

Annimata Grid


```
+Sketch(
```

```
-Canvas(
```

```
    modifier = . . .
```

```
) { time →
```

```
    drawGrid(. . .)
```

```
}
```

```
drawCircle(
```

```
    . . .
```

```
    radius = map(
```

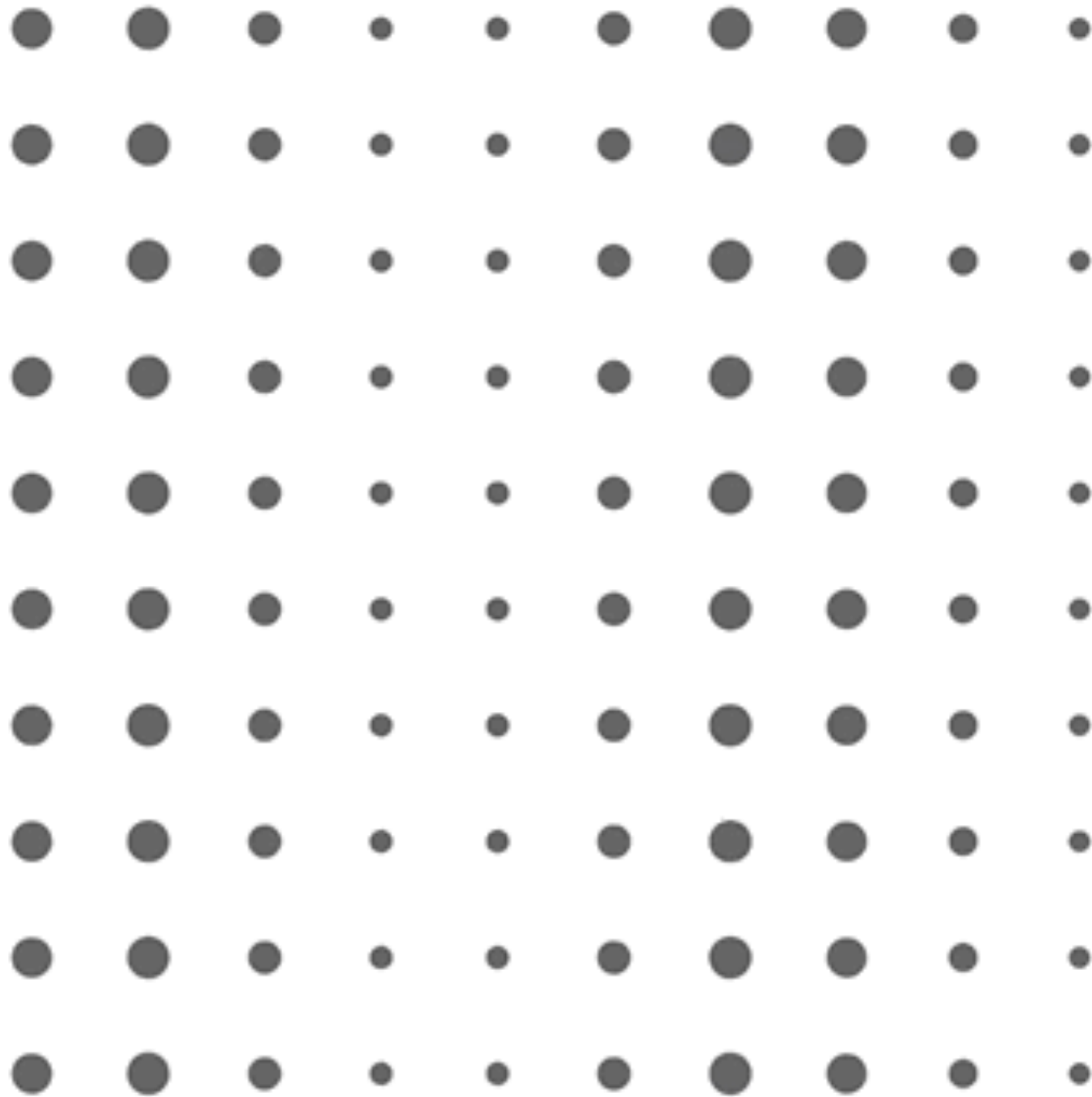
```
        sin(u * 10f + time * 20f),
```

```
        -1f, 1f, // from
```

