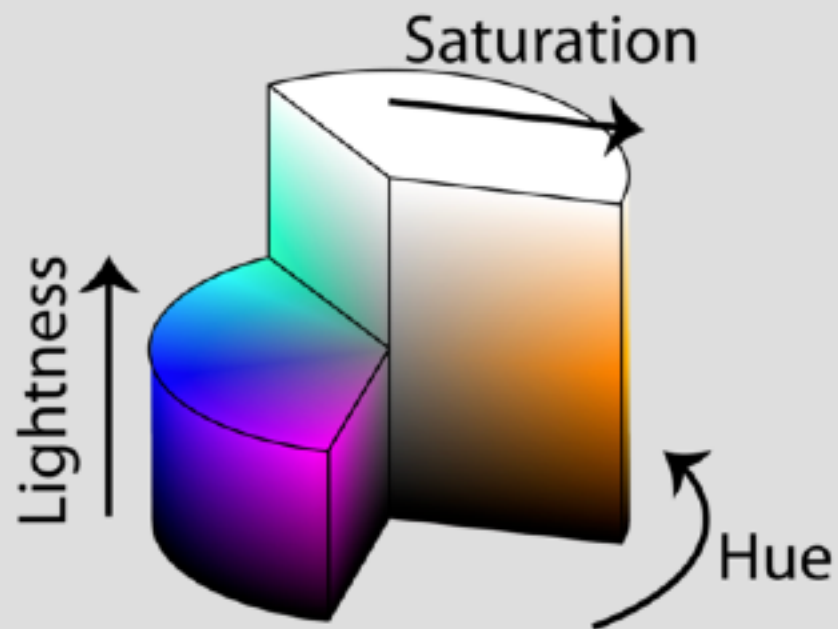
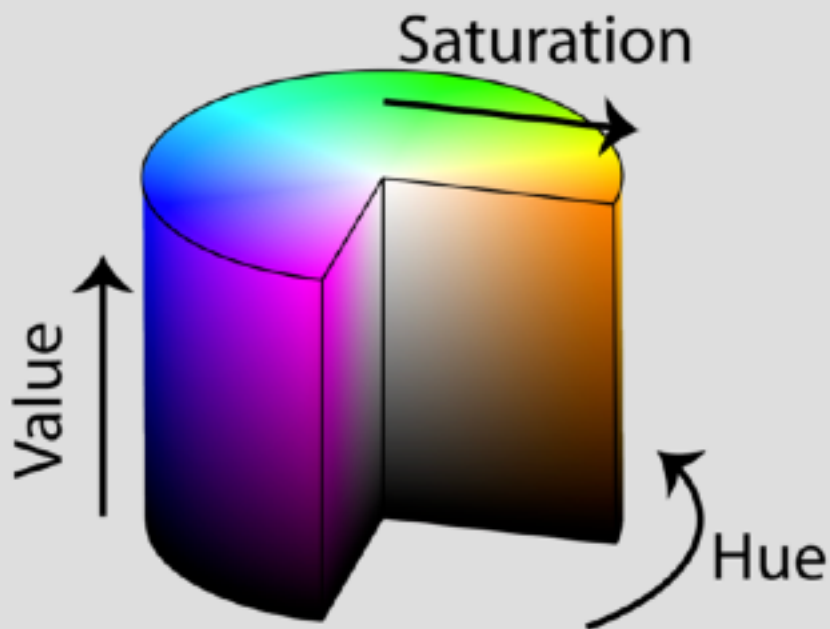


