

# 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")
```

# Types of Noise

- two kinds of noise functions in glm
- Perlin noise - developed by Ken Perlin in 1983
- and simplex in 2001
- simplex has less computational overhead, looks more like “noise”

perlin

simplex

