```
// Compose!
+Sketch(
  modifier ..
) { t → // t increments somehwere?!
  translate(size.width/2f, size.height/2f) {
    drawCircle(
      center = Offset(0f, sin(t/10) * 50f),
      …
    )
  }
}
```

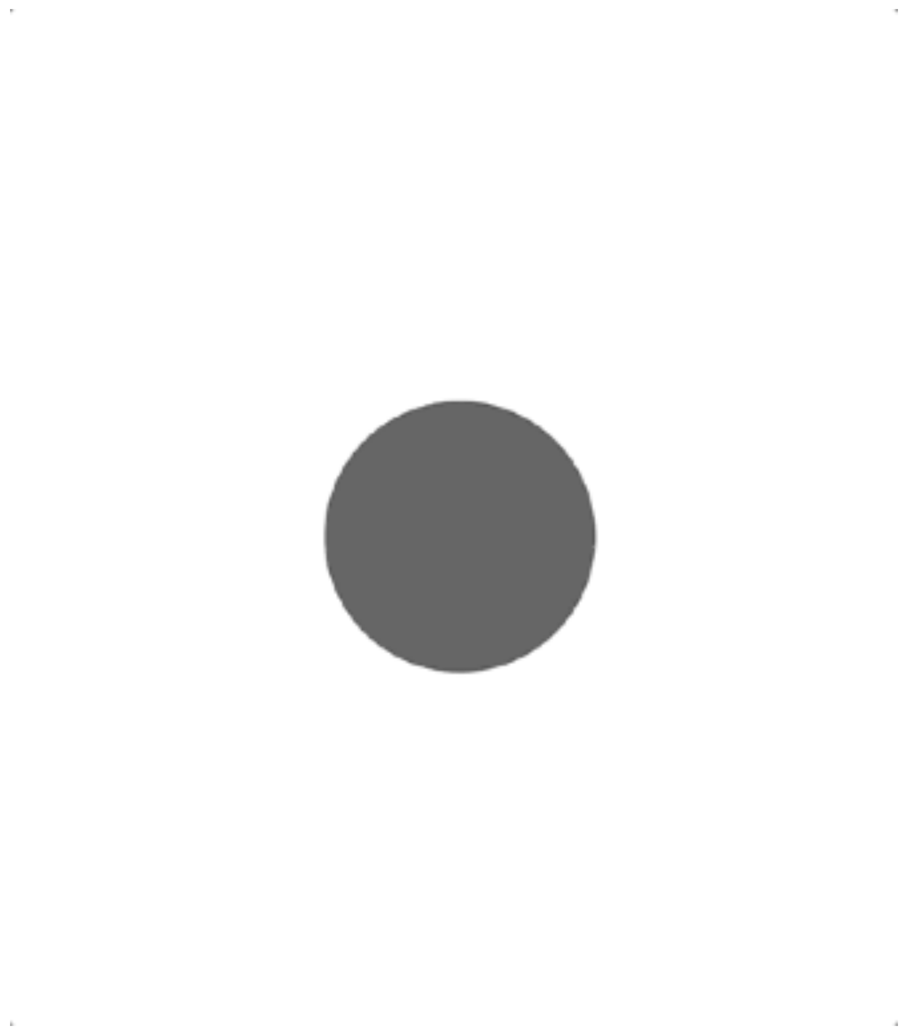
```
// Processing - Java
void draw() {
  translate(width/2, height/2);
  point(0, sin(t/10) * 50);
  t++;
}
```

Draw Loops

Processing vs Compose

Draw Loops

Processing vs Compose



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// Processing - Java
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  point(0, sin(t/10) * 50);
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  modifier ..
) { t -> // t increments somehwere?!
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      center = Offset(0f, sin(t/10) * 50f),
      …
    )
  }
}
```

Sketch

Get a quick draw-loop using `AnimationState`

```
val time = remember { AnimationState(0f) }

LaunchedEffect(Unit) {
  while (isActive) {
    time.animateTo(
      targetValue = time.value + speed,
      animationSpec = animationSpec,
      sequentialAnimation = true
    )
  }
}
```