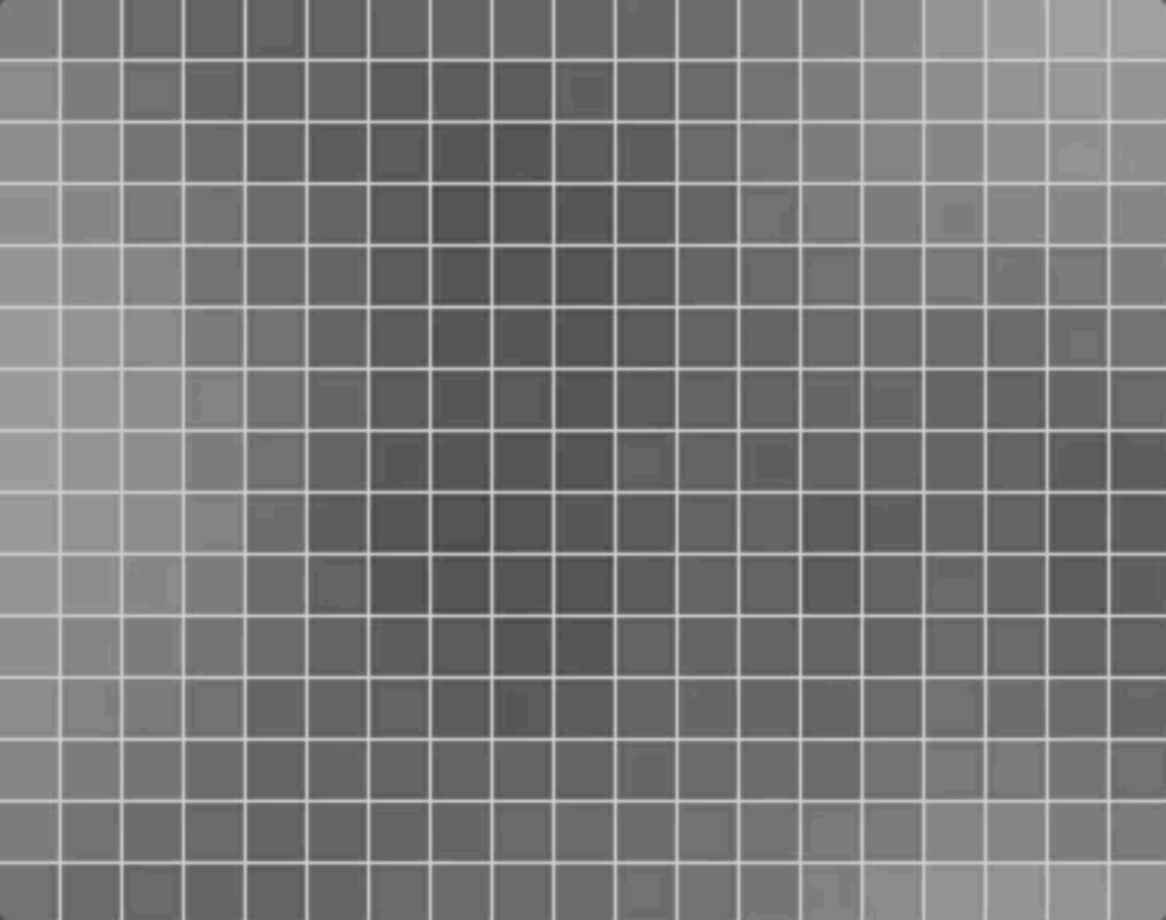
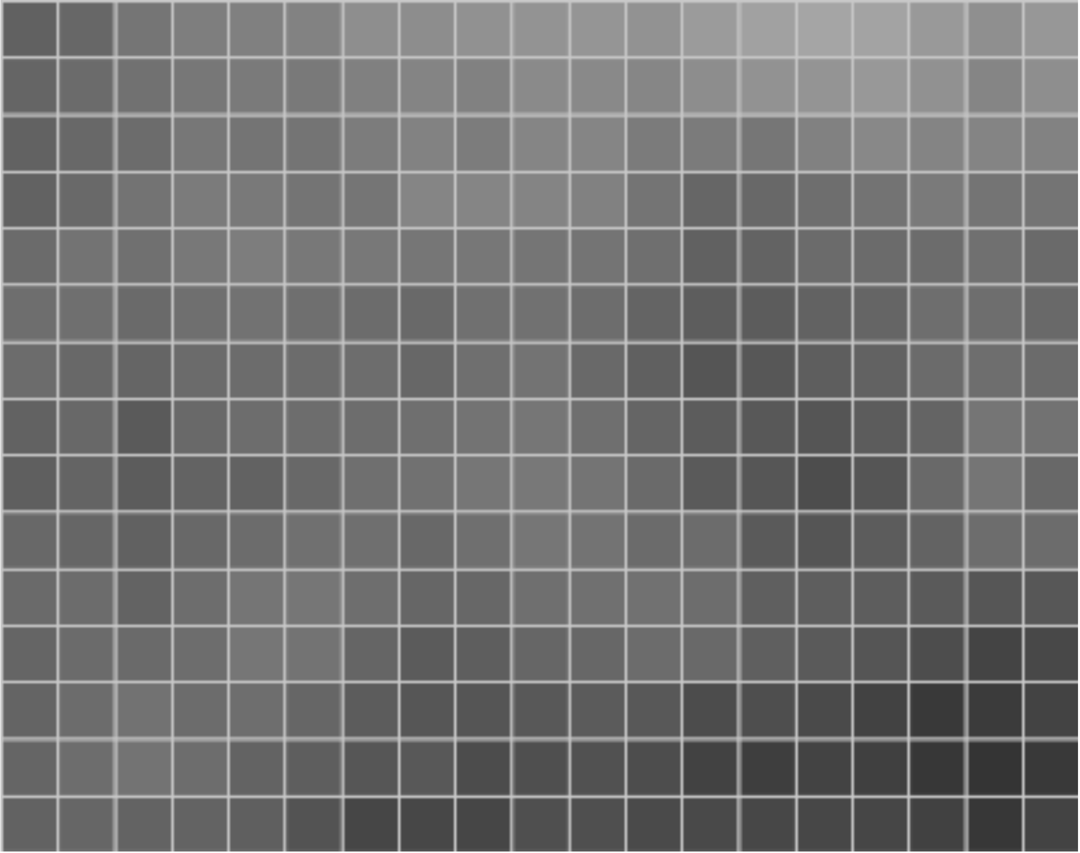
