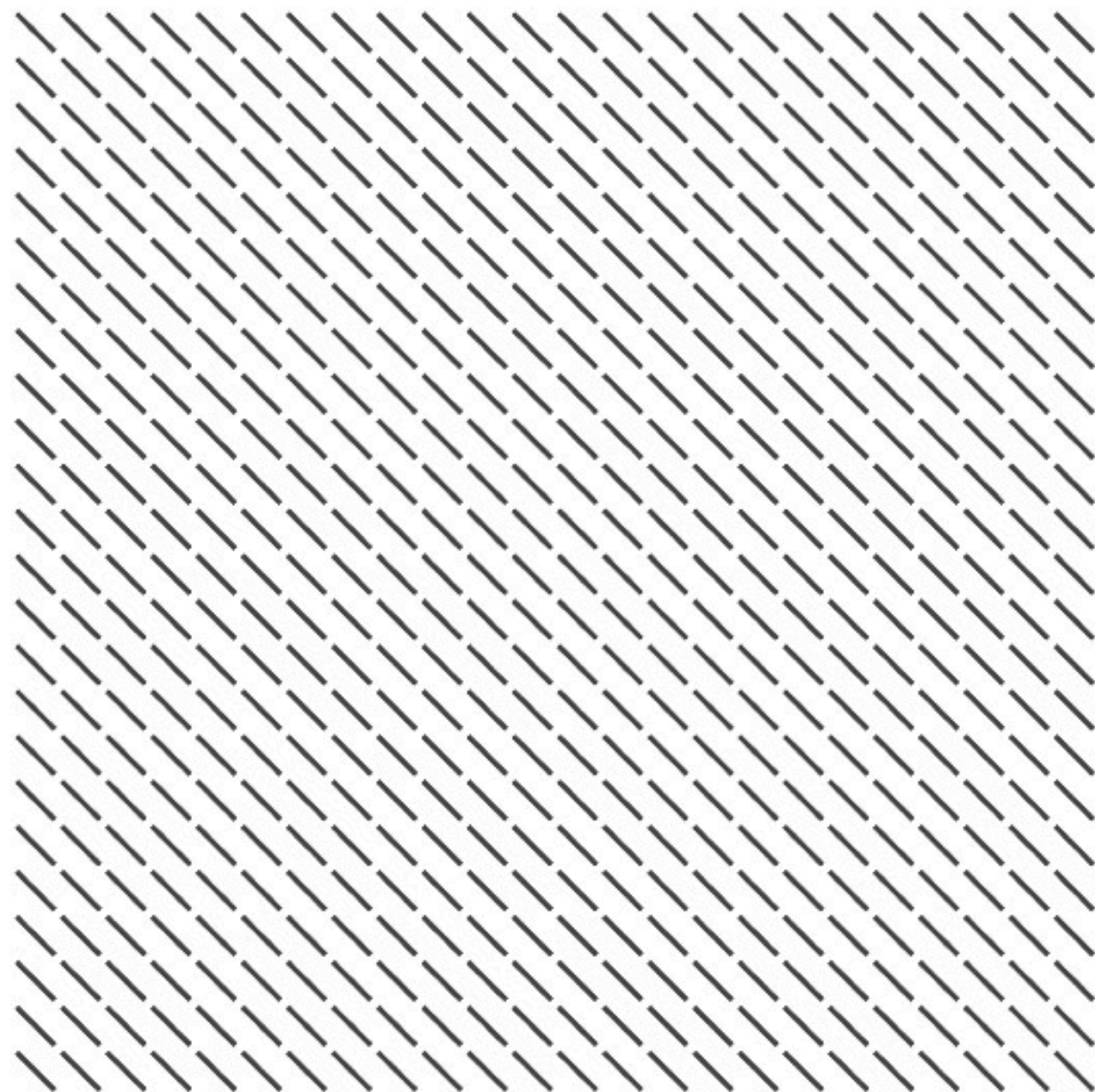


# Grid + Angles



```
// in drawGrid(...)
```

```
val r = 50f
```

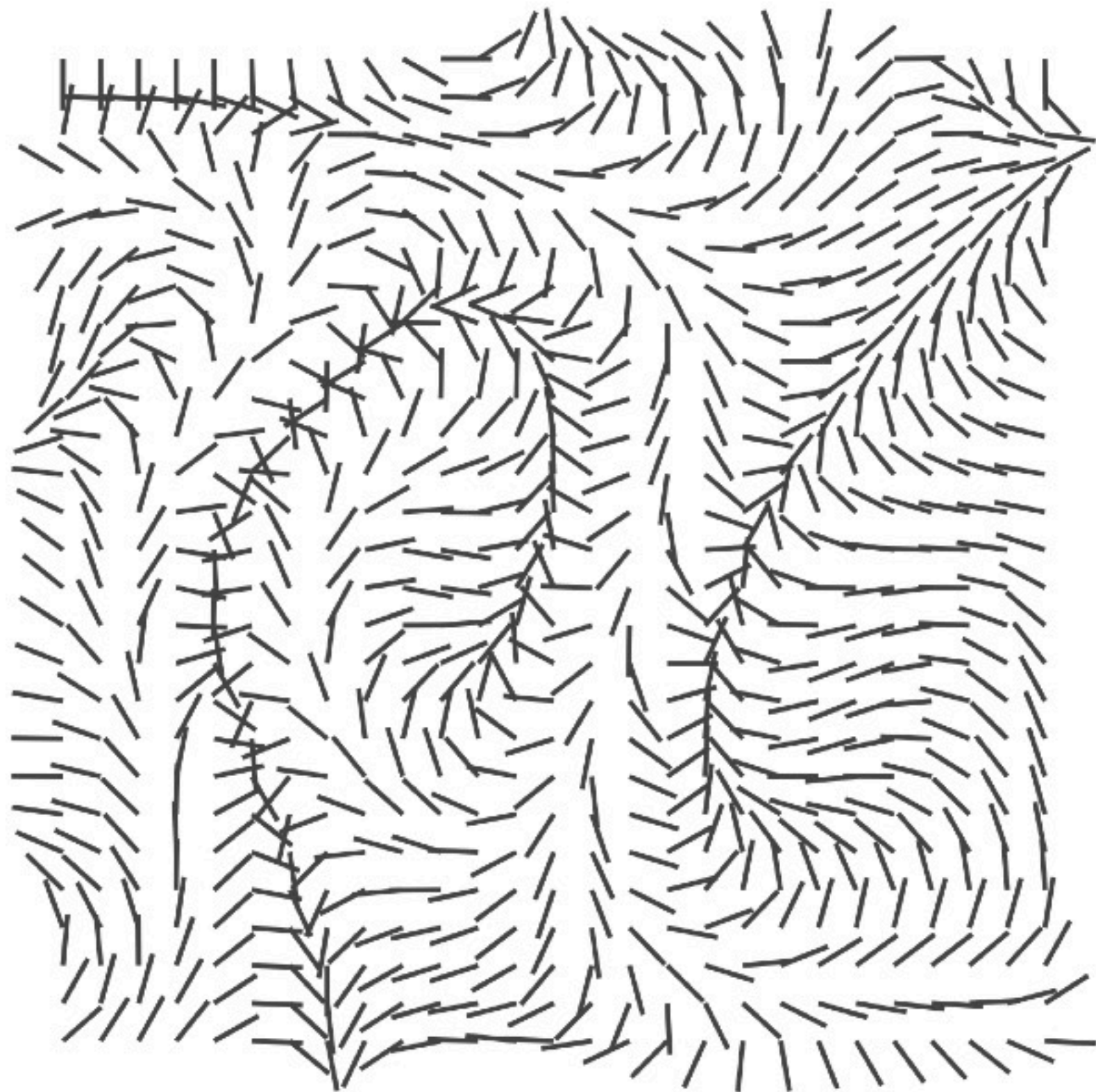
```
//  $\pi/4 = 45^\circ$ 
```

```
val endX = startX + (r * sin(PIf/4))
```

```
val endY = startY + (r * cos(PIf/4))
```

```
drawLine(  
    start = Offset(startX, startY),  
    end = Offset(endX, endY),  
    ...  
)
```

# Angles + Noise



```
// in drawGrid(...)
```

```
val r = 50f
```

```
// multiply noise by 360° or 2π
```

```
val radians = glm.simplex(  
    Vec2(u, v)  
) * TWO_PI
```

```
val endX = startX + (r * sin(radians))
```

```
val endY = startY + (r * cos(radians))
```

```
drawLine(  
    start = Offset(startX, startY),  
    end = Offset(endX, endY),  
    ...  
)
```