Color

HSL




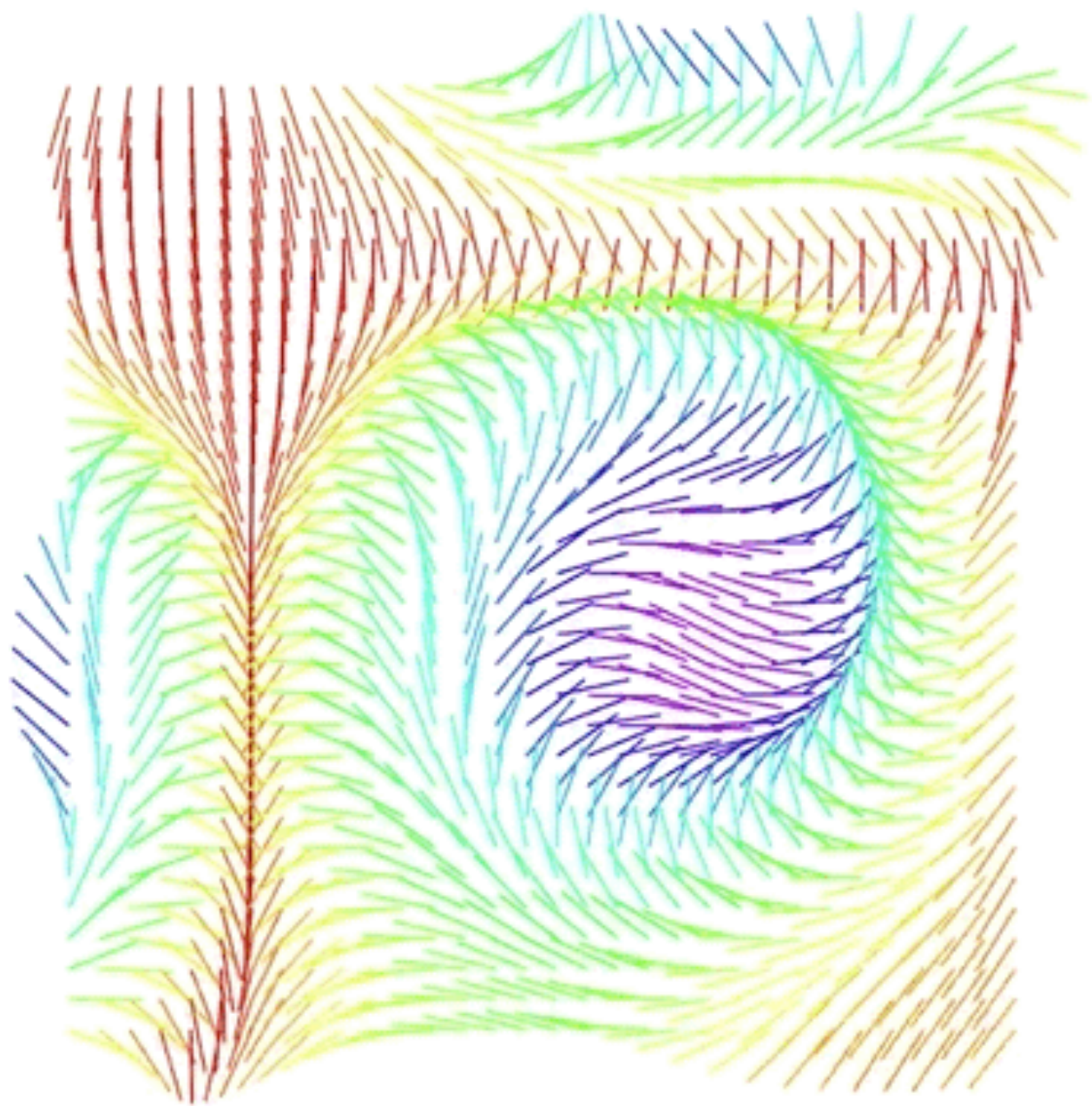
HSV

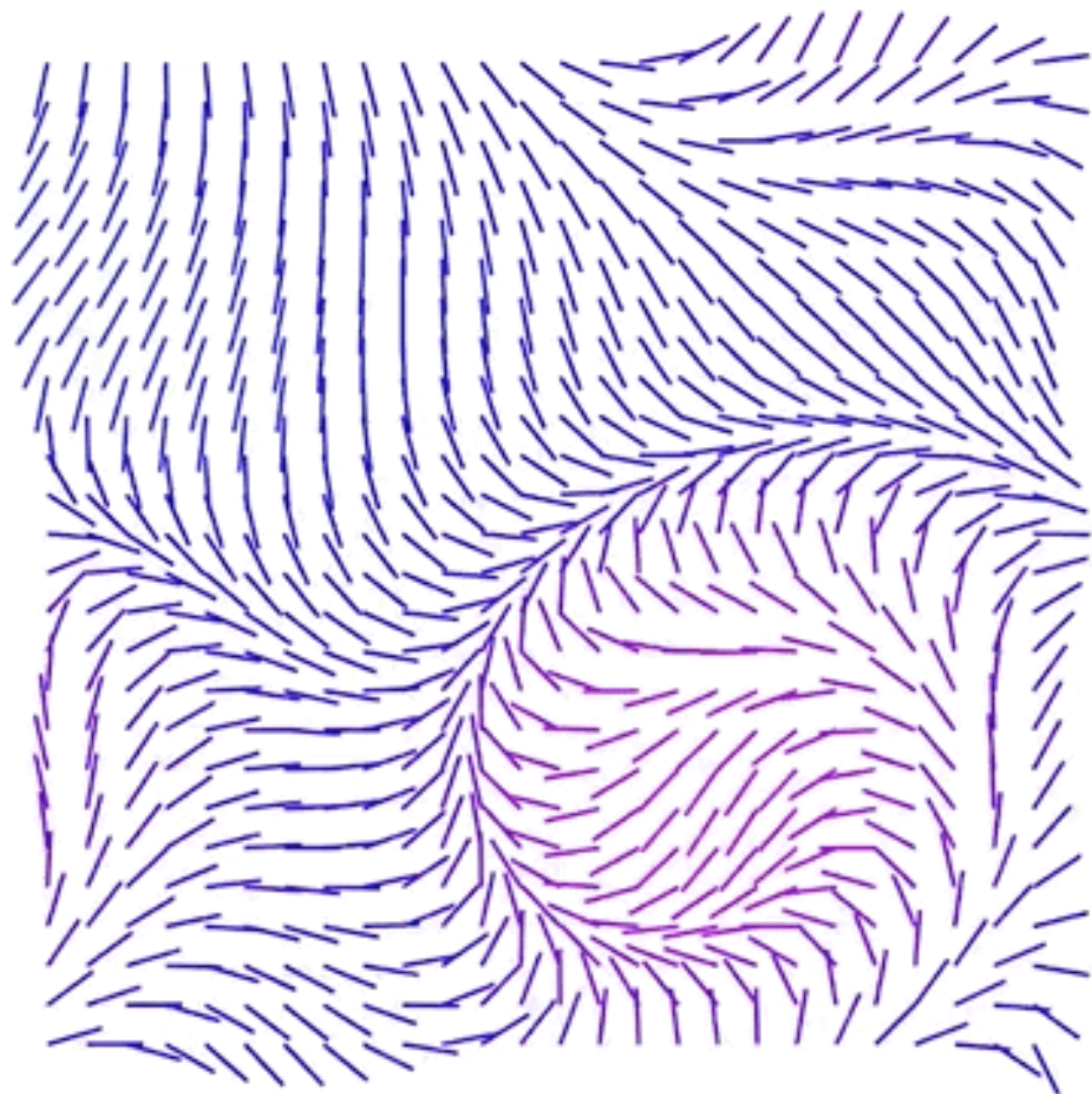




nikpedia.org

- HSL, HSV use hue
- hue is in $[0, 360]$ -> like angles?
- map noise to hue ranges 






```
// Compute hue based on noise
```

```
val hue = (noise * 360f).absoluteValue
```

