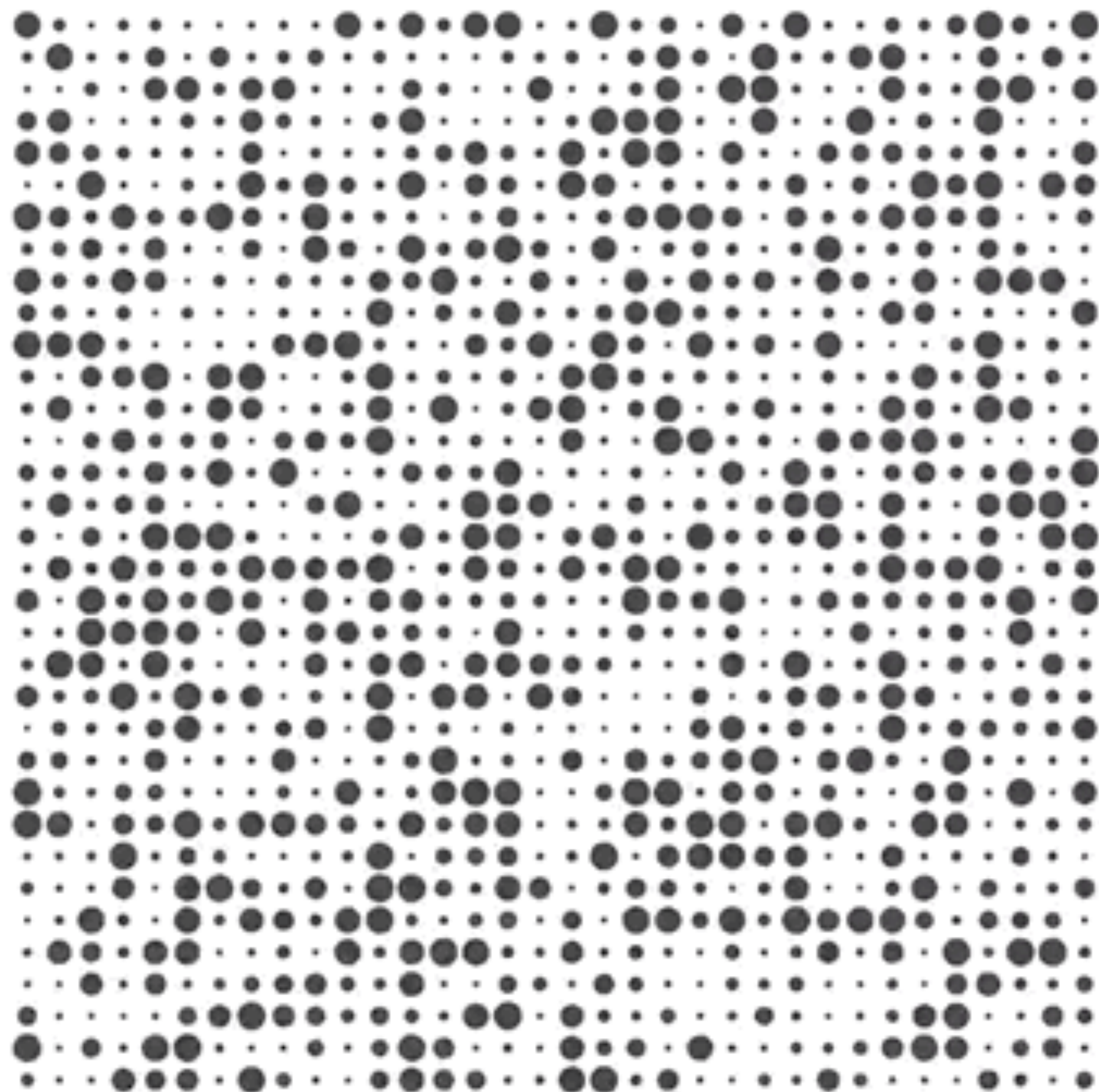




Animated Raindrops



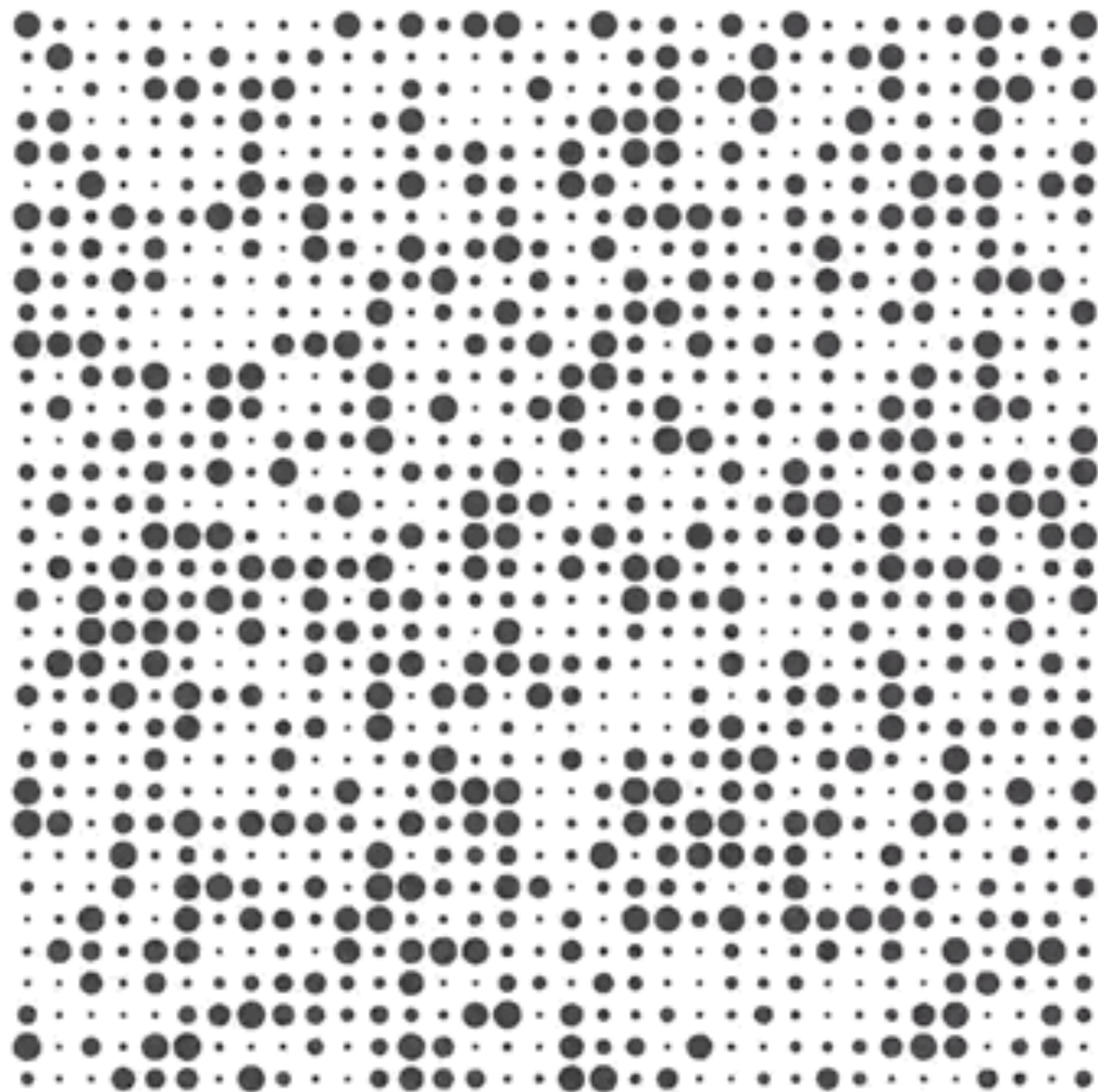


```
// Remember some random values
val randoms by remember {
    List(gridSize) {
