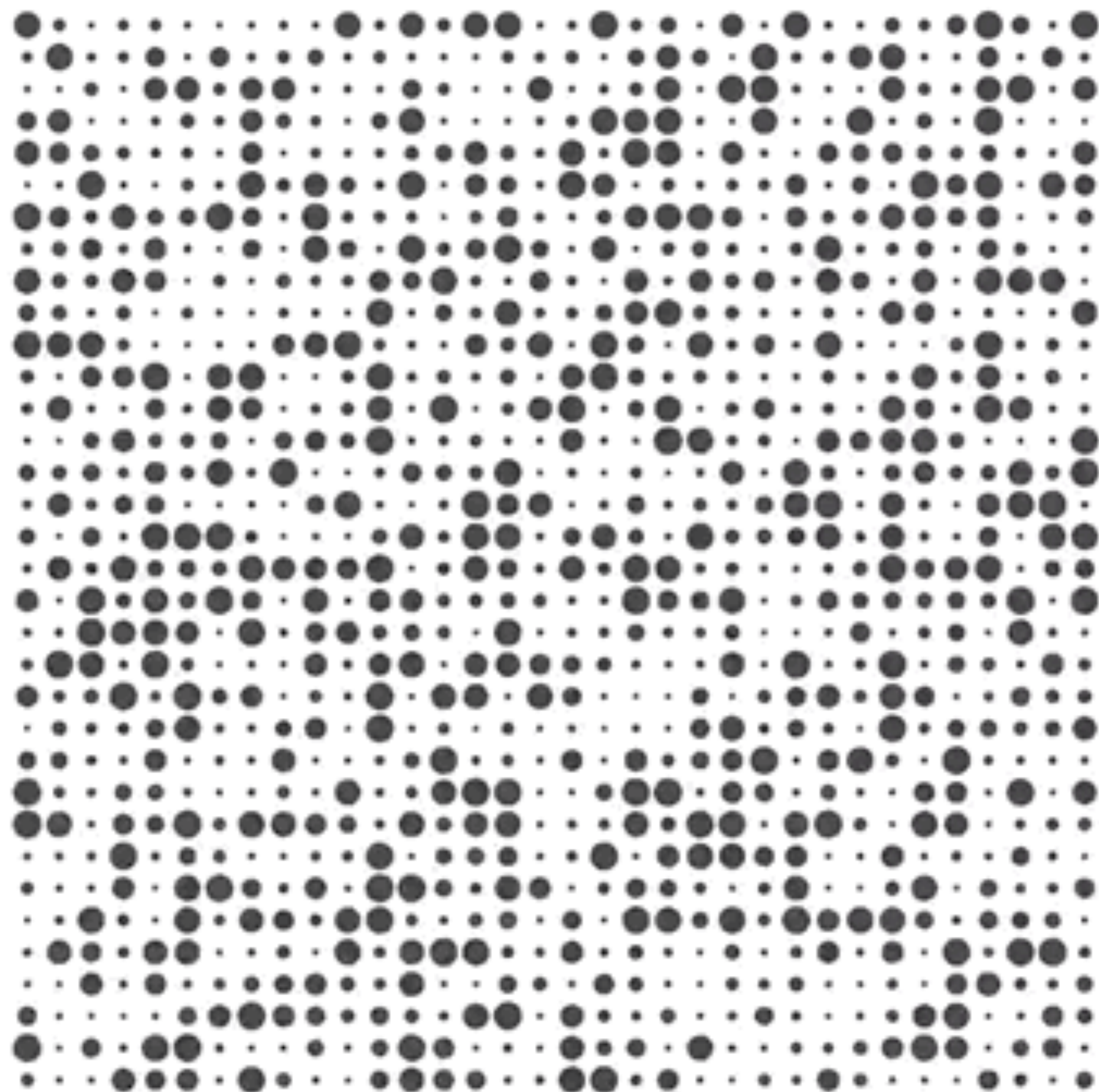


Animated Raindrops

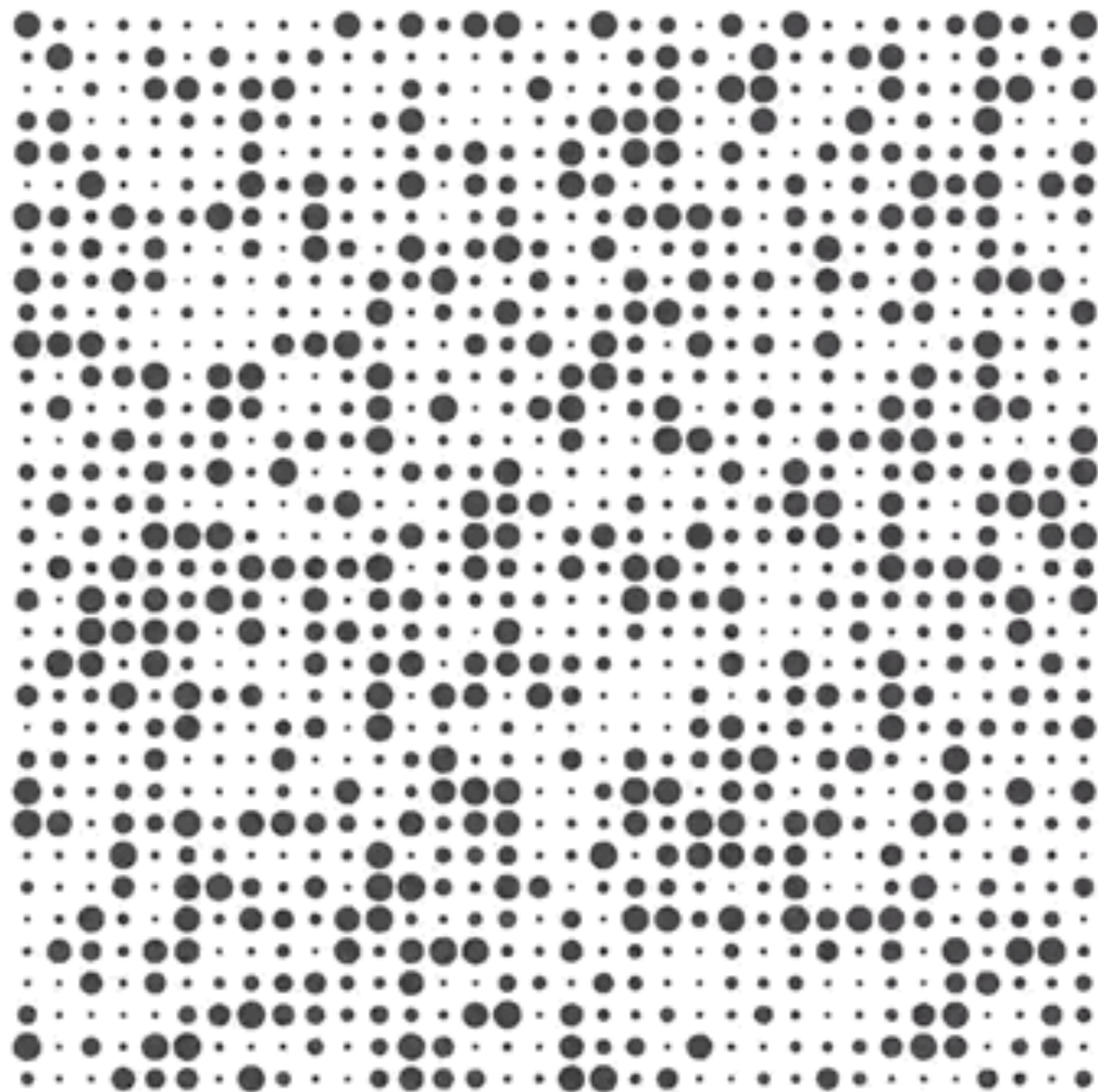


```
// Remember some random values
val randoms by remember {
    List(gridSize) {
