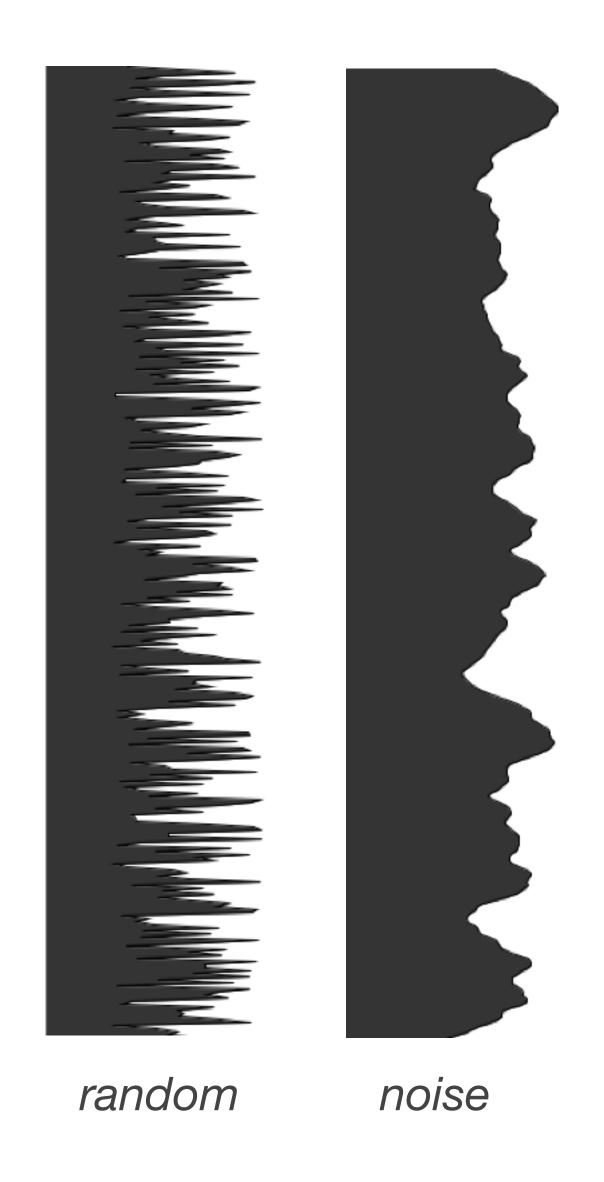
Noise Functions

- algorithms that produce coherent randomness
- given some inputs, outputs a number between-1 & 1
- every value is similar to its surrounding value
- "smooth" vs spiky pseudo-random numbers
- how to access these functions?



kotlin-graphics/glm

- Kotlin port of OpenGL Mathematics (GLM)
- handy math library for graphics
- vectors, matrices, randomness & noise!

```
kotlin-graphics/glm Public
```

```
allprojects {
    repositories {
        maven("https://raw.githubusercontent.com/kotlin-graphics/mary/
master")
    }
}
implementation("kotlin.graphics:glm:0.9.9.1-4")
```