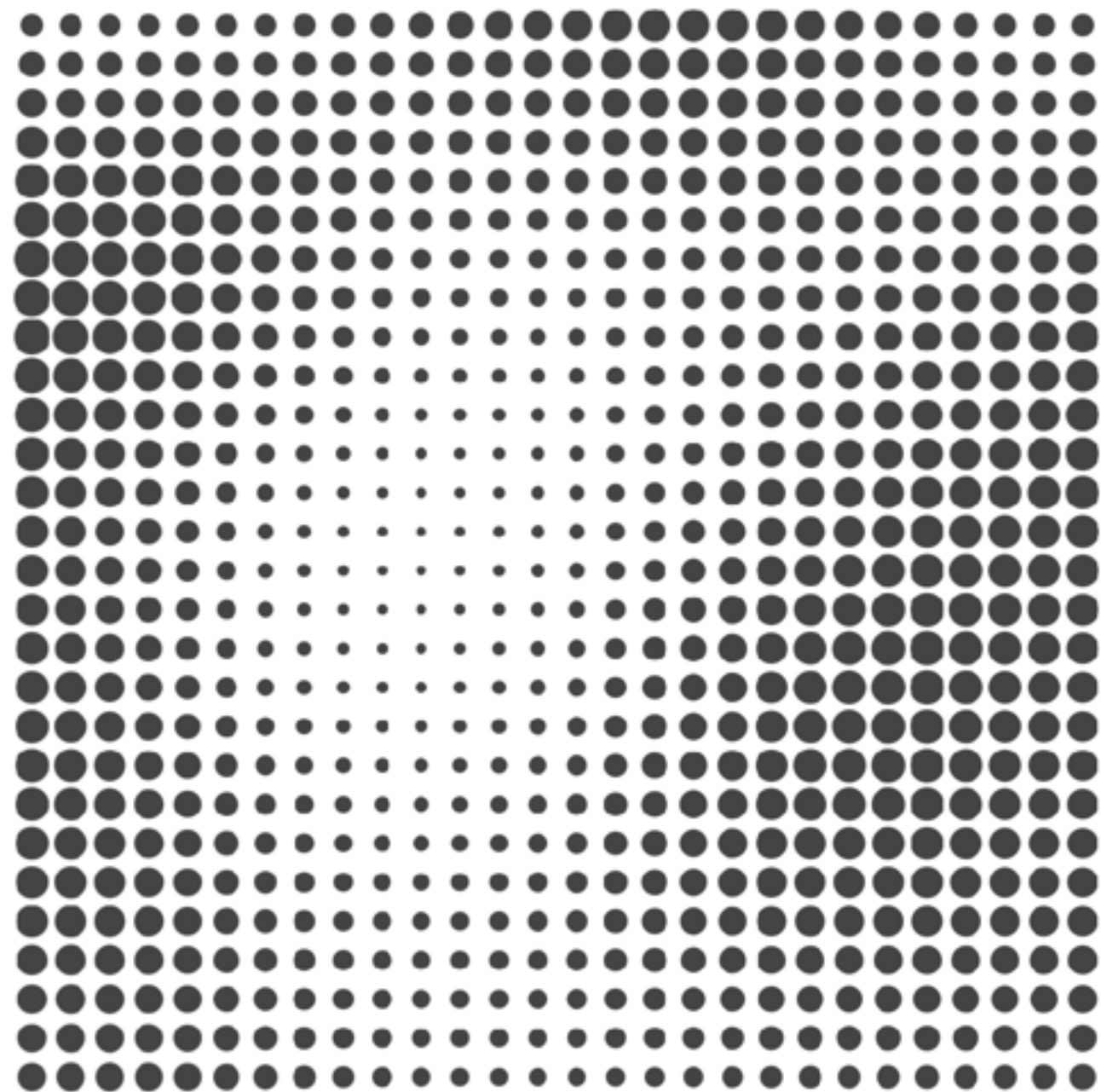


Noisy Grids

- output range of noise = $[-1, 1]$
- changing radius with noise

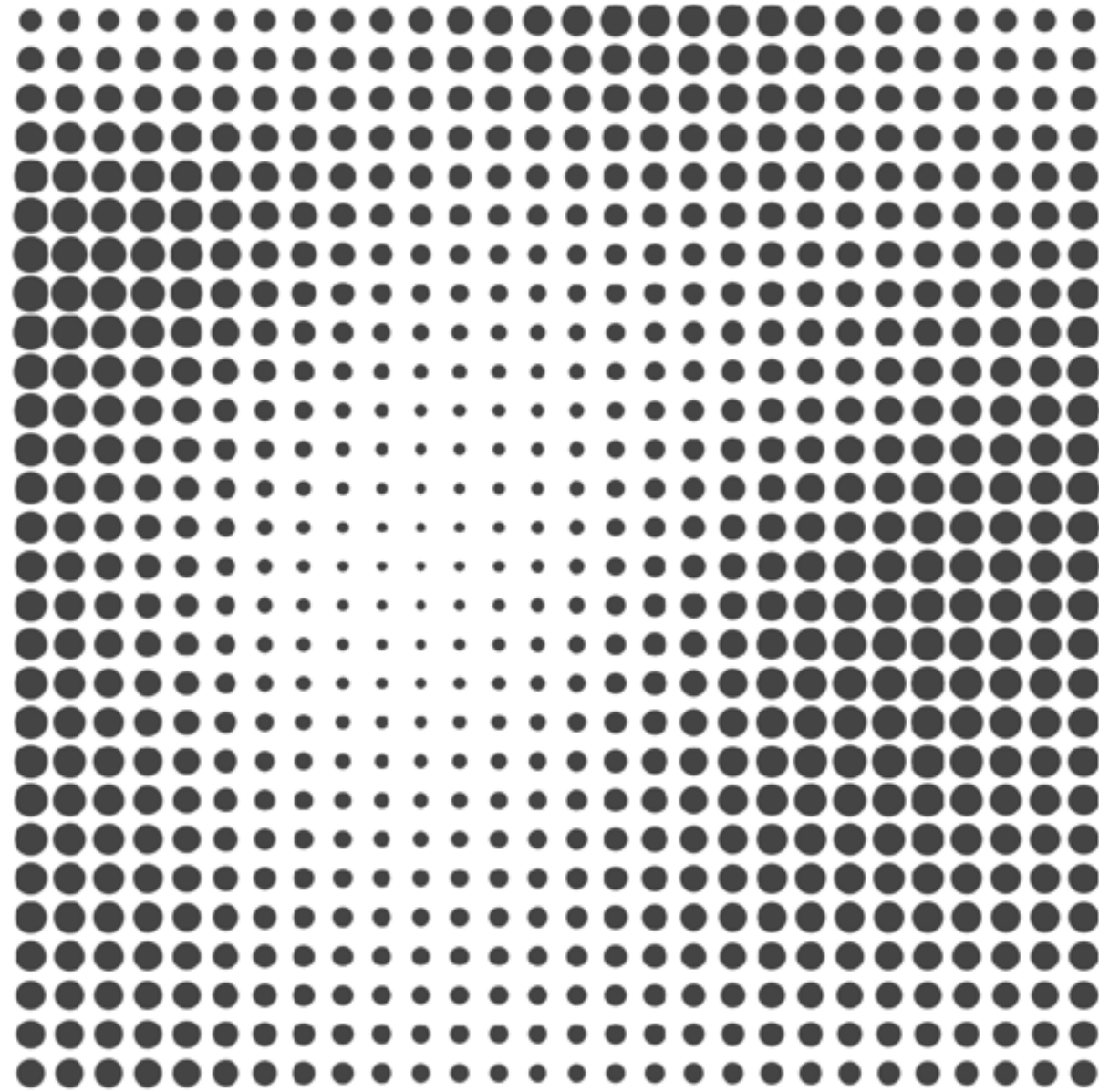


```
val noise2d = glm.simplex(  
    Vec2(u, v)  
)
```

```
drawCircle(  
    radius = map(  
        noise2d,  
        -1f, 1f,  
        3f, 17f  
    ),  
    ...  
)
```

Noise vs Random

Noise



Random