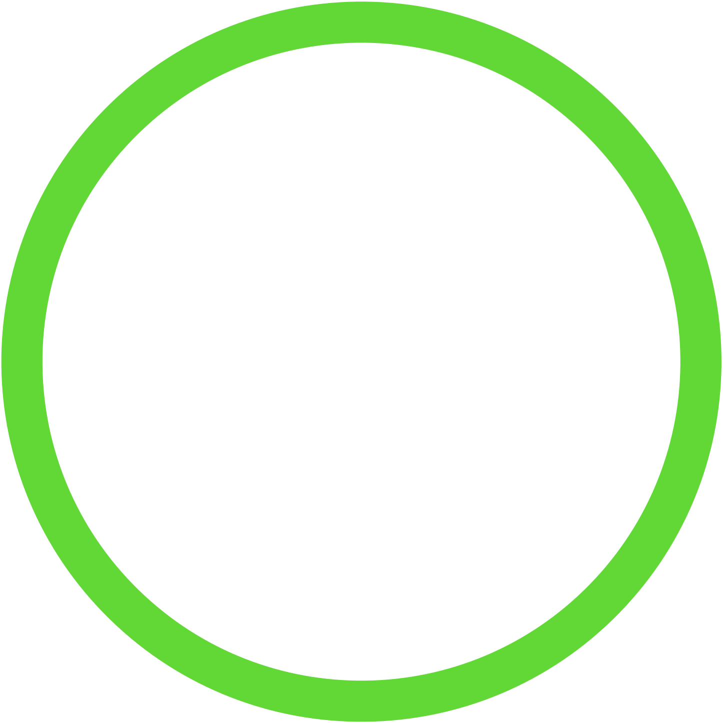
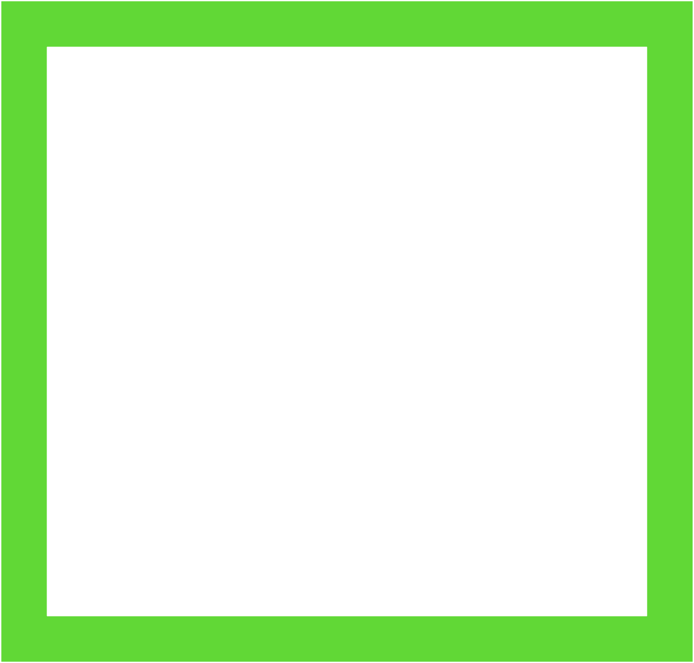