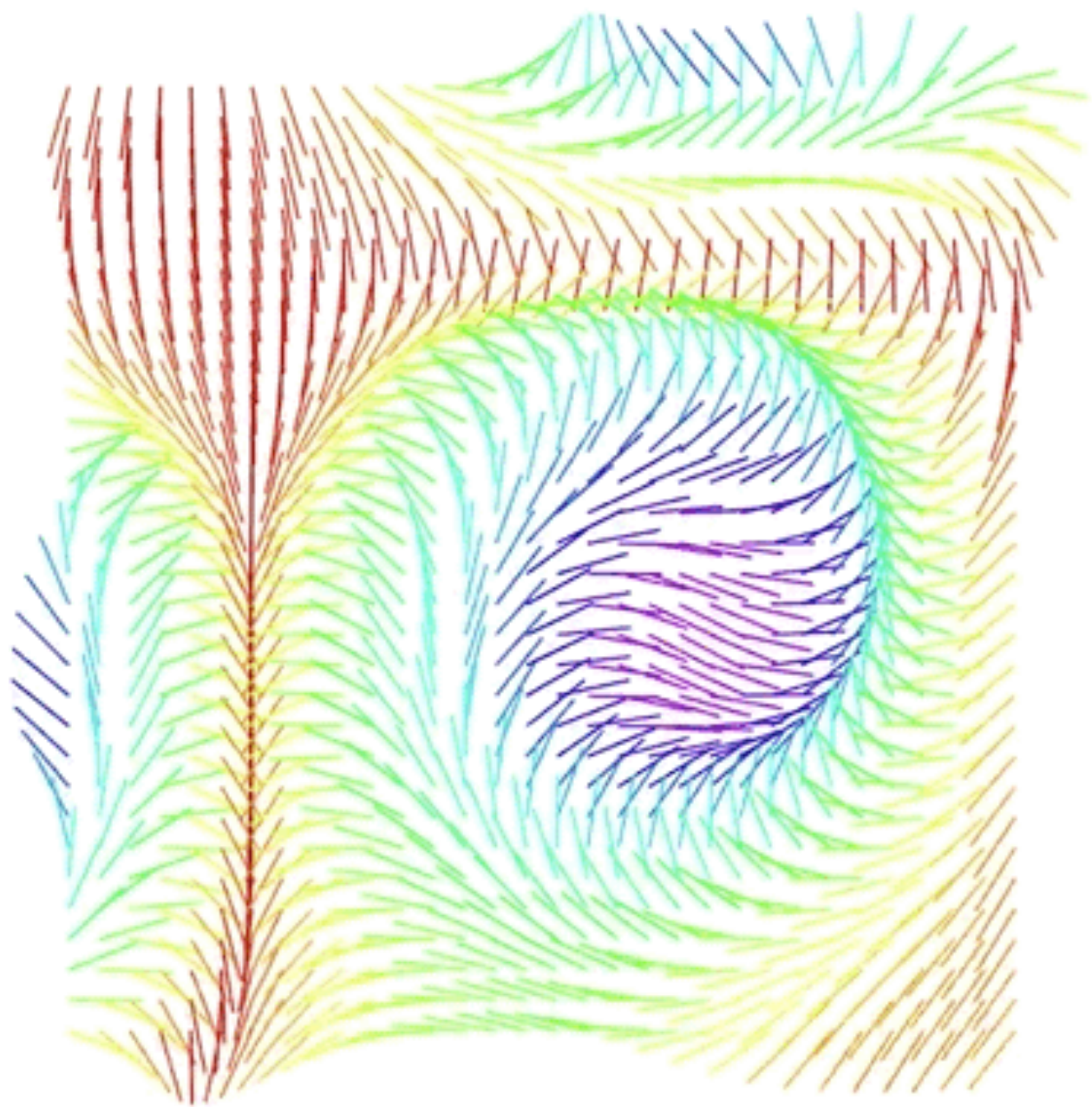
```
// OR
```

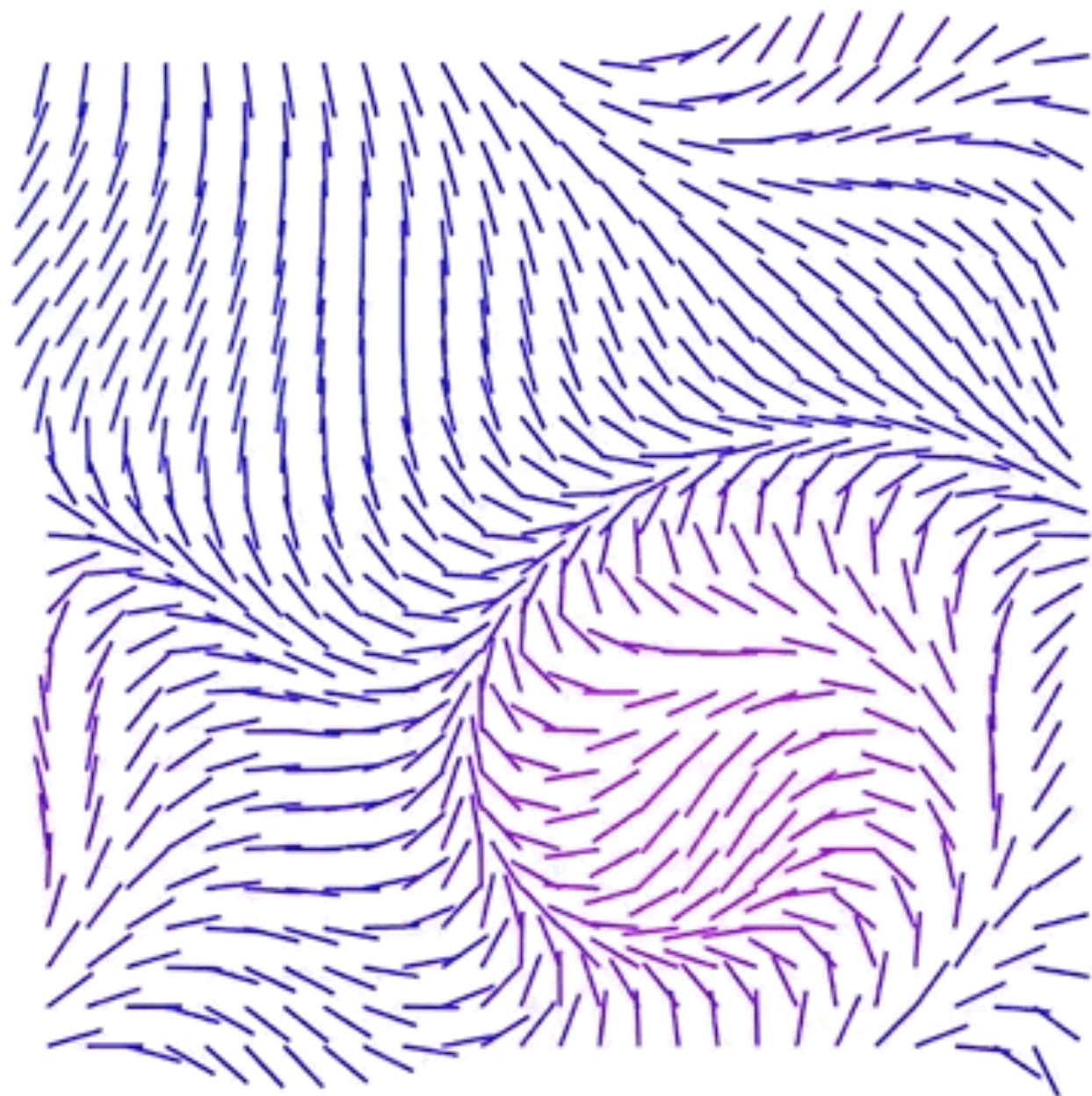
```
val hue = map(noise, -1f, 1f, 170f, 300f)
```

```
// Use hue in hsv
```

