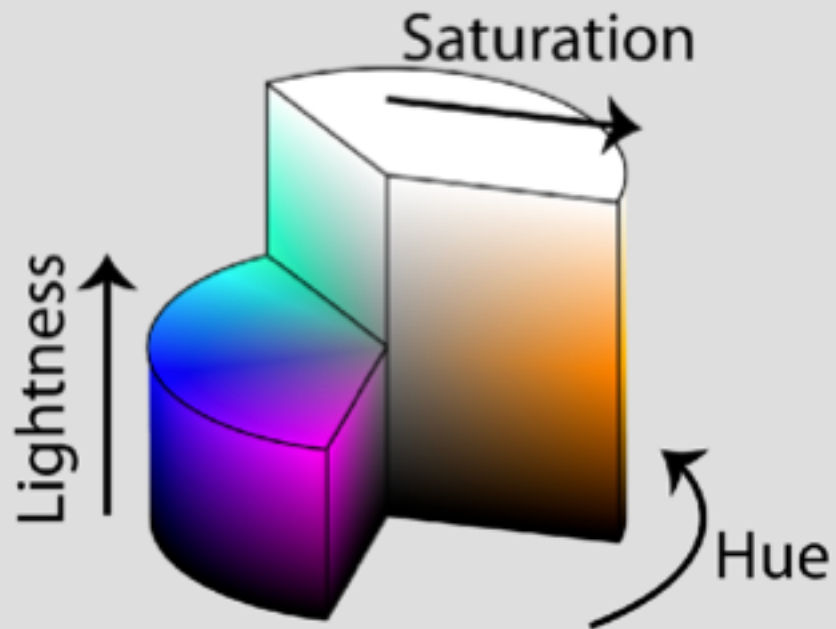


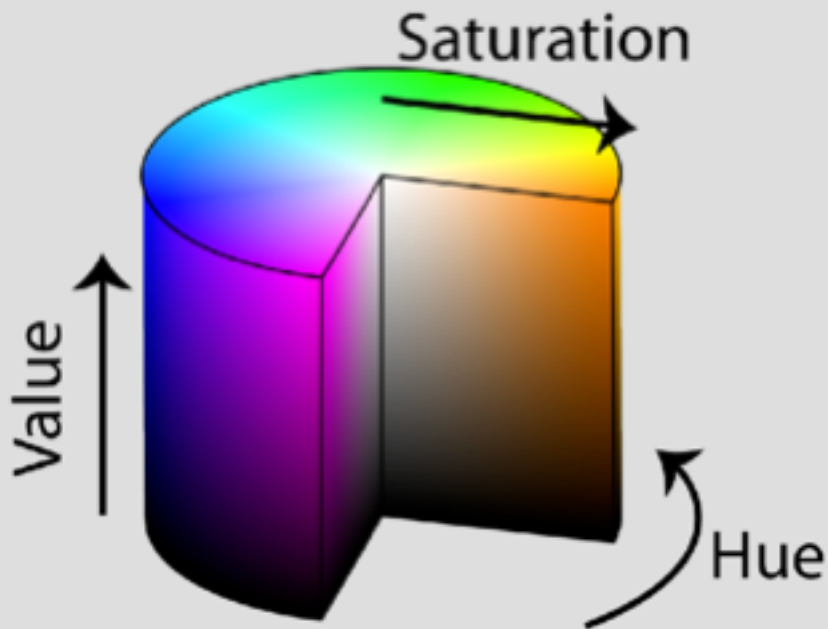


**Color**

# HSL




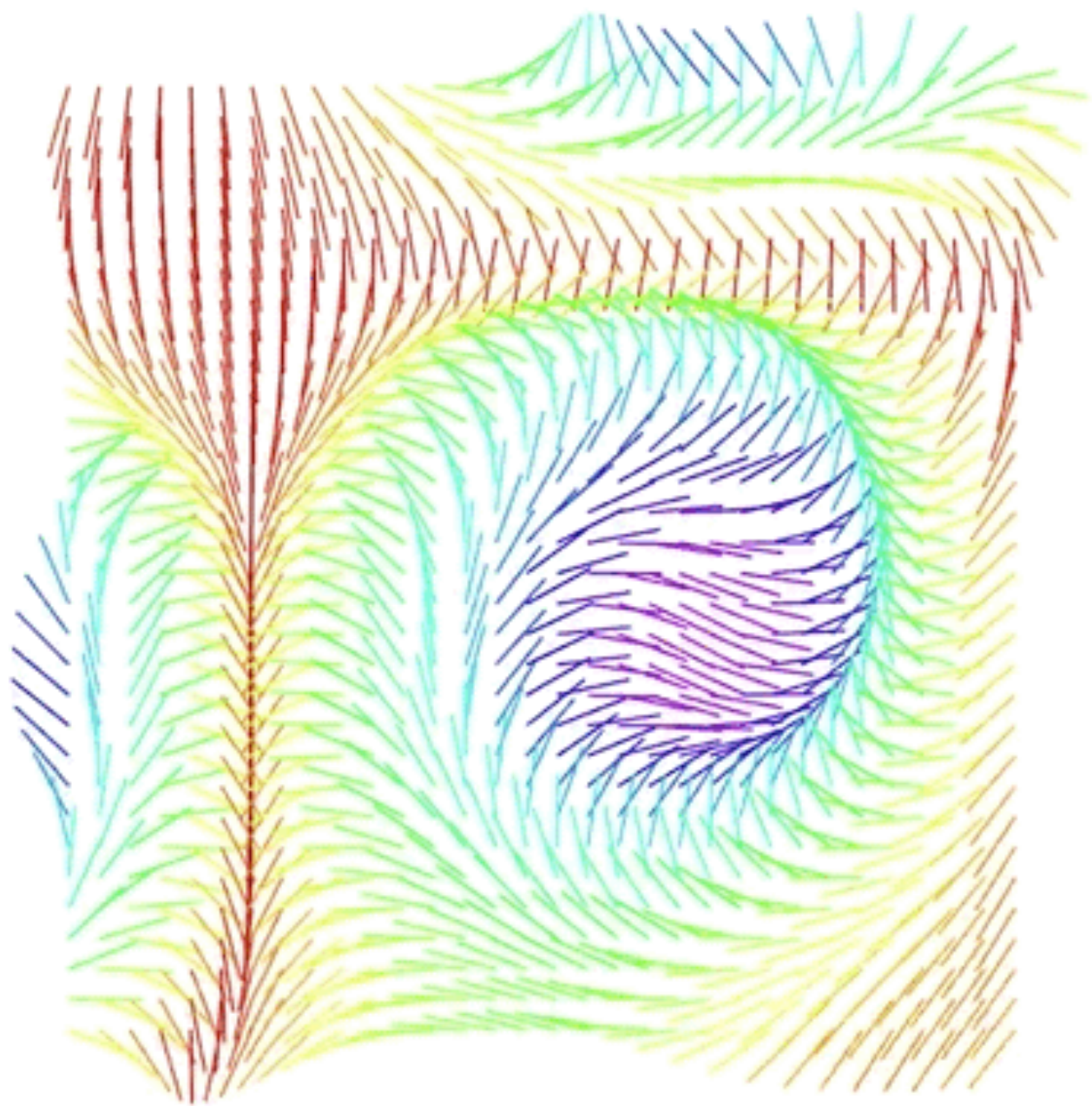
