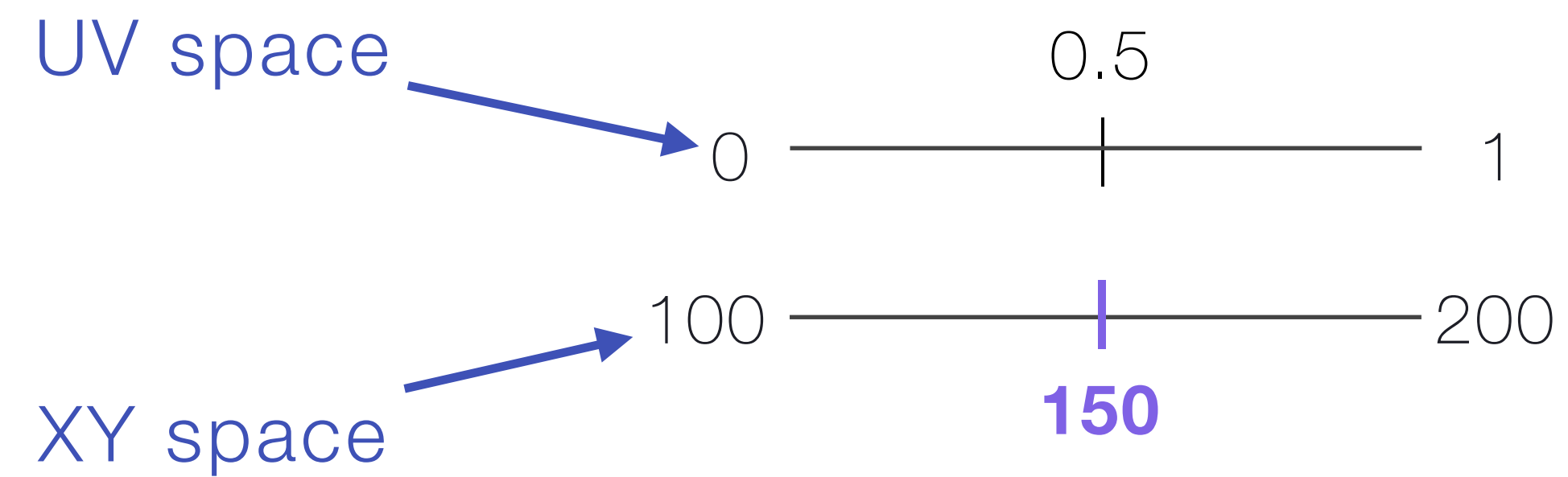


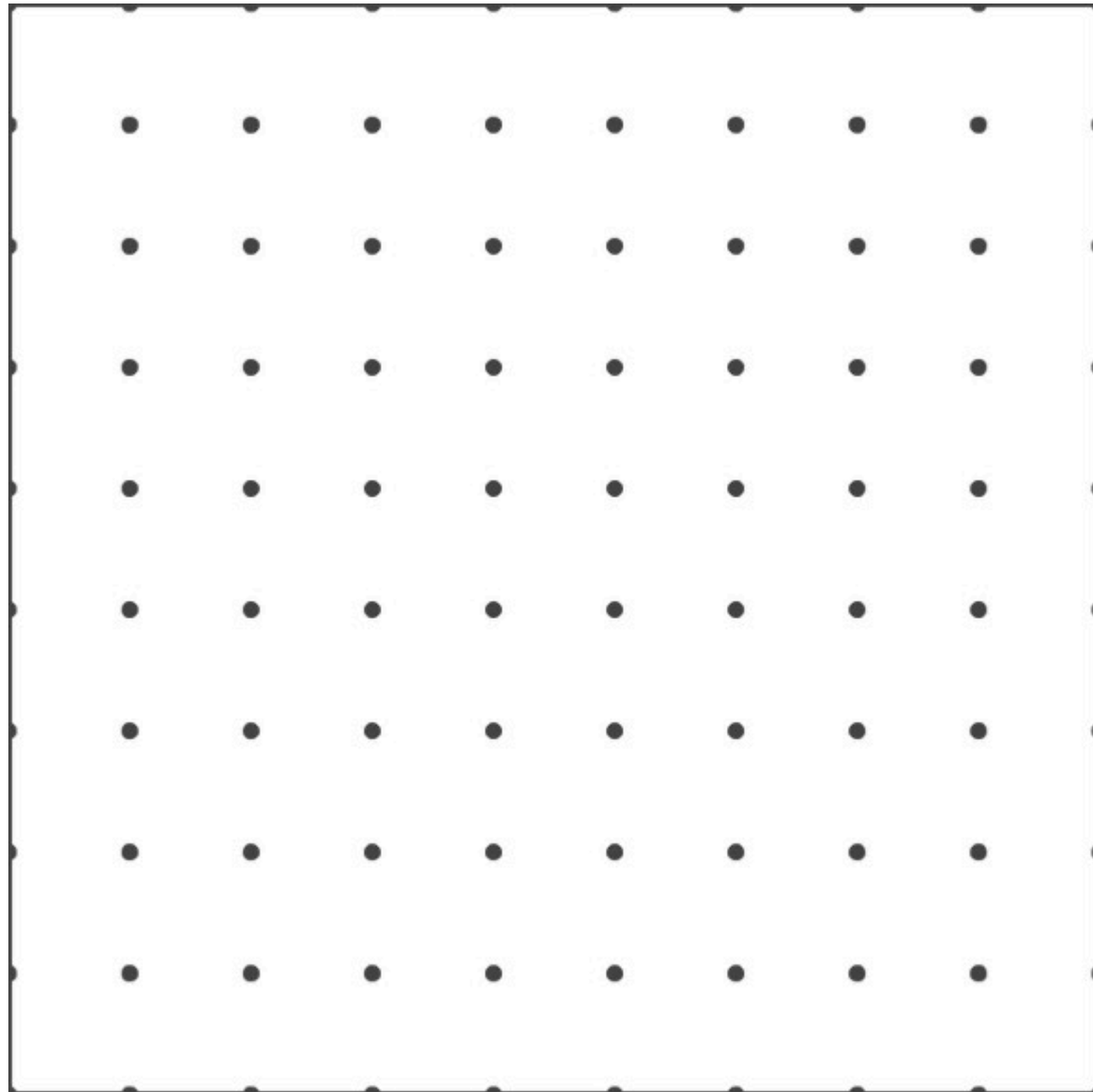
lerp()

Linear interpolation - 0-1 range to another range



```
(max - min) * inputValue + min
```

Grids



```
private fun DrawScope.drawGrid(...) {  
    (0 until dotCount).forEach { x →  
        (0 until dotCount).forEach { y →  
            // get uv coordinates  
            val u = x / (dotCount - 1)  
            val v = y / (dotCount - 1)  
  
            // lerp u/v between 0 & w/h  
            val xOffset = lerp(u, 0f, width)  
            val yOffset = lerp(v, 0f, height)  
  
            drawCircle(  
                center = Offset(xOffset, yOffset)  
                ...  
            )  
        }  
    }  
}
```