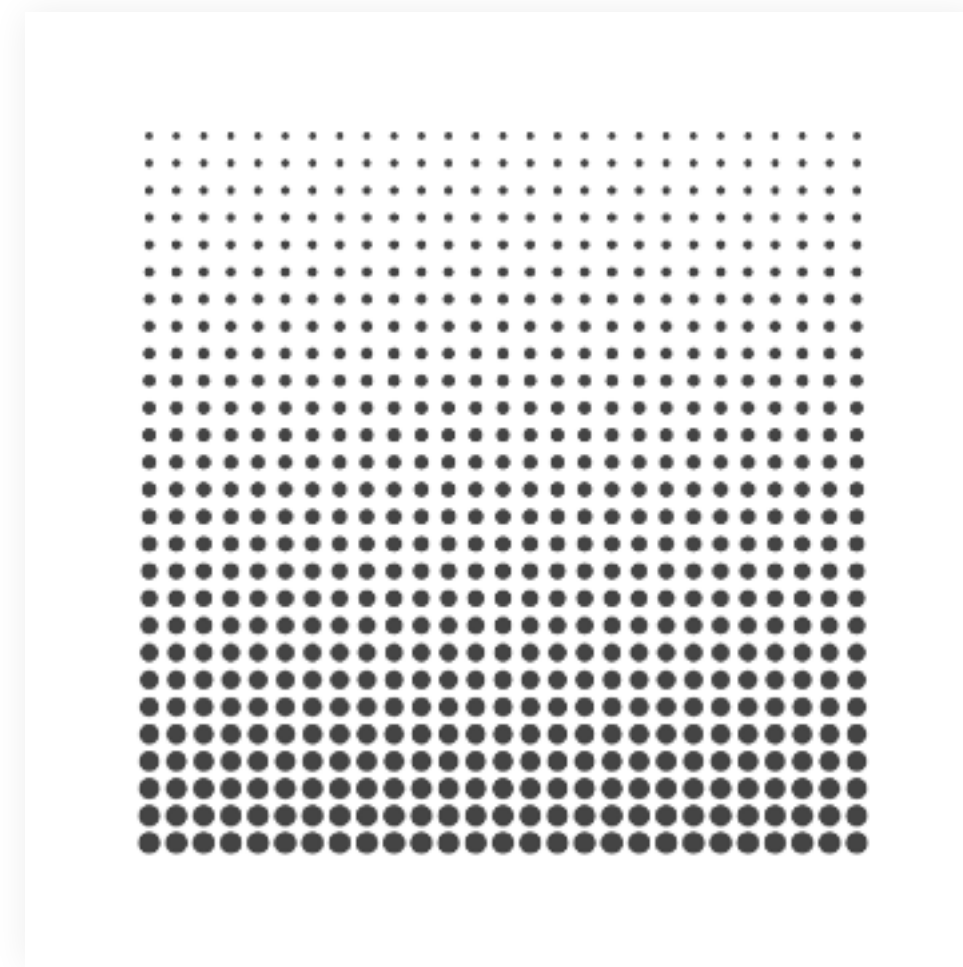
With padding


```
Canvas(
    modifier = modifier
        .fillMaxSize(0.9f)
        .aspectRatio(1f)
        .border(1.dp, Color.DarkGray)
        .padding(Padding)
) {
    val (width, height) = this.size
    drawGrid(. . .)
}
```
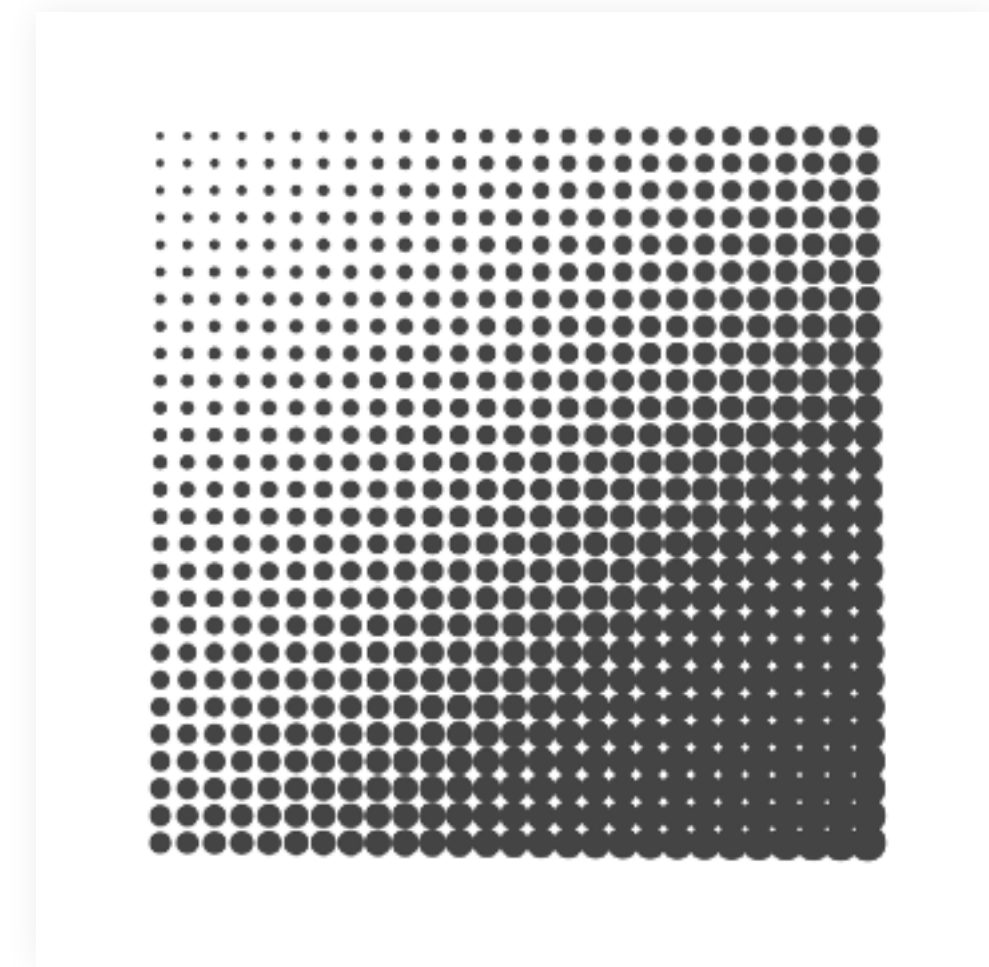
Dot Size Variations

change **dot size** based on **position**


```
radius = lerp(
value = u,
 min =  5f,
 max =  15
)
```

```
radius = lerp(
value = v,
 min = 5f,
 max = 15f
)
```

```
radius = lerp(
value = u + v,
 min = 5f,
 max = 15f
)
```