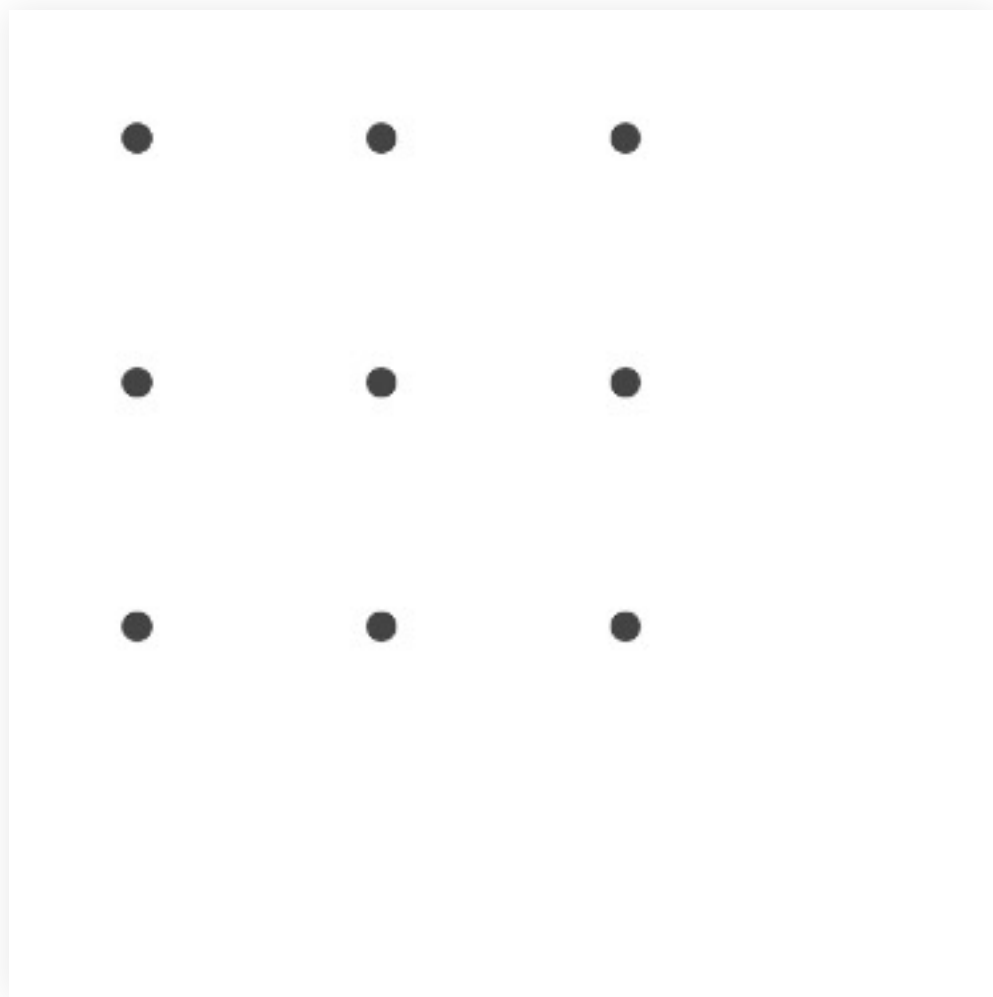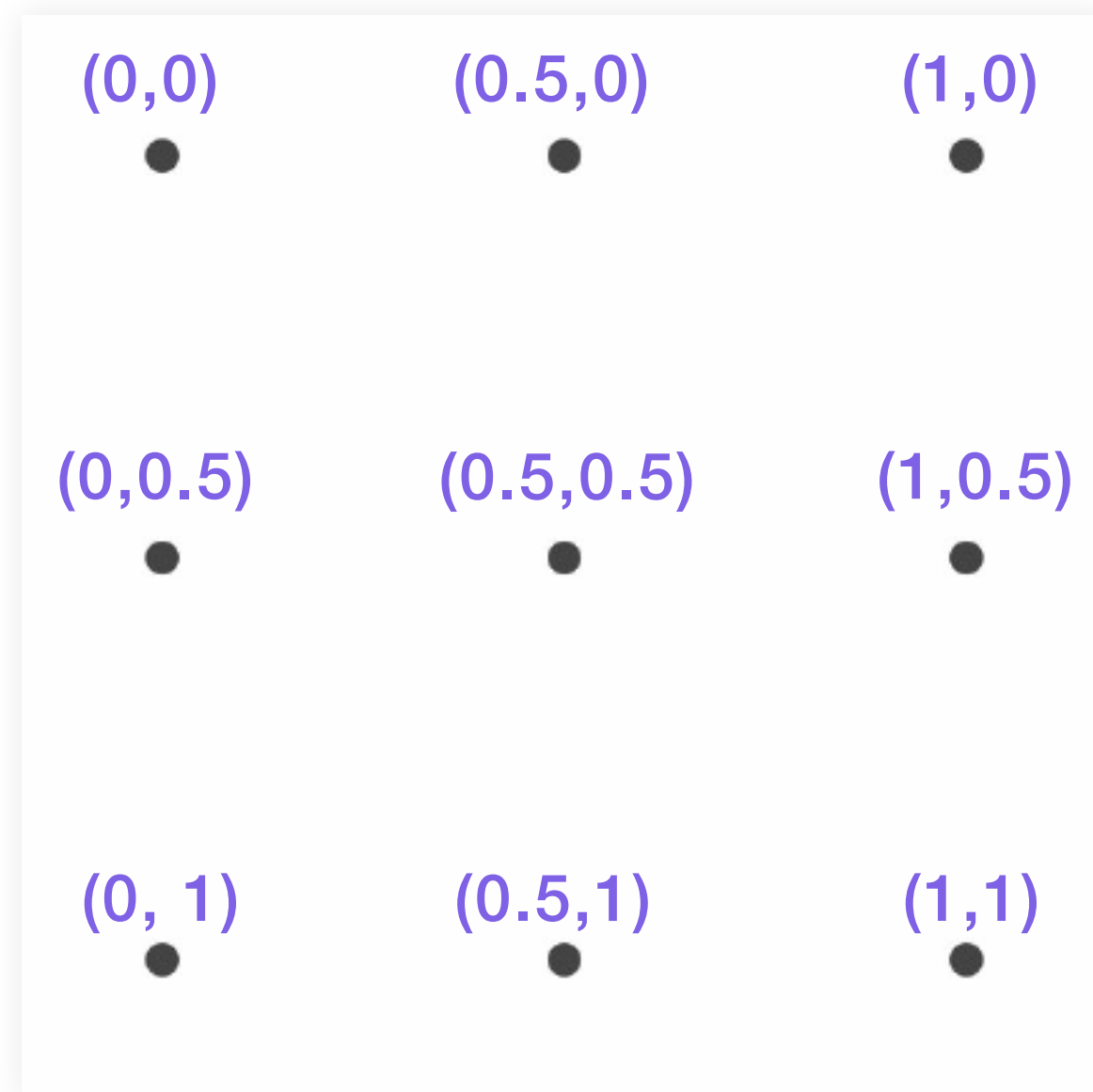# Static Grids


```
Canvas(modifier.aspectRatio(1)) {
  drawGrid(...)
}

private fun DrawScope.drawGrid(...) {
  (0 until dotCount).forEach { x →
    (0 until dotCount).forEach { y →
    val (width, height) = this.size
    drawCircle(
      color = DarkGray,
      radius = 20f,
      center = Offset(
        x * width/dotCount,
        y * height/dotCount
      )
    )
    }
  }
}
```

UV vs XY

Normalization

(0,0) ●	(0.5,0) ●	(1,0) ●
(0,0.5) ●	(0.5,0.5) ●	(1,0.5) ●
(0, 1) ●	(0.5,1) ●	(1,1) ●

```kotlin
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 ? 🤔