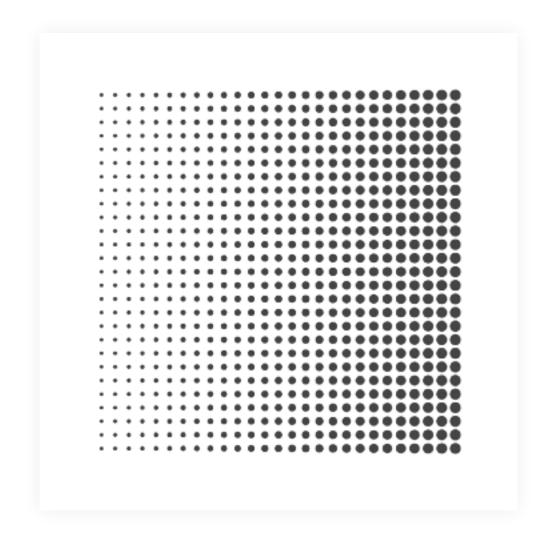
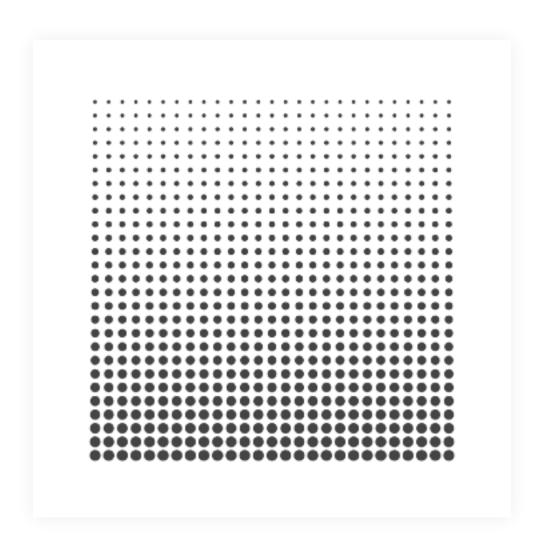
Dot Size Variations

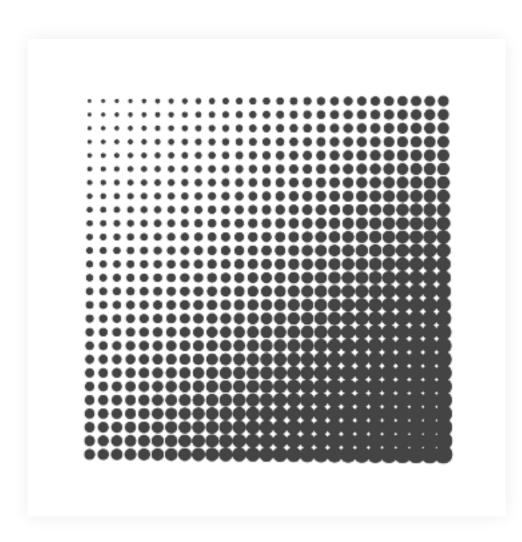
change dot size based on position



```
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
)
```

- 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

