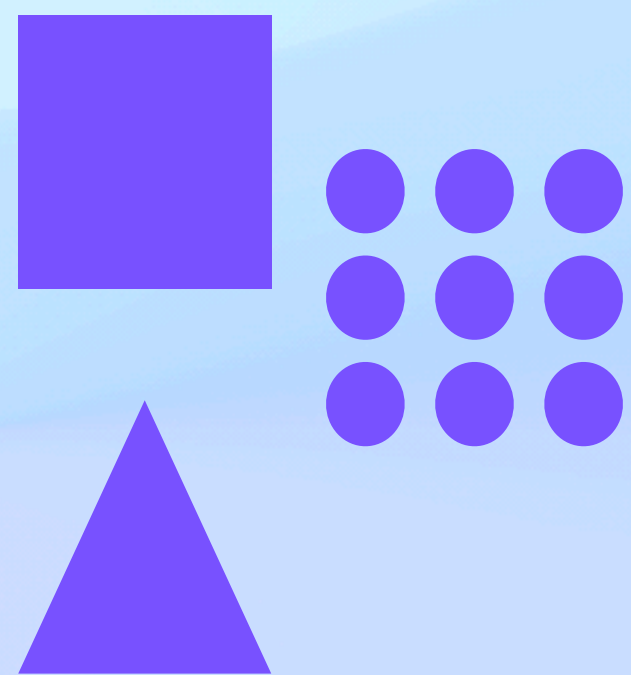


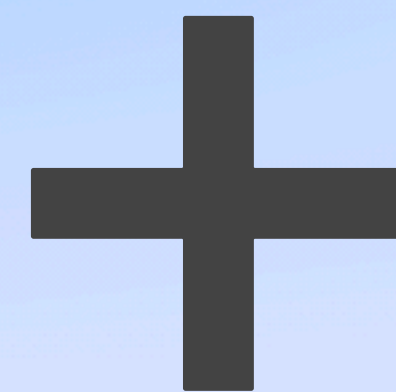
Generative Art Pipeline



noise(2d)
noise(4d)
random()



sin() cos()



Going Further