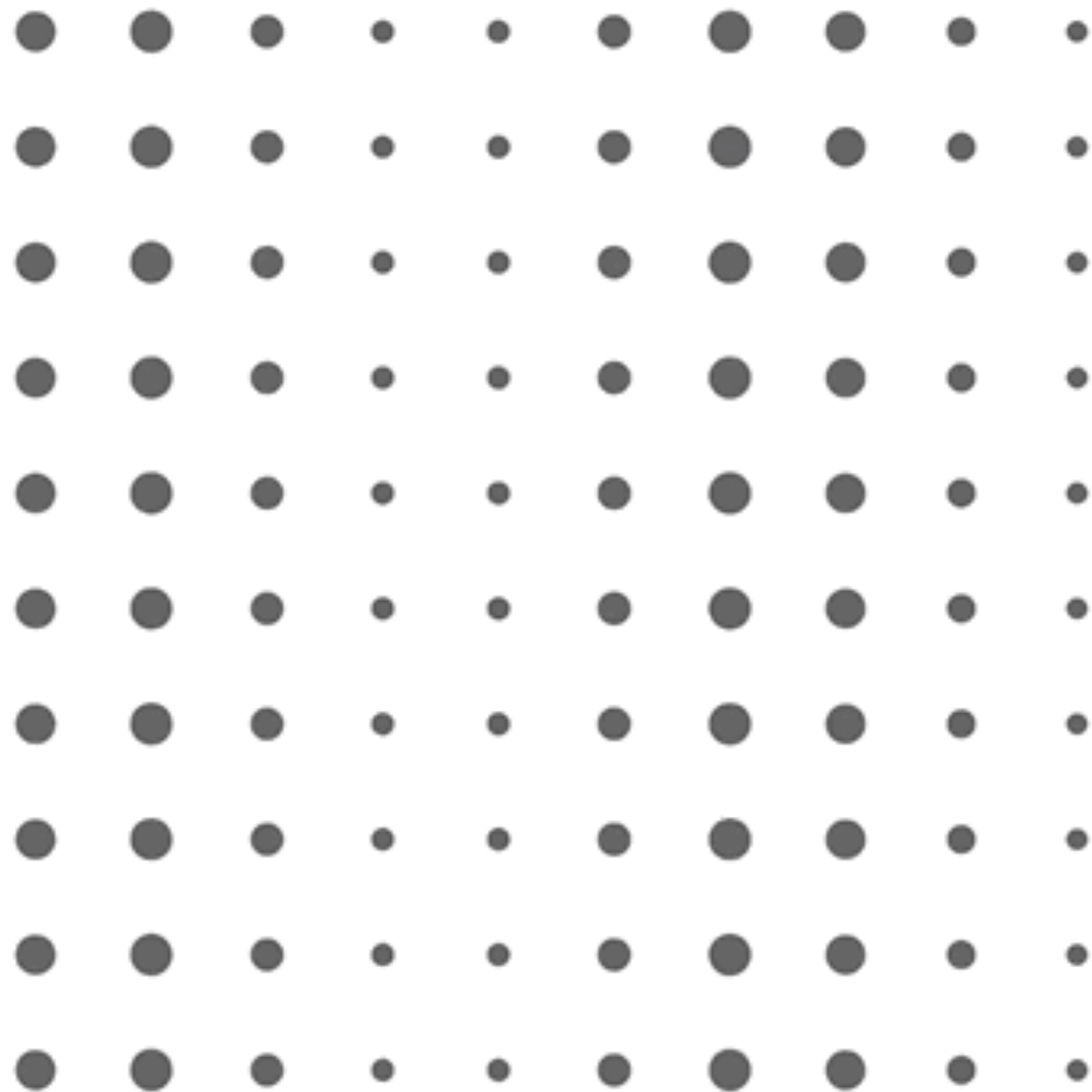
```
        10f, 20f // to
```

```
    )
```

```
)
```