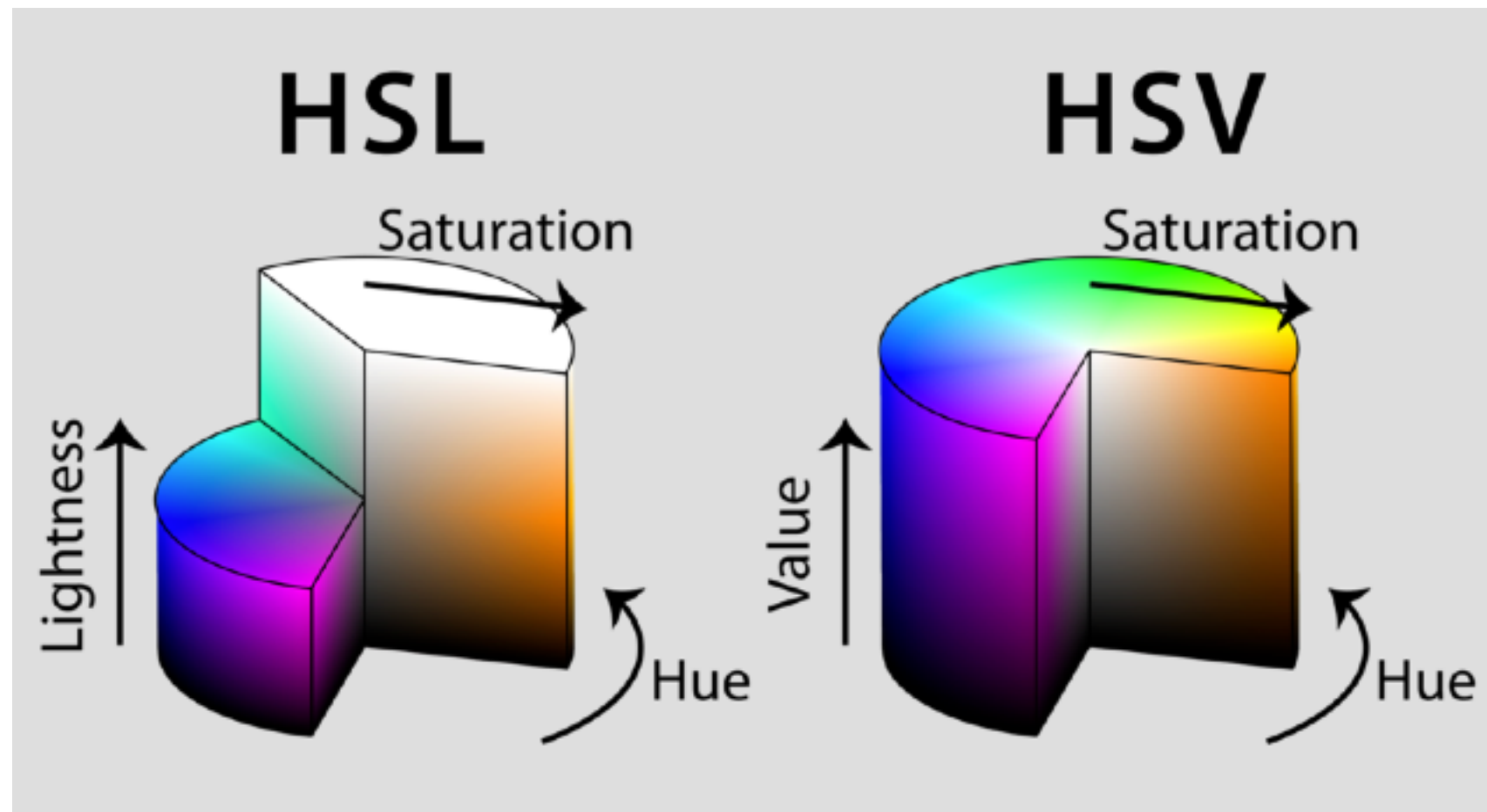
```
val color = Color.hsv(hue, saturation = 1f, value = 1f)
```

```
drawLine(color = color, ...)
```



