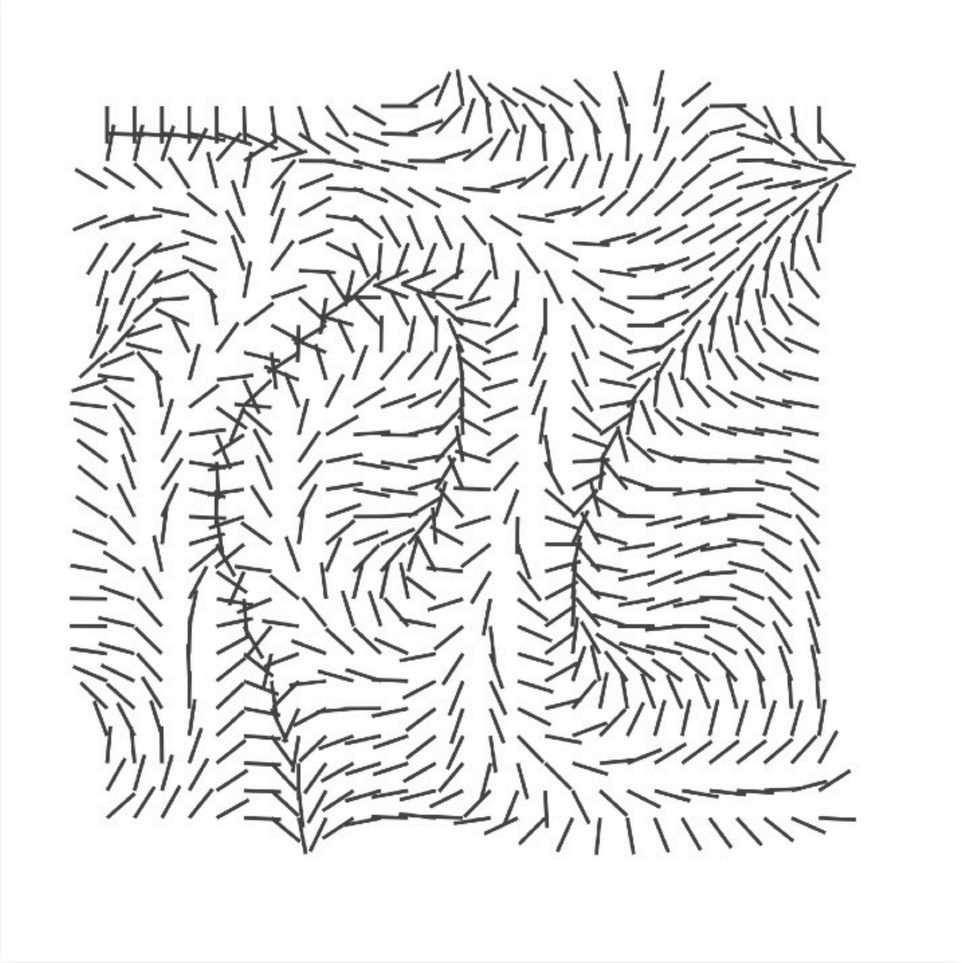
Angles + Noise



```
// in drawGrid(...)

val r = 50f

// multiply noise by 360° or 2π
val radians = glm.simplex(
  Vec2(u, v)
) * TWO_PI

val endX = startX + (r * sin(radians))
val endY = startY + (r * cos(radians))

drawLine(
    start = Offset(startX, startY),
    end = Offset(endX, endY),
    ...
)
```

Animated Flow Fields??

Where do we plug in time?

```
glm.simplex(Vec2(u, v))
```

`perlin/simplex(Vec3(…))`
`perlin/simplex(Vec4(…))`

3D+ Noise

2D noise “slices” + 3rd/4th dimension of time!