

# Sketch

Get a quick draw-loop using  
`AnimationState`

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

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

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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)  
}
```

```
}
```