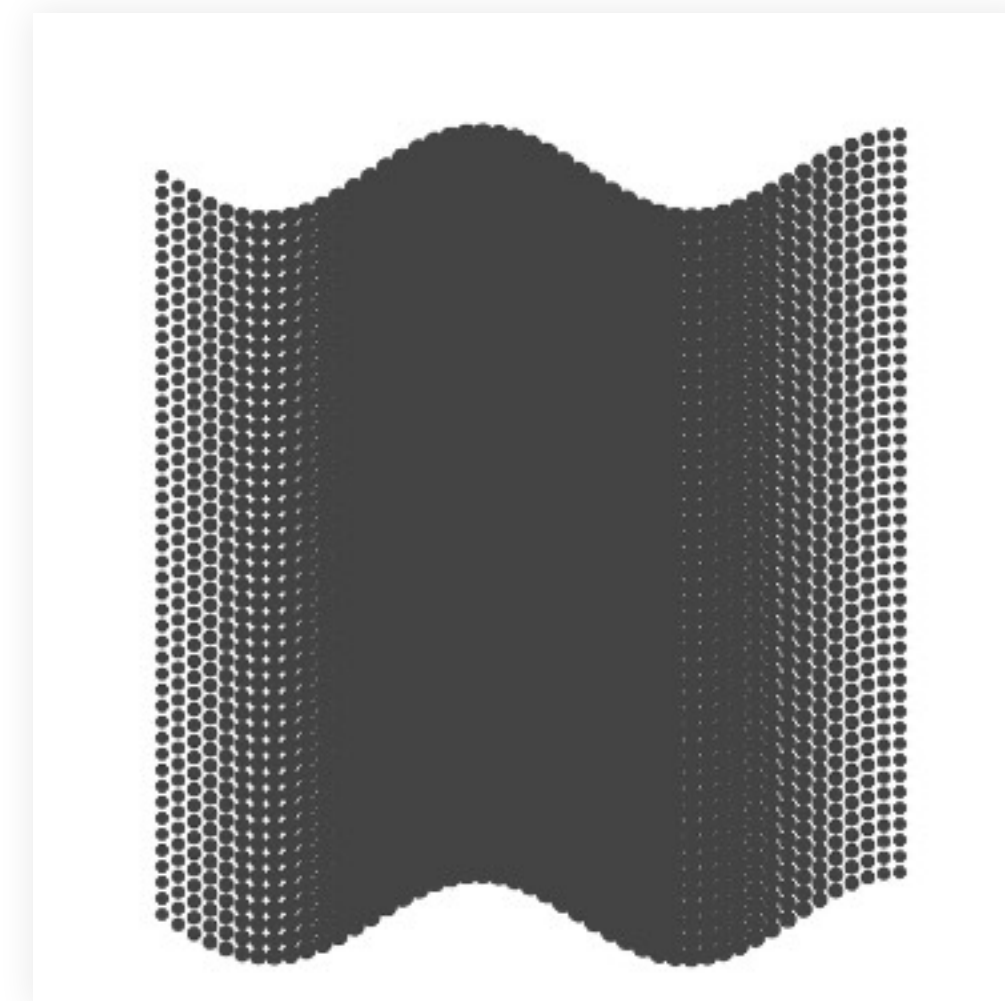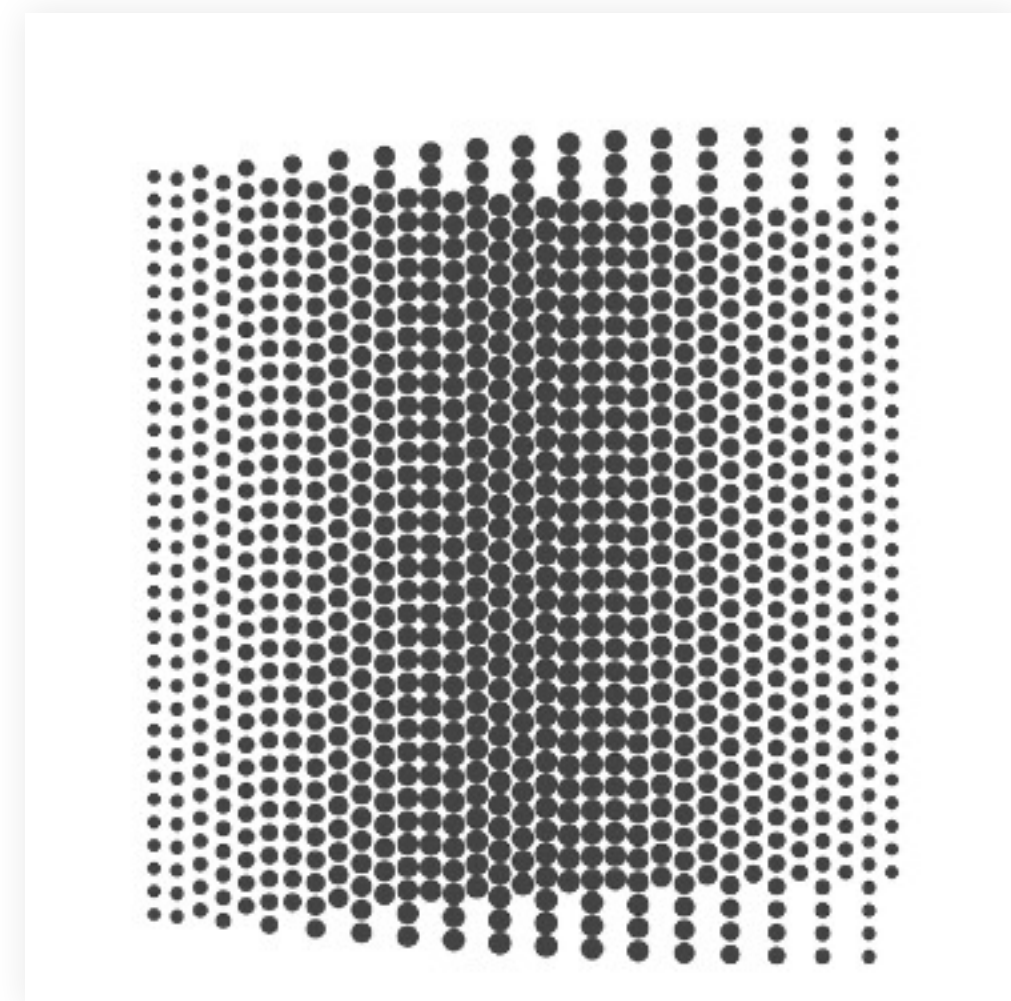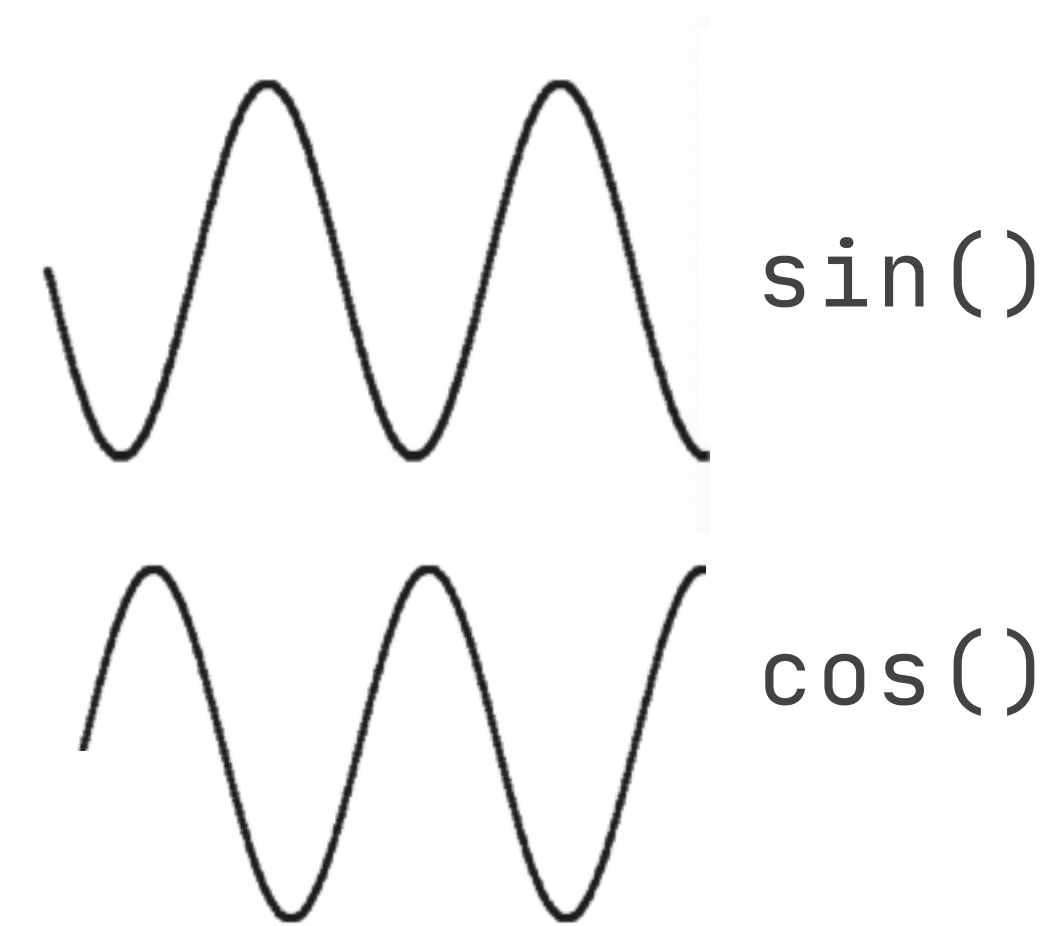