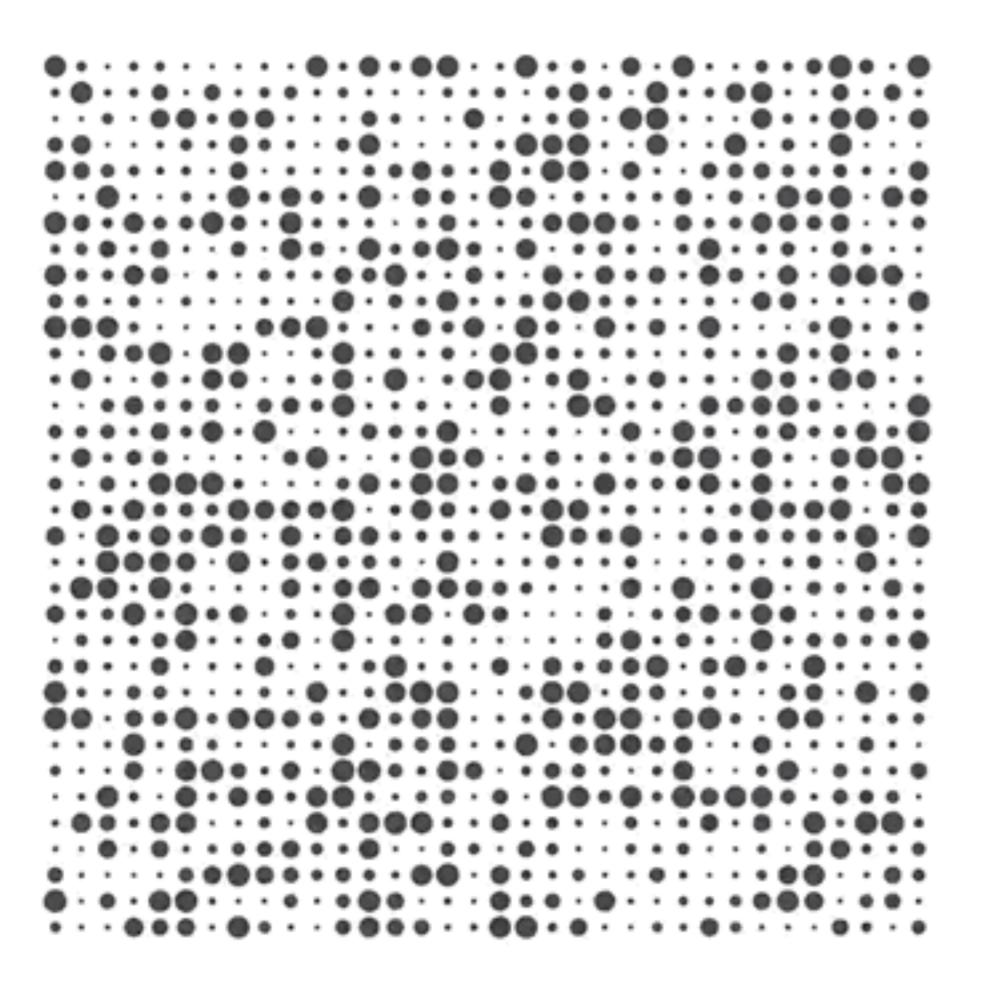
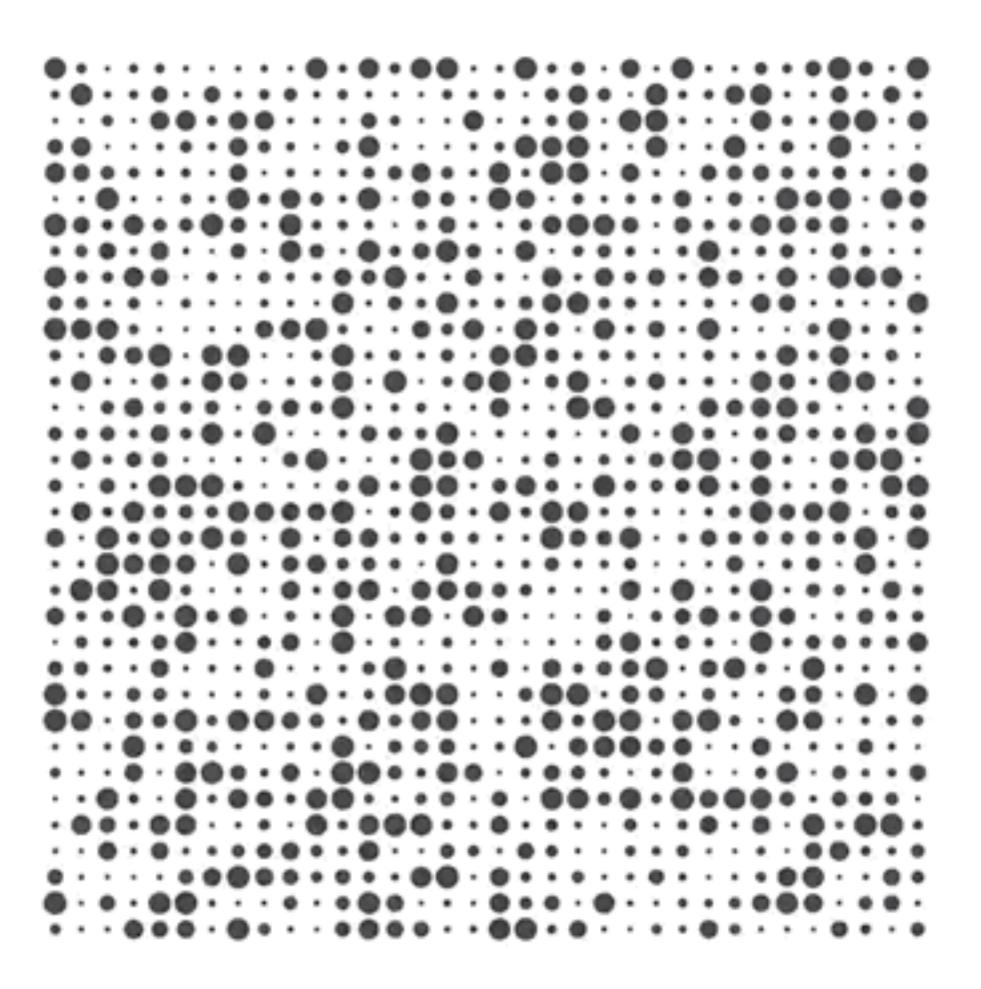
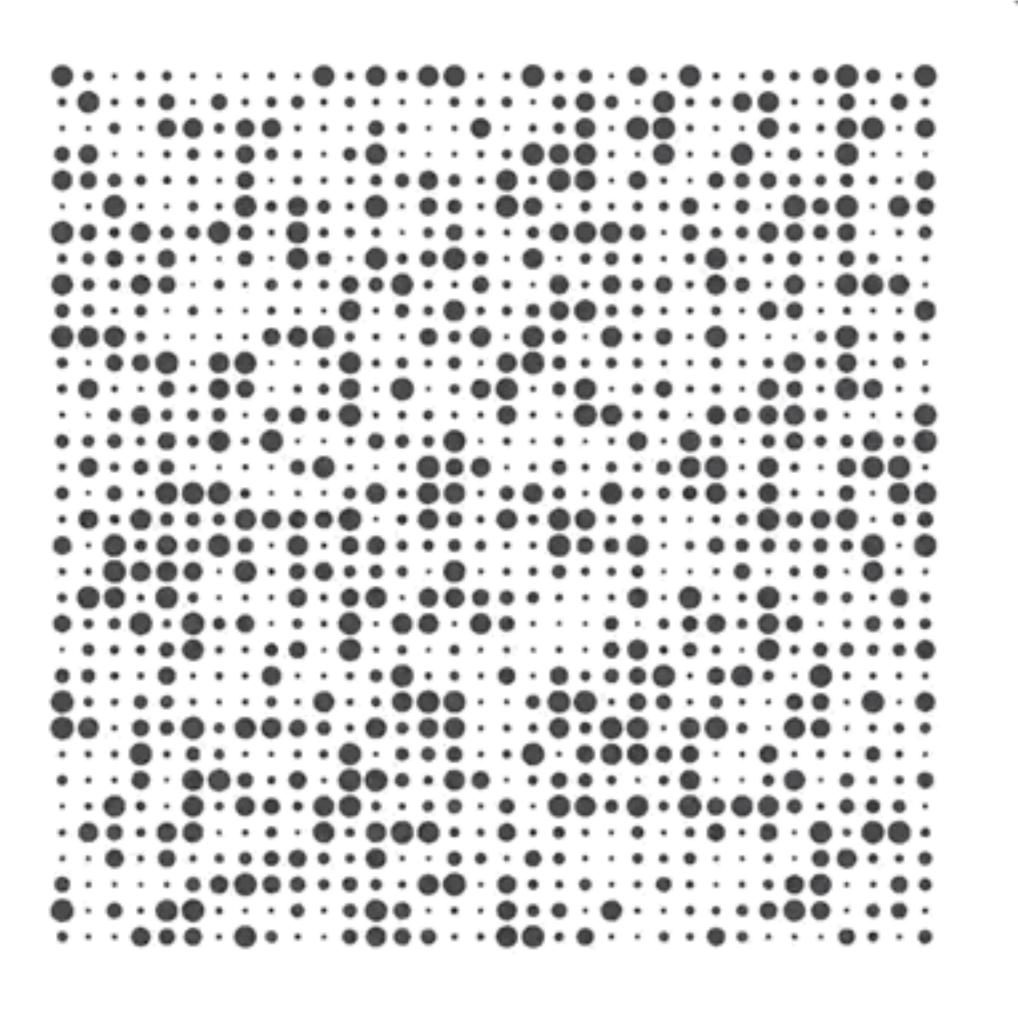
Animated Randomness



