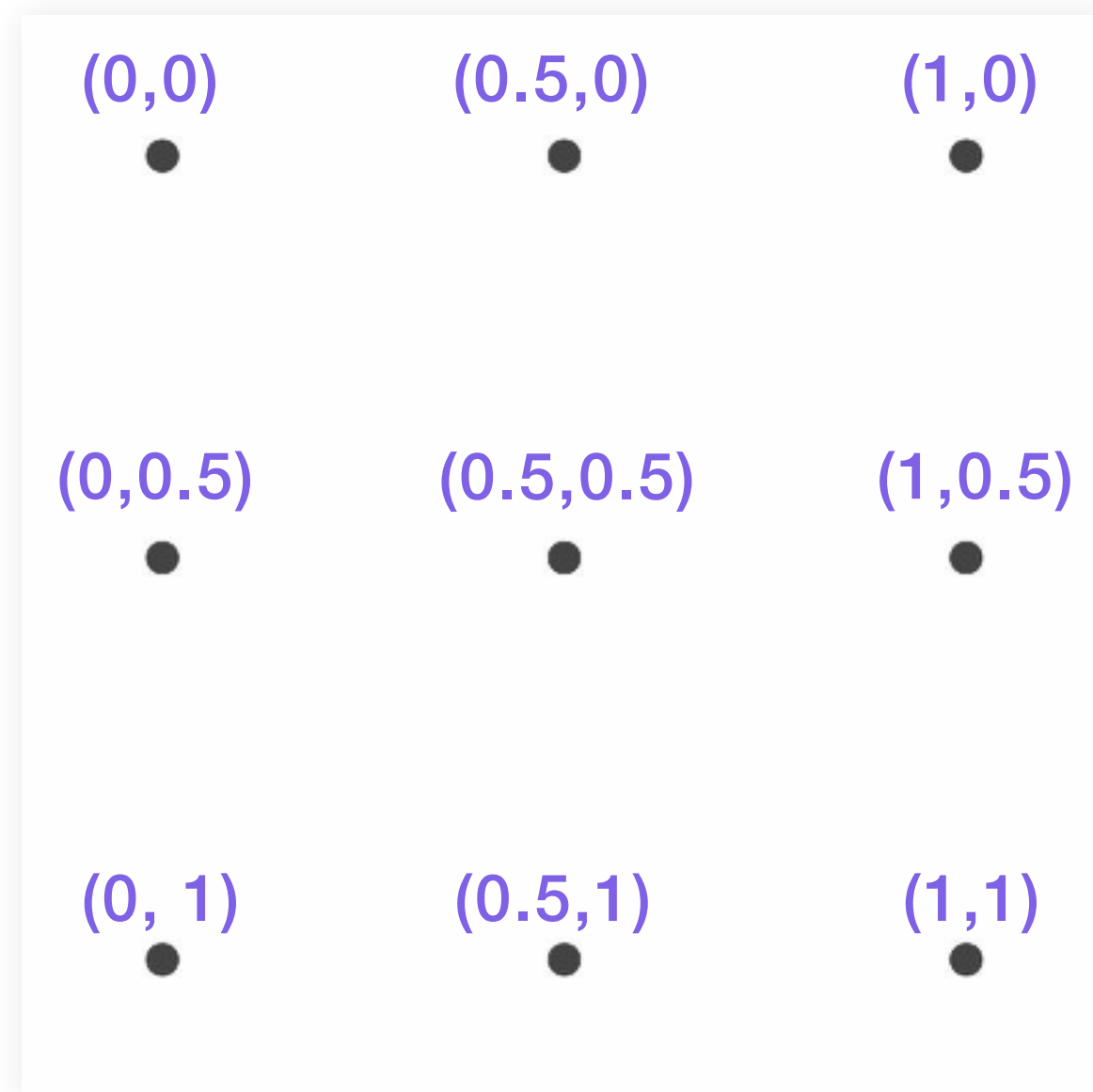


UV vs XY

Normalization

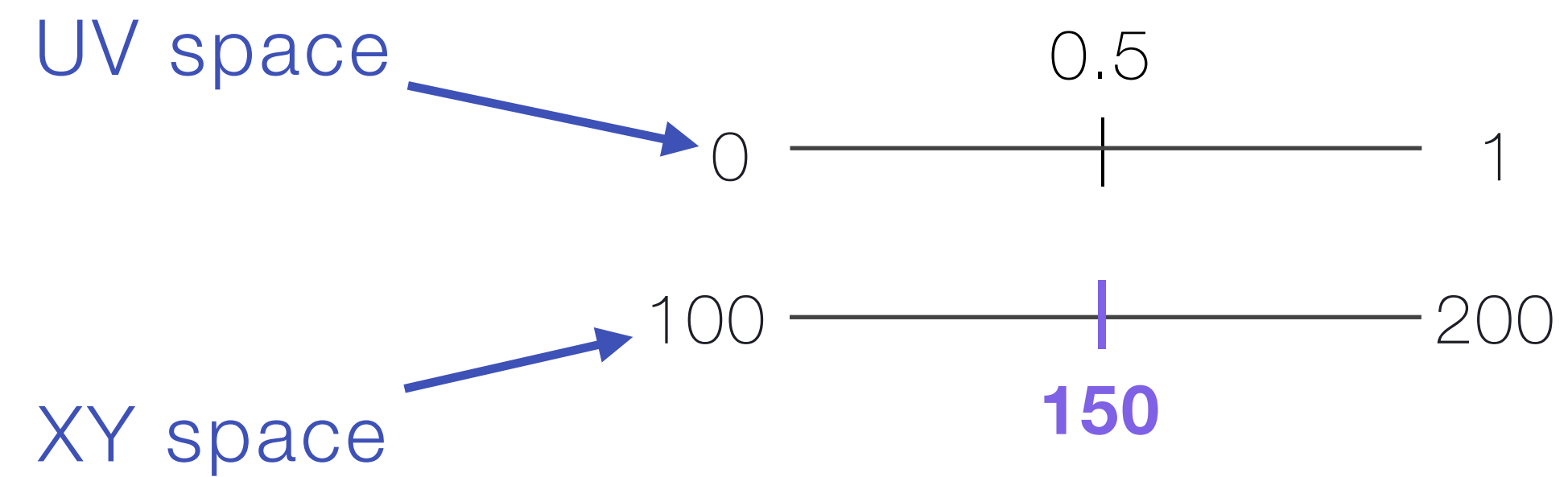


```
private fun DrawScope.drawGrid(...) {  
    (0 until dotCount).forEach { x →  
        (0 until dotCount).forEach { y →  
            // get uv coordinates from 0 to 1  
            val u = x / (dotCount - 1)  
            val v = y / (dotCount - 1)  
  
            // val xOffset = ??  
            // val yOffset = ??  
  
            drawCircle(  
                color = DarkGray,  
                radius = 20f,  
                center = Offset(xOffset, yOffset)  
            )  
        }  
    }  
}
```

Convert (0, 1) to an X,Y
offset ? 🤔

lerp()

Linear interpolation - 0-1 range to another range



```
(max - min) * inputValue + min
```