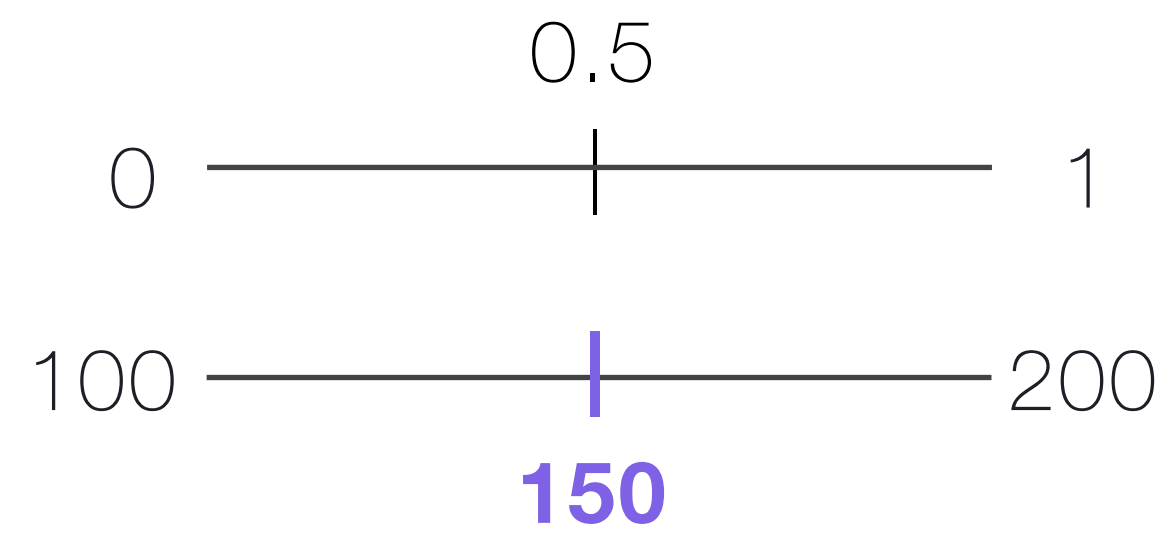- `sin()` and `cos()` repeats from -1 to 1

- perfect for wavy **positions**!

- need some way to "**map**" -1 to 1 to x or y offsets 🤔

sin()

cos()

Linear interpolation
lerp()


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