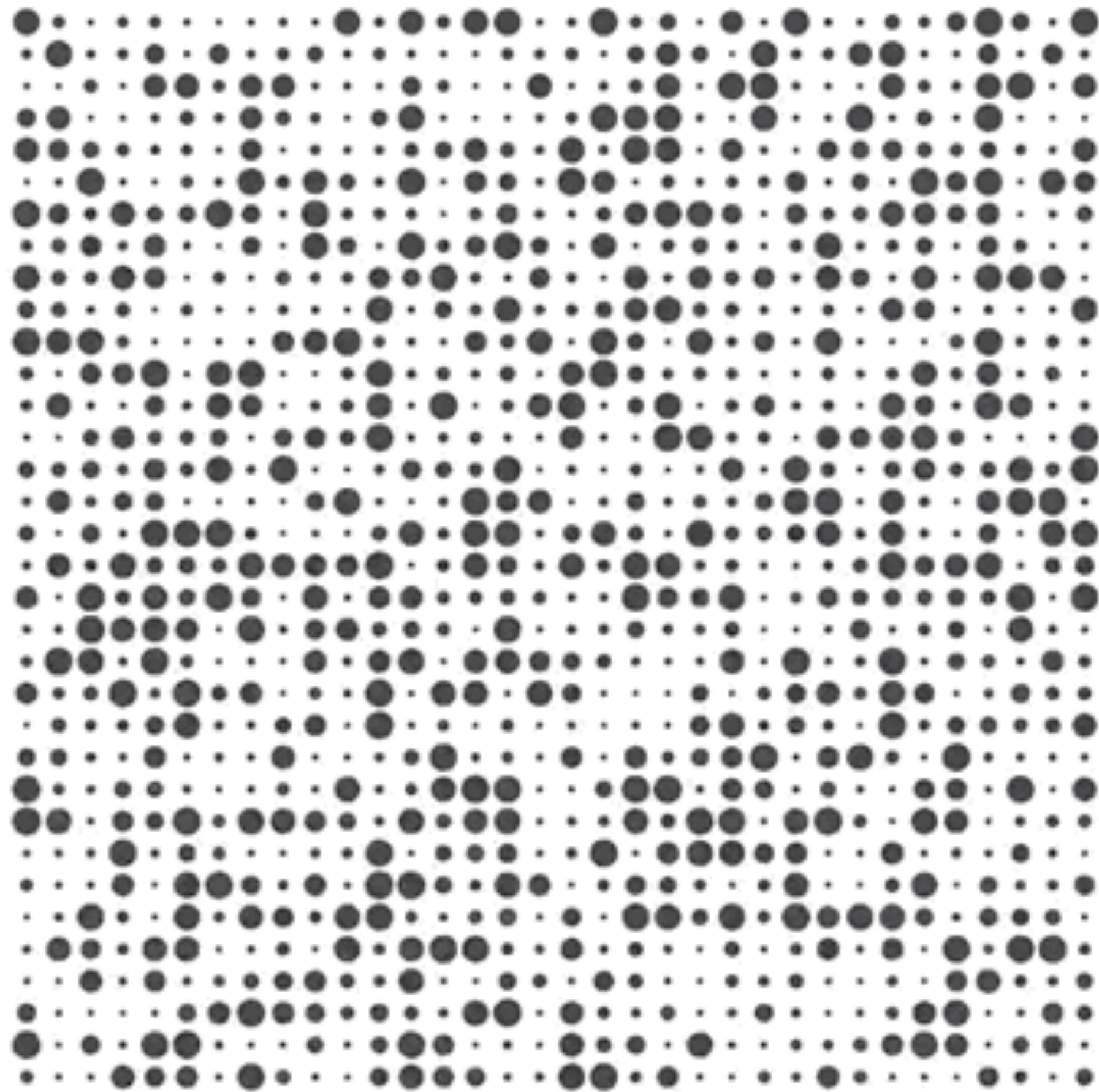
Animated Grid



```
+Sketch(  
-Canvas(  
    modifier = . . .  
) { time →  
    drawGrid(. . .)  
}
```

```
drawCircle(  
    . . .  
    radius = map(  
        sin(u * 10f + time * 20f),  
        -1f, 1f, // from  
        10f, 20f // to  
    )  
)
```


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,
    ...
)
```