

Sketch

Get a quick draw-loop using
`AnimationState`

Wrap around a `Canvas`

```
val Spec = tween(  
    5000, 50, easing = LinearEasing  
)
```

```
@Composable  
fun Sketch(  
    speed: Float = 1f,  
    animationSpec: AnimationSpec<Float> = Spec,  
    onDraw: DrawScope.(Float) → Unit  
) {
```

```
    val time = remember { AnimationState(0f) }
```

```
    LaunchedEffect(Unit) {  
        while (isActive) {  
            time.animateTo(  
                targetValue = time.value + speed,  
                animationSpec = animationSpec,  
                sequentialAnimation = true
```

```
        )
```

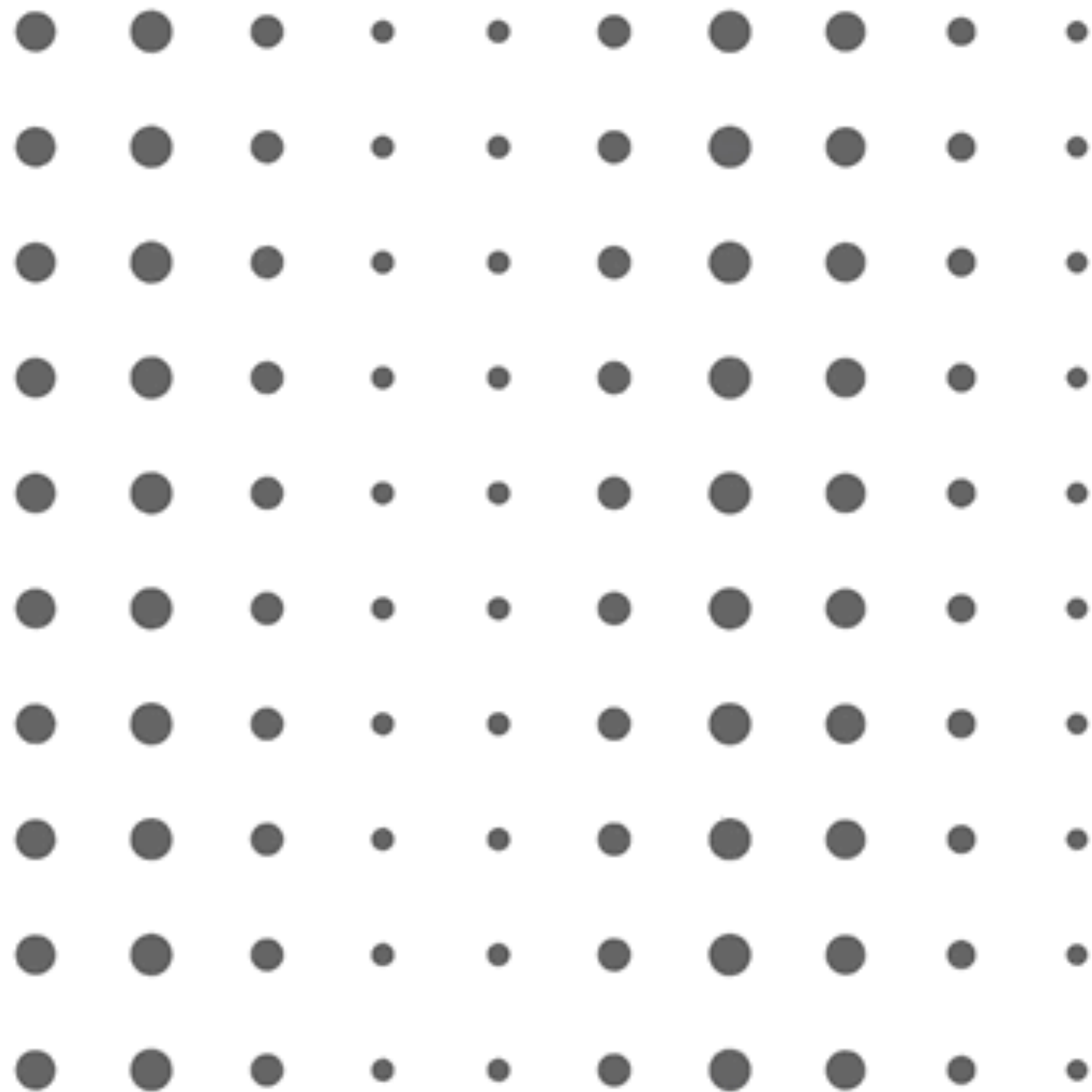
```
    }
```

```
}
```

```
Canvas(...) {  
    onDraw(time.value)  
}
```

```
}
```

Animated Grid



```
+Sketch(  
-Canvas(  
    modifier = . . .  
) { time →  
    drawGrid(. . .)  
}
```

```
drawCircle(  
    . . .  
    radius = map(  
        sin(u * 10f + time * 20f),  
        -1f, 1f, // from  
        10f, 20f // to  
    )  
)
```