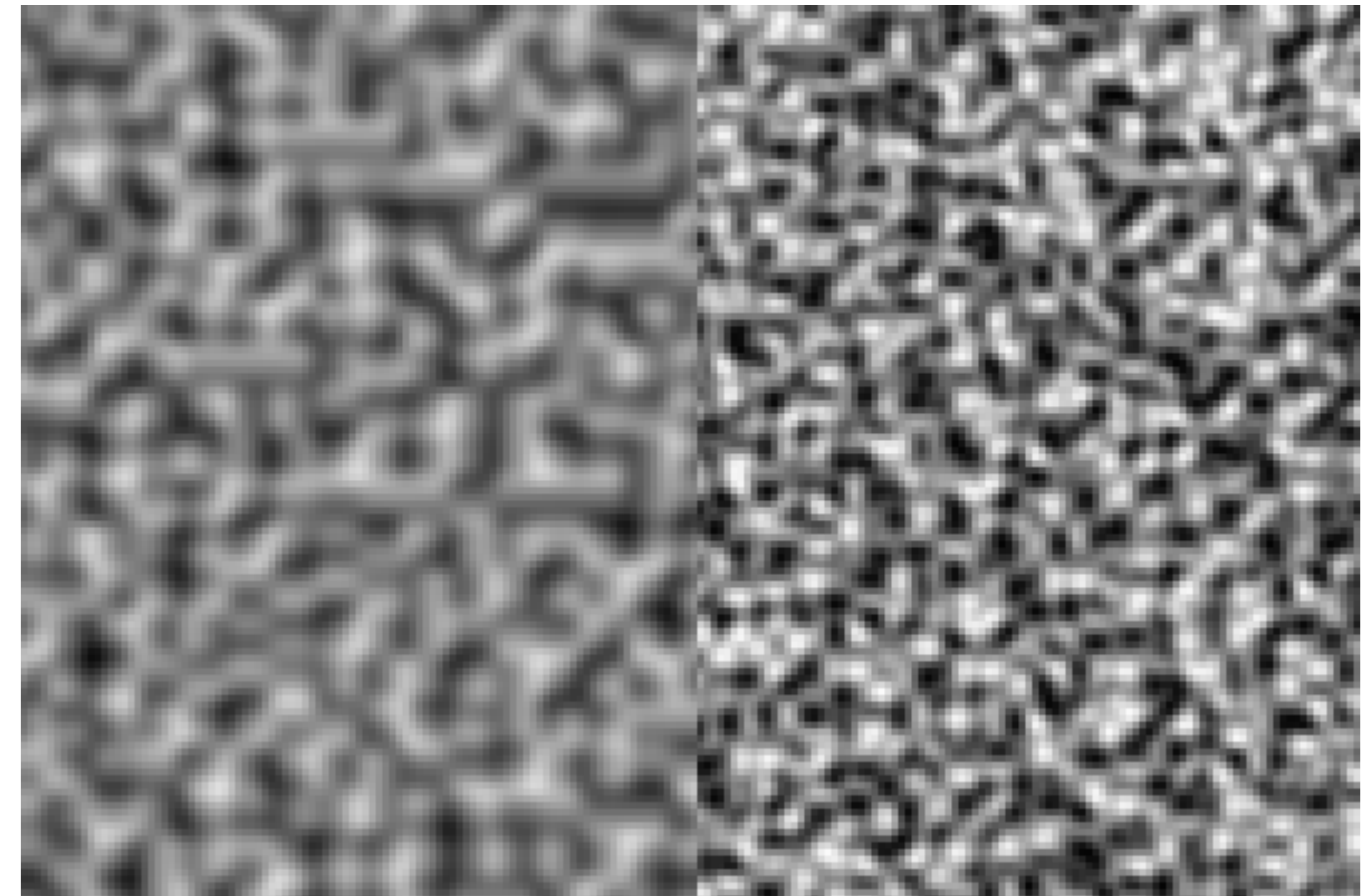


# Types of Noise

- two kinds of noise functions in glm
- Perlin noise - developed by Ken Perlin in 1983
- and simplex in 2001
- simplex has less computational overhead, looks more like “noise”