        Random.nextFloat()
    }
}

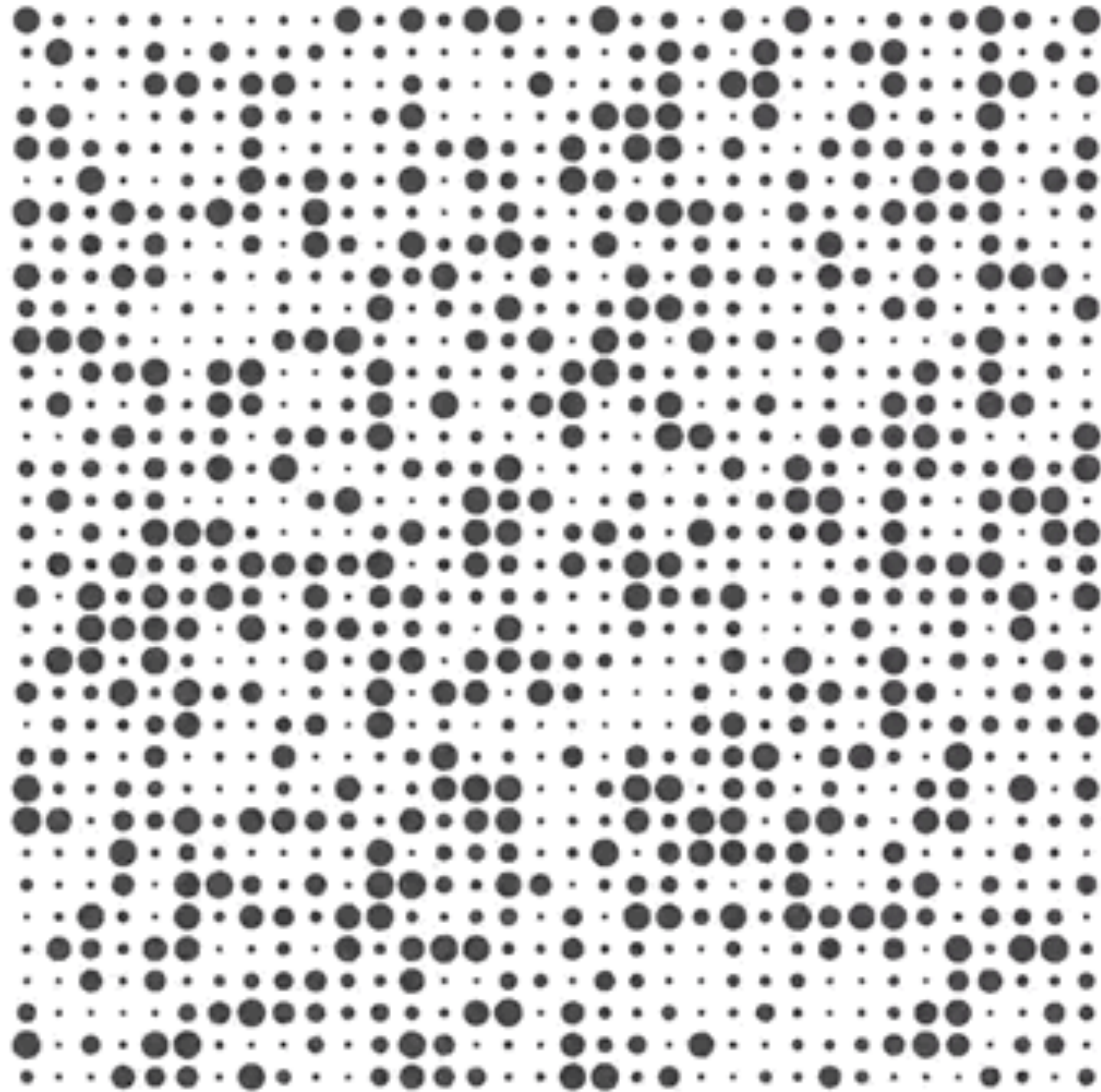
val random = randoms[dotIndex]

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