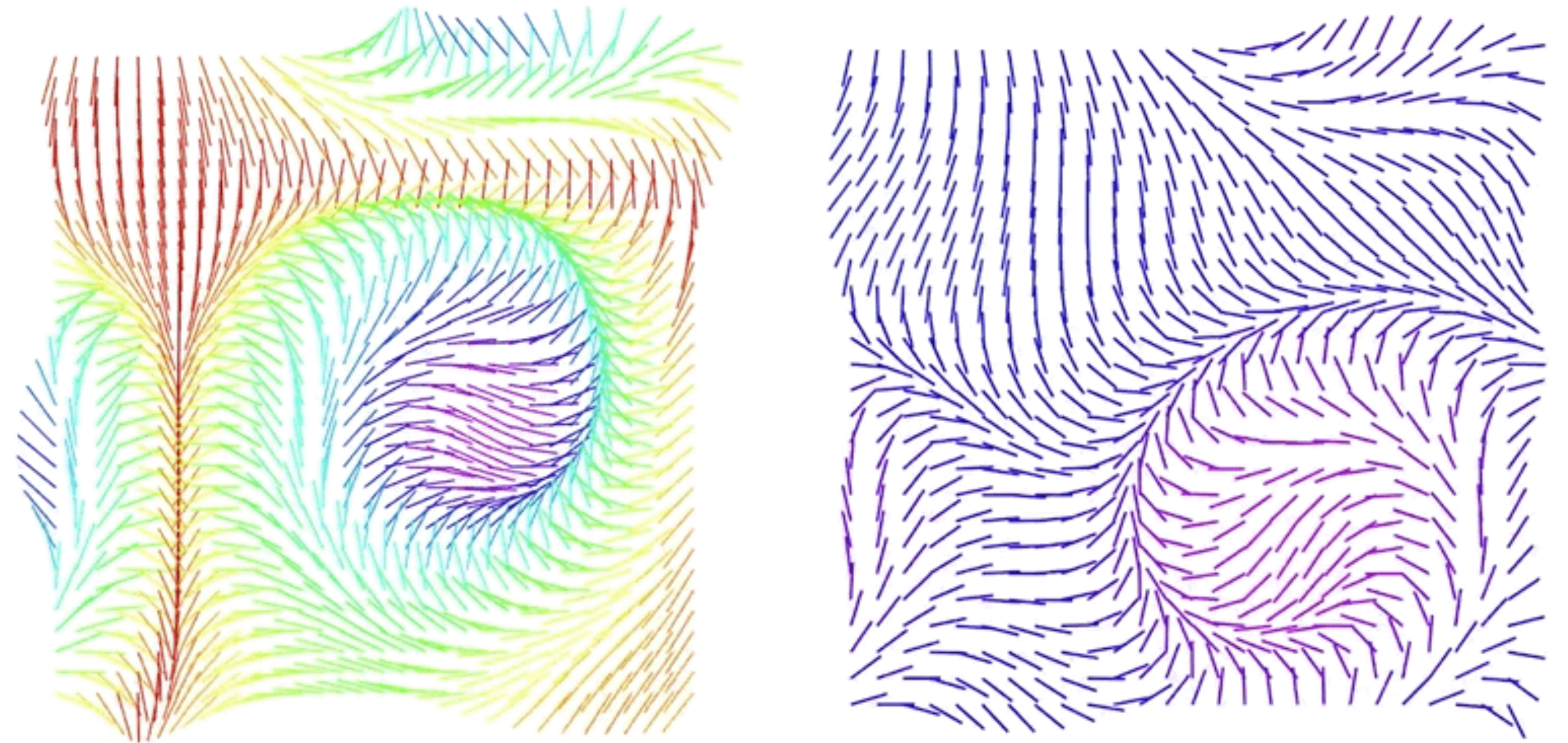


Color



wikipedia.org

- HSL, HSV use hue
- hue is in $[0, 360]$ -> like angles?
- map noise to hue ranges 🌈



```
// Compute hue based on noise
val hue = (noise * 360f).absoluteValue
// OR
val hue = map(noise, -1f, 1f, 170f, 300f)

// Use hue in hsv
val color = Color.hsv(hue, saturation = 1f, value = 1f)
drawLine(color = color, ...)
```

// Shaders
Android 13