`perlin/simplex(Vec2(…))`

2D Noise

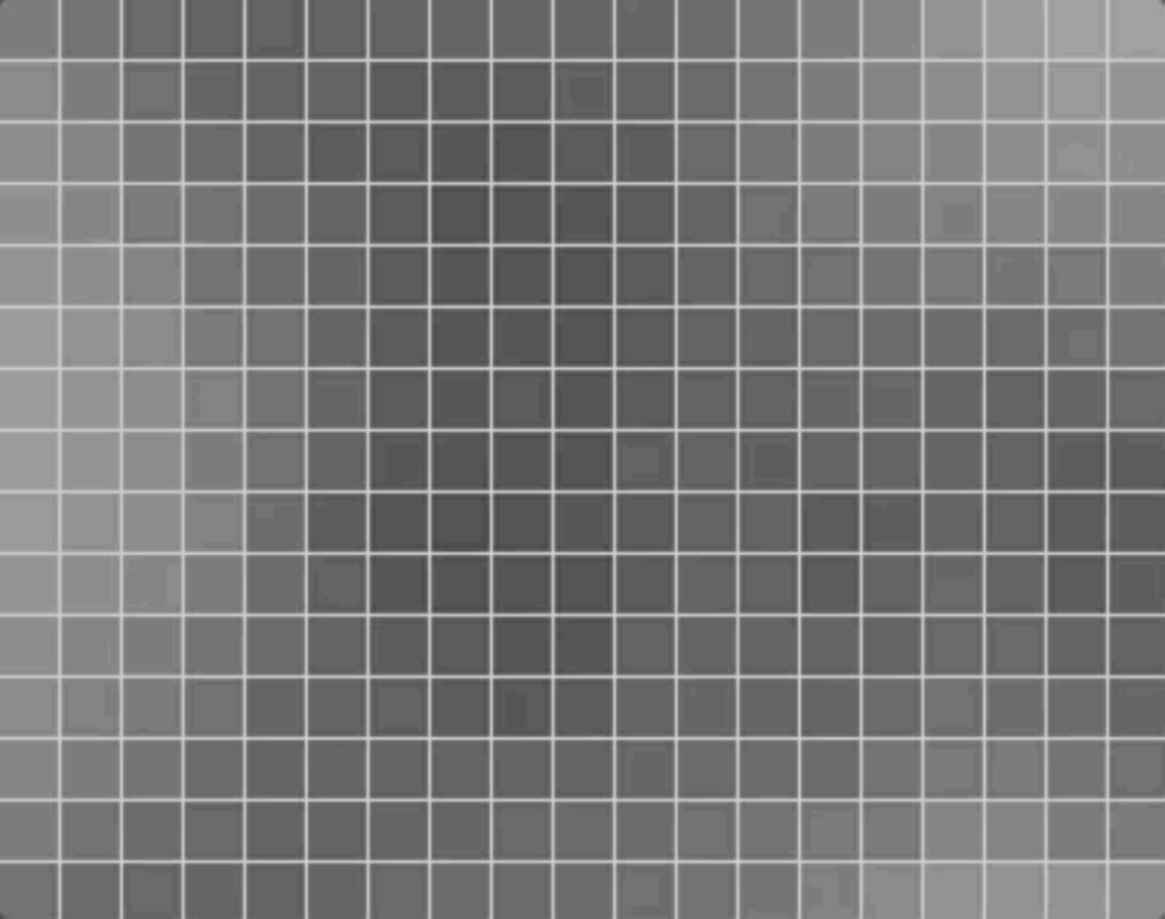
Each (x,y) value is similar to surrounding

```
perlin/simplex(Vec3(…))
perlin/simplex(Vec4(…))
```

