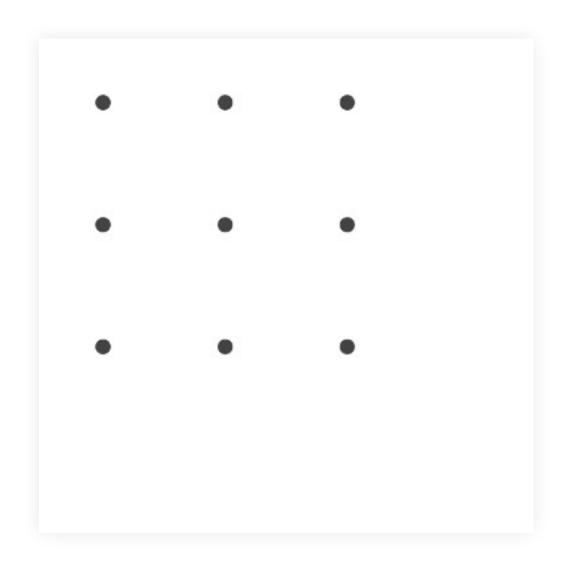
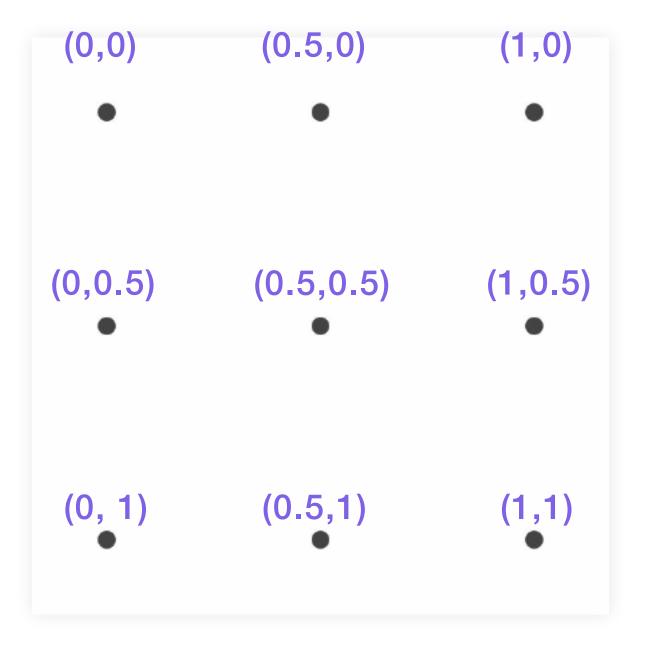
## Static Grids



```
Canvas(modifier.aspectRatio(1)) {
   drawGrid(...)
private fun DrawScope.drawGrid(...) {
  (0 until dotCount).forEach \{x \rightarrow 
    (0 until dotCount).forEach \{ y \rightarrow \}
     val (width, height) = this.size
     drawCircle(
        color = DarkGray,
        radius = 20f,
        center = Offset(
             x * width/dotCount,
             y * height/dotCount
```

## UV vs XY

Normalization



```
private fun DrawScope.drawGrid(...) {
  (0 until dotCount).forEach \{x \rightarrow 
    (0 until dotCount).forEach \{ y \rightarrow \}
      // get uv coordinates from 0 to 1
      val u = x / (dotCount - 1)
      val v = y / (dotCount - 1)
      // val x0ffset = ??
      // val y0ffset = ??
    drawCircle(
        color = DarkGray,
        radius = 20f,
        center = Offset(xOffset, yOffset)
         Convert (0, 1) to an X,Y
                offset? 🤥
```