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



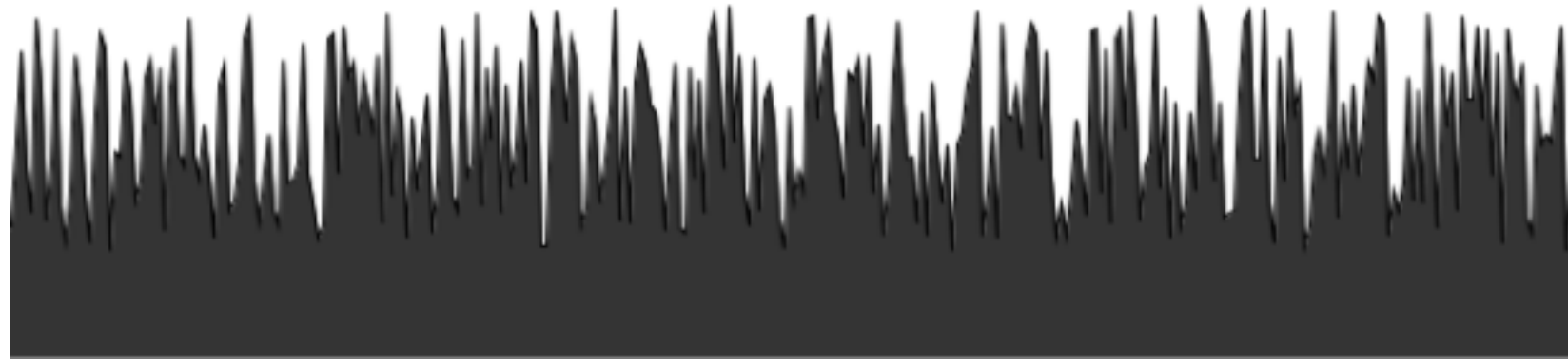
Animated Randomness



```
// 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?*