3D+ Noise

2D noise “slices” + 3rd/4th dimension of time!

glm + noise

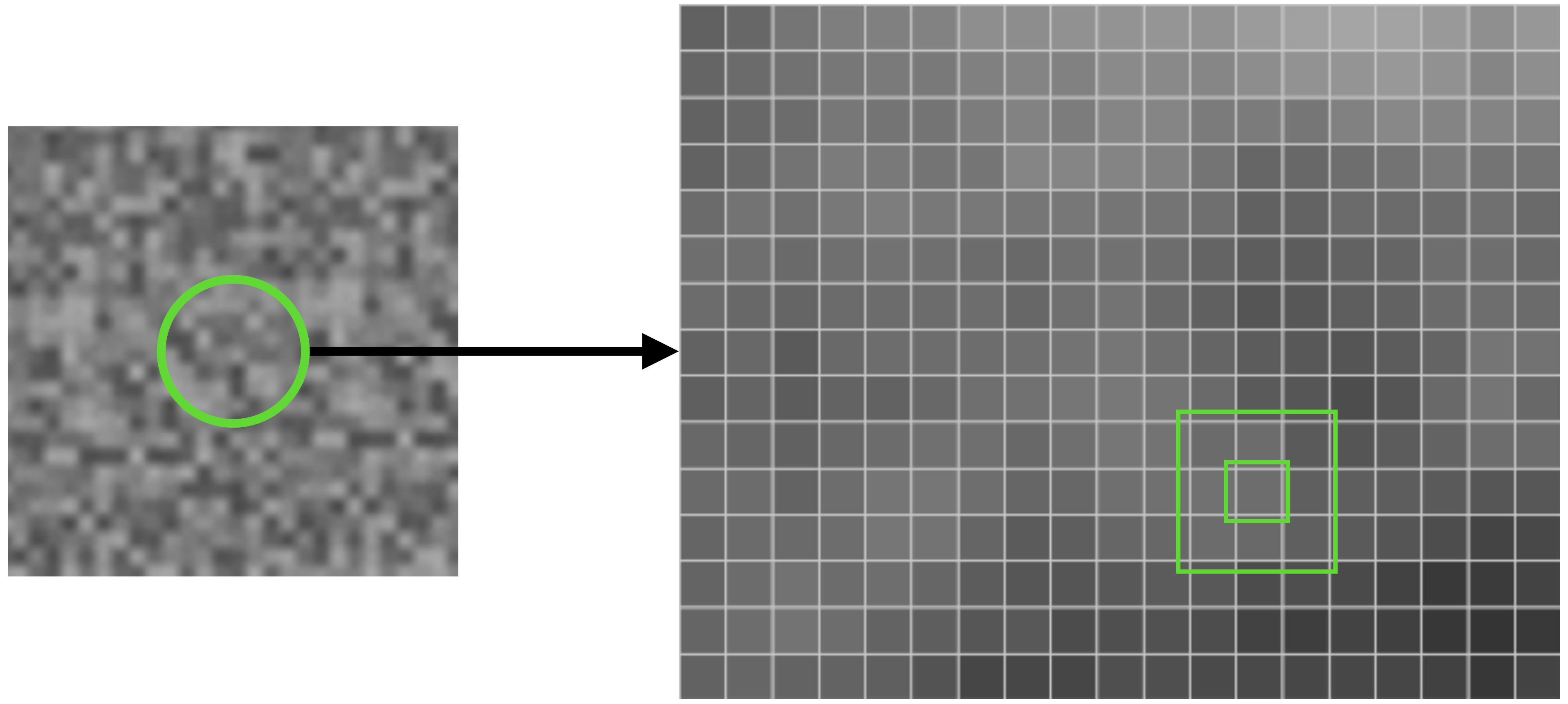


glm + noise

```
perlin/simplex(Vec2(…))
```

2D Noise

Each (x,y) value is similar to surrounding



```