        Random.nextFloat()
    }
}

val random = randoms[dotIndex]

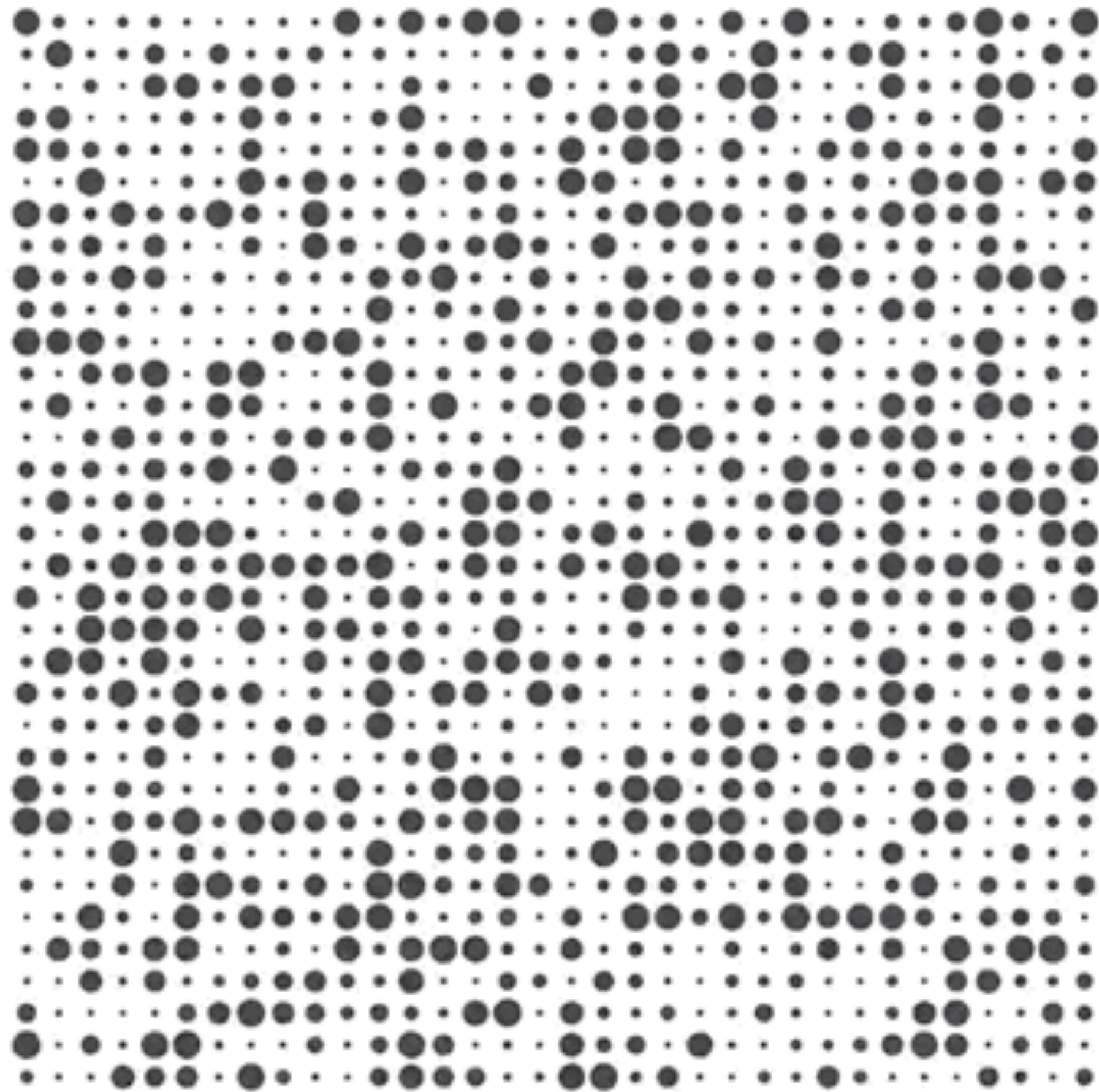
// Animate with time
val radius = map(
    sin(time * 20f + random * 10f),
    -1f, 1f,