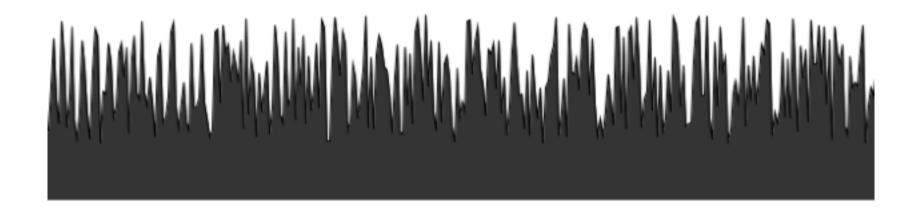
```
// Remember some random values
val randoms by remember {
 List(gridSize) {
   Random.nextFloat()
val random = randoms[dotIndex]
// Animate with time
val radius = map(
  sin(time * 20f + random * 10f),
  -1f, 1f,
  3f, 13f
drawCircle(
    radius = radius,
```



Animated Randomness



```
// Remember some random values
val randoms by remember {
 List(gridSize) {
   Random.nextFloat()
val random = randoms[dotIndex]
// Animate with time
val radius = map(
  sin(time * 20f + random * 10f),
  -1f, 1f,
  3f, 13f
drawCircle(
    radius = radius,
    • • •
```



Random - too unpredictable



Trig - too predictable



Something more interesting?