perlin/simplex(Vec3(…))
perlin/simplex(Vec4(…))
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3D+ Noise

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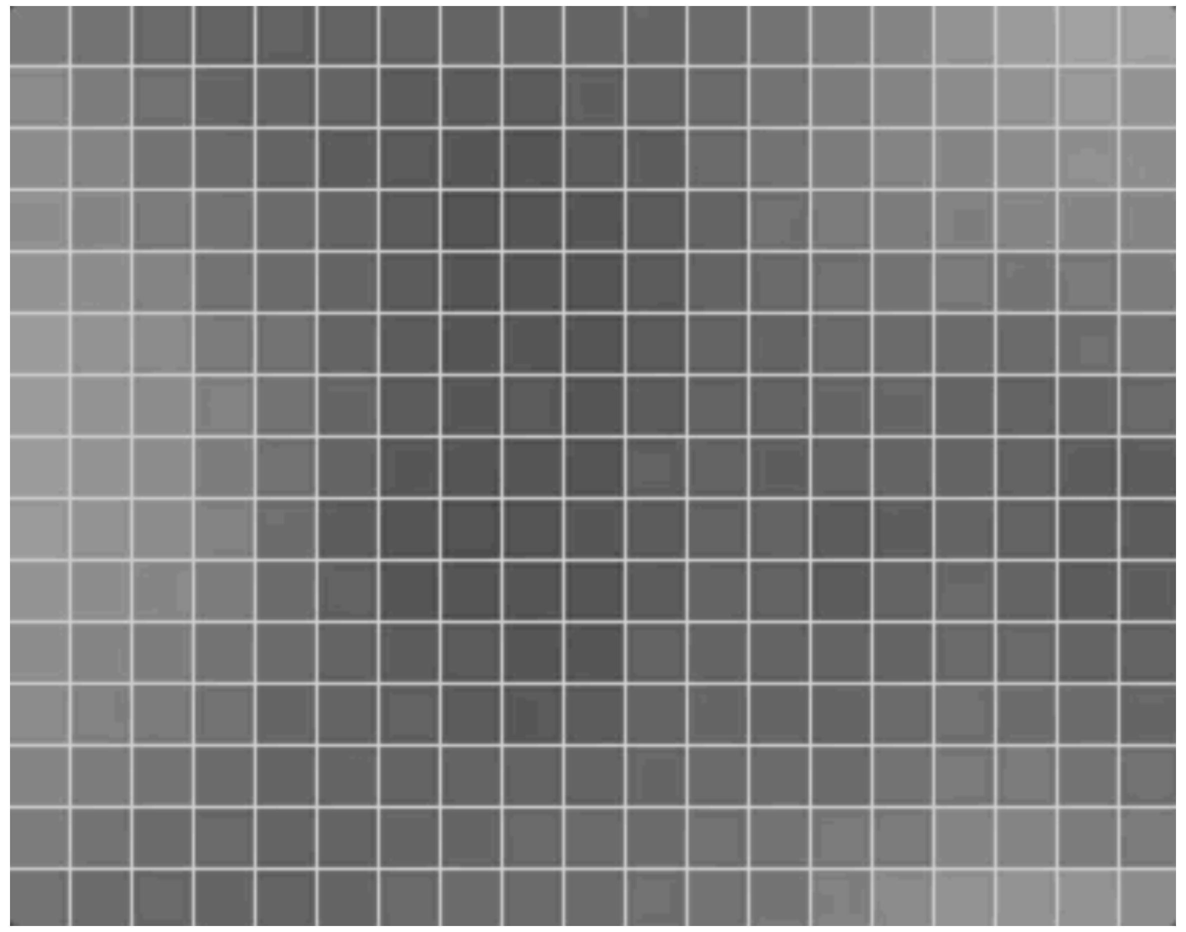
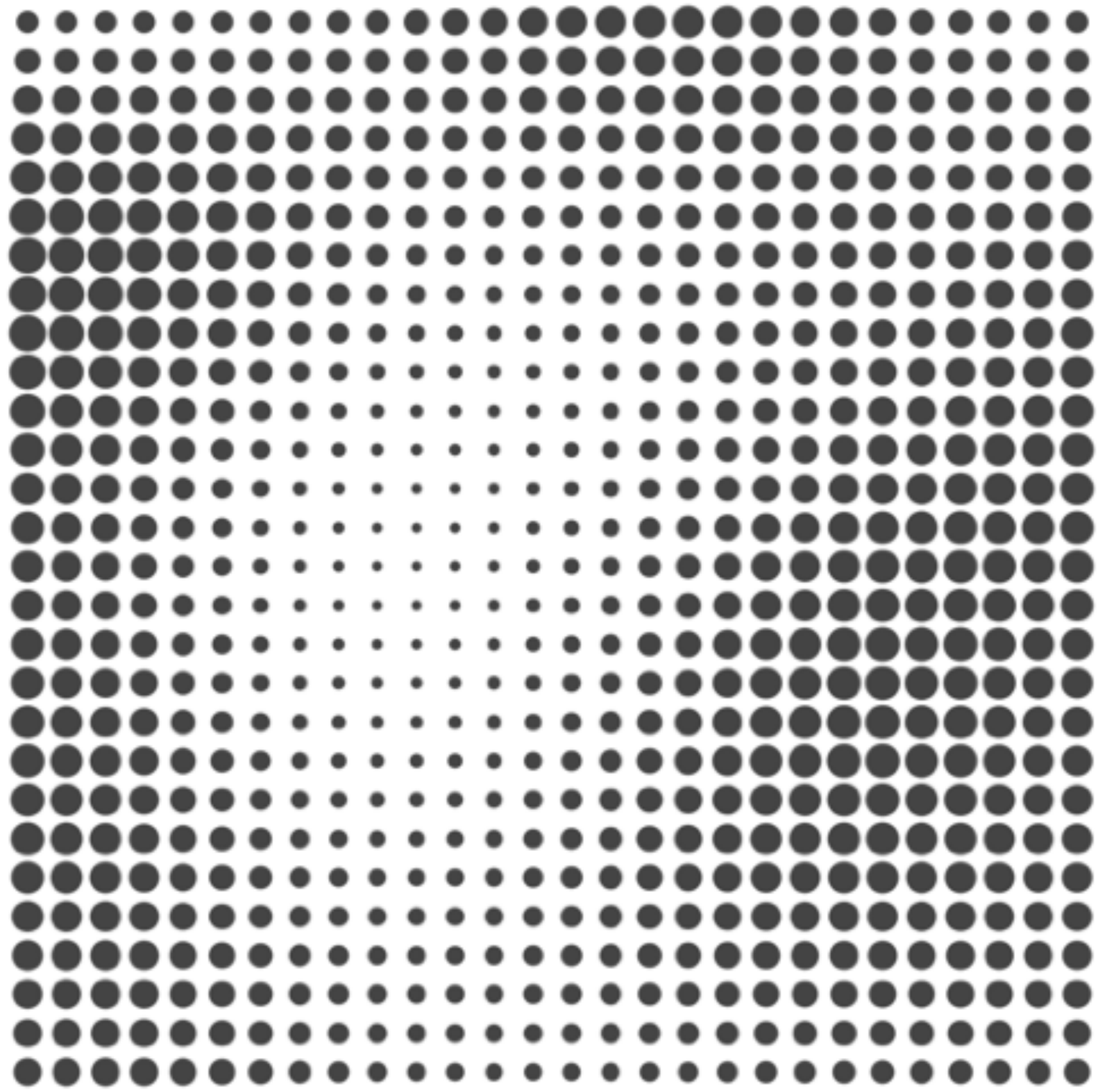


Noisy Grids

- output range of noise = [-1, 1]
- changing radius with noise



```
val noise2d = glm.simplex(
 Vec2(u, v)
)

drawCircle(
  radius = map(
    noise2d,
    -1f, 1f,
    3f, 17f
  ),
  ...
)
```