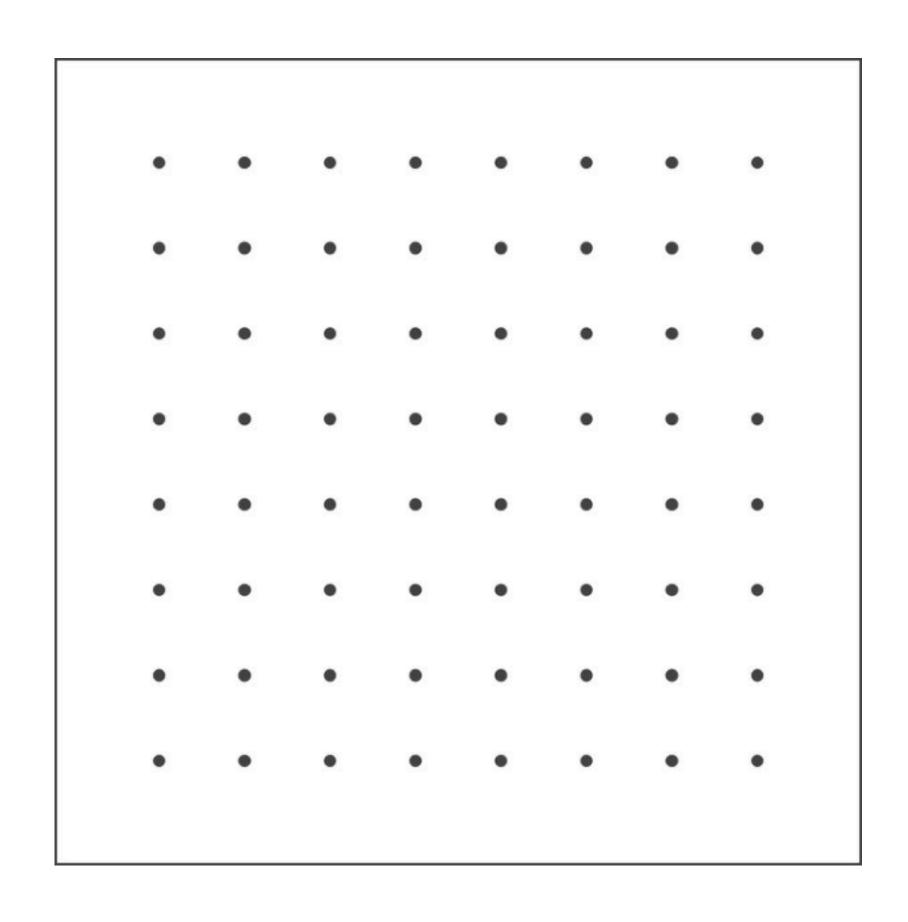
## Grids

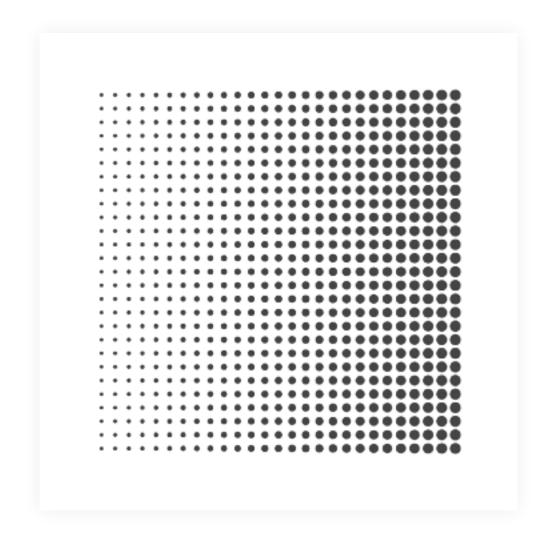
With padding



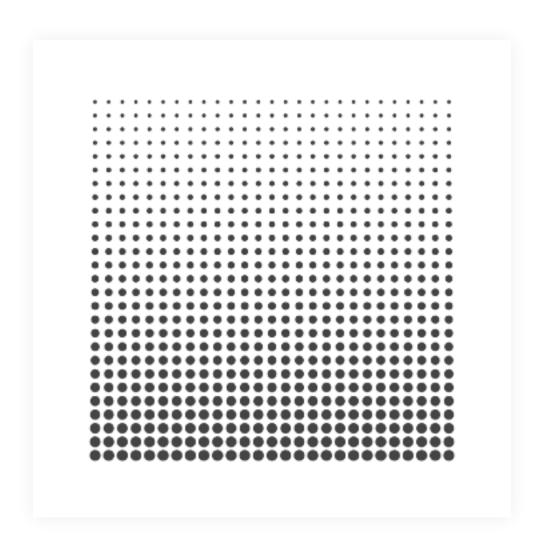
```
Canvas(
    modifier = modifier
        .fillMaxSize(0.9f)
        .aspectRatio(1f)
        .border(1.dp, Color.DarkGray)
        .padding(Padding)
) {
    val (width, height) = this.size
    drawGrid(. . .)
}
```

## Dot Size Variations

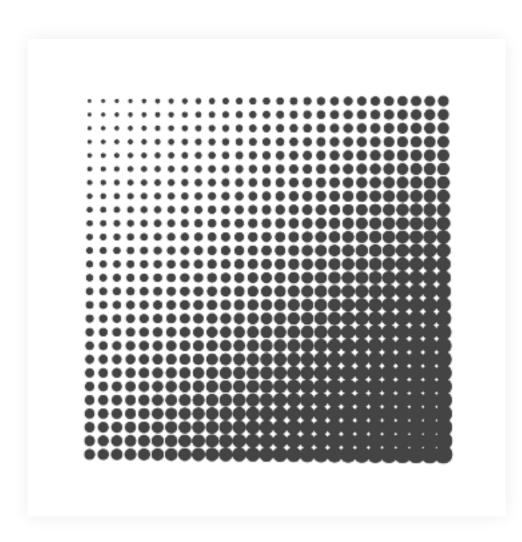
change dot size based on position



```
radius = lerp(
value = u,
min = 5f,
max = 15
```



```
radius = lerp(
value = v,
min = 5f,
max = 15f
```



```
radius = lerp(
value = u + v,

min = 5f,

max = 15f
)
```