perlin

simplex

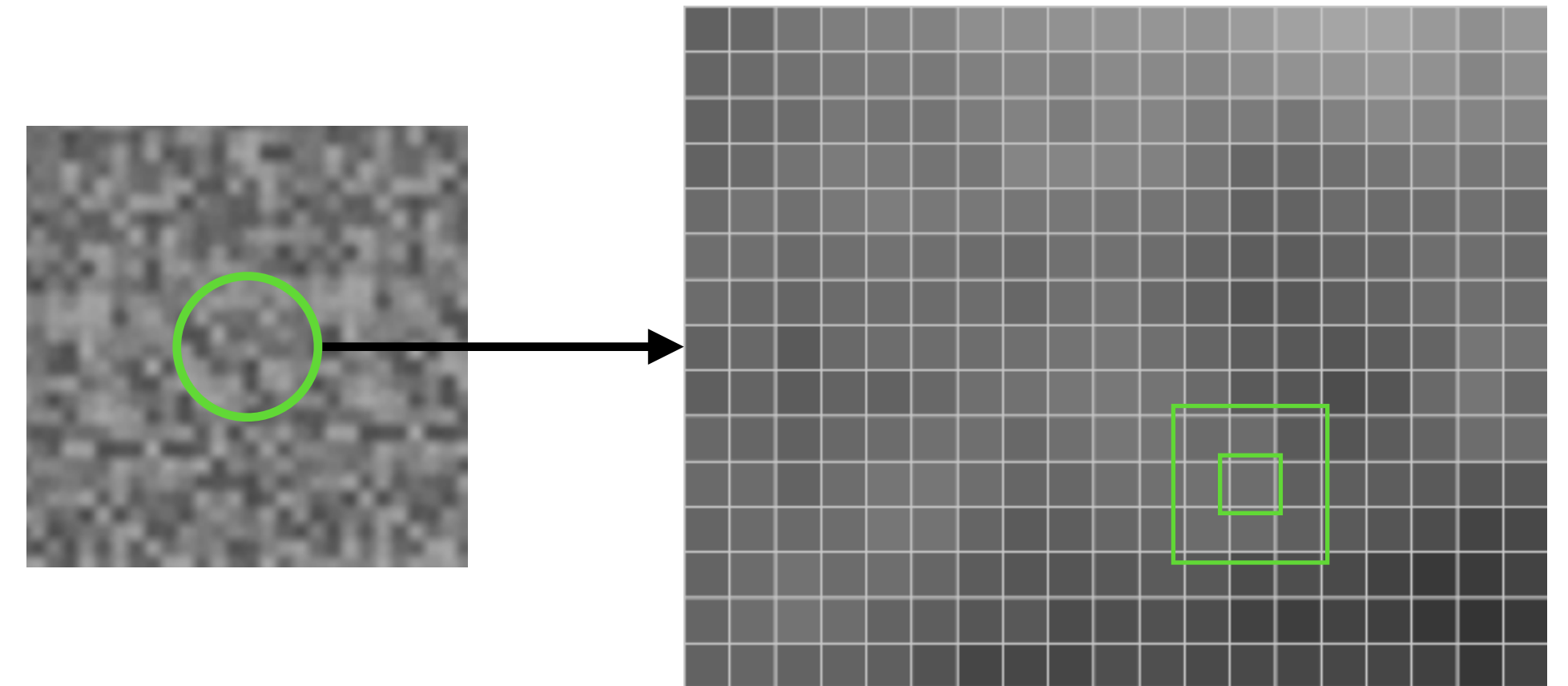


# glm + noise

```
perlin/simplex(Vec2(...))
```

2D Noise

Each (x,y) value is similar to surrounding



```
perlin/simplex(Vec3(...))
```

```
perlin/simplex(Vec4(...))
```

3D+ Noise

2D noise “slices” + 3rd/4th dimension of time!