    3f, 13f
)

drawCircle(
    radius = radius,
    ...
)
```





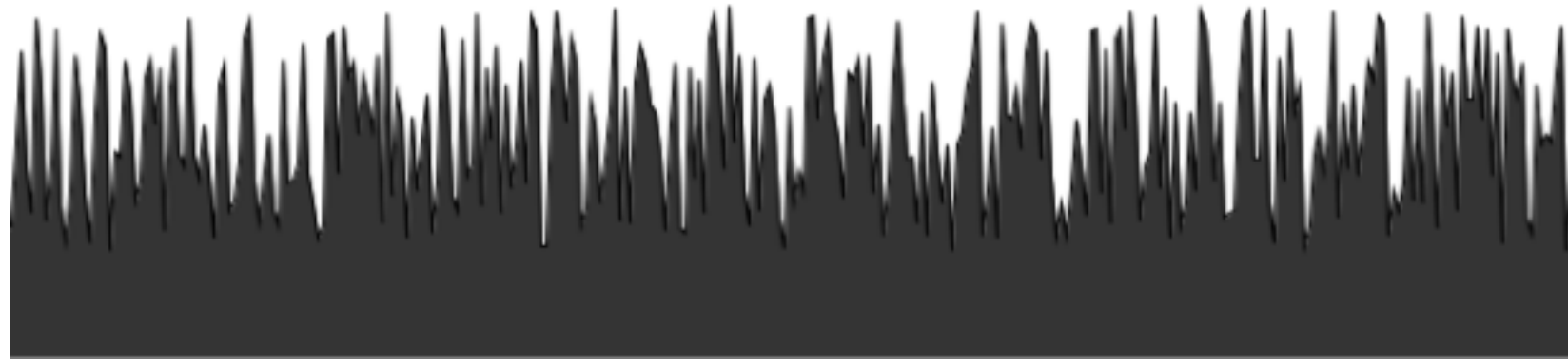
# Animated Randomness



```
// 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?*