# HSV

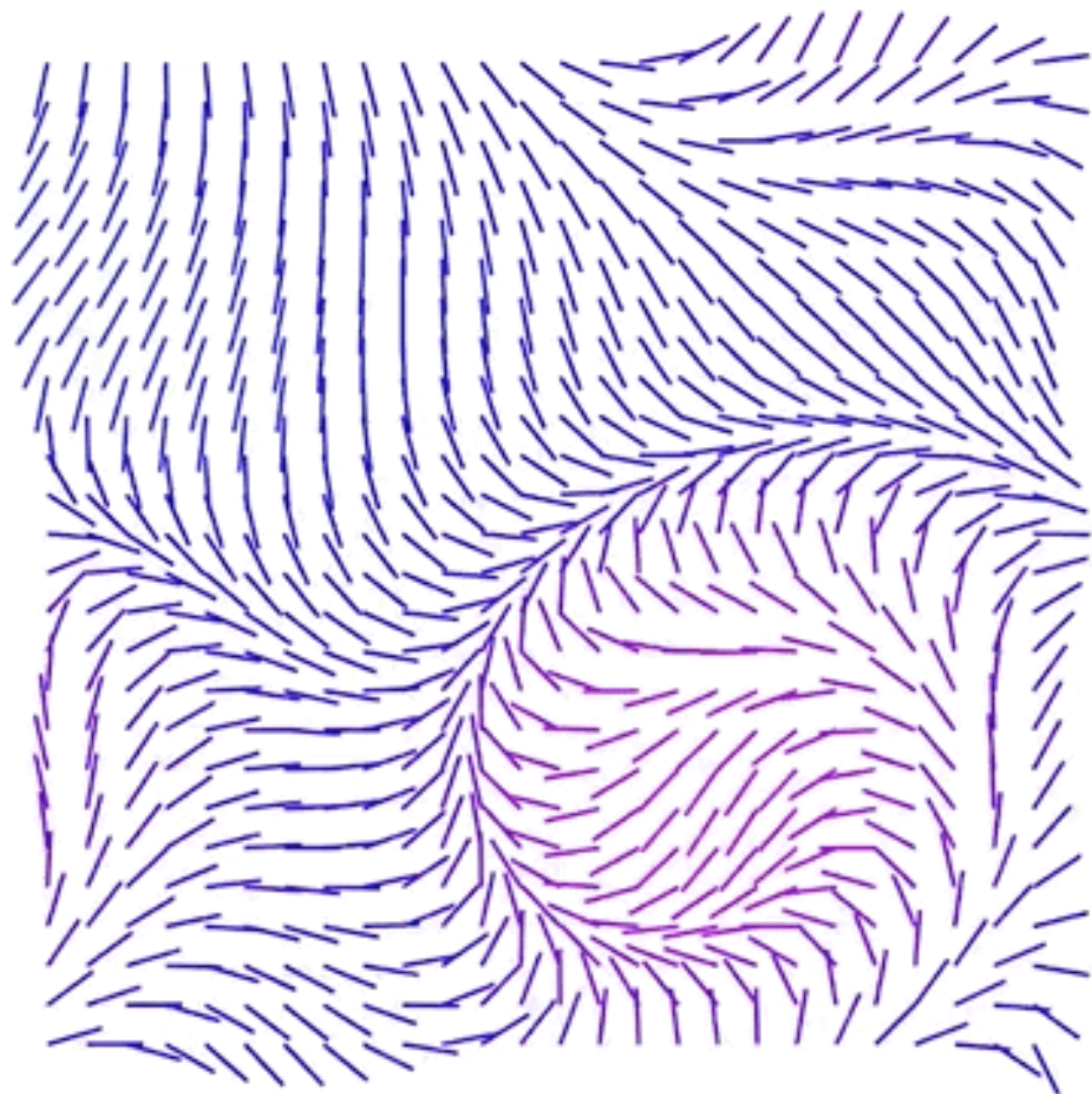




nikpedia.org

- HSL, HSV use hue
- hue is in  $[0, 360]$  -> like angles?
- map noise to hue ranges 









```
// Compute hue based on noise
```

```
val hue = (noise * 360f).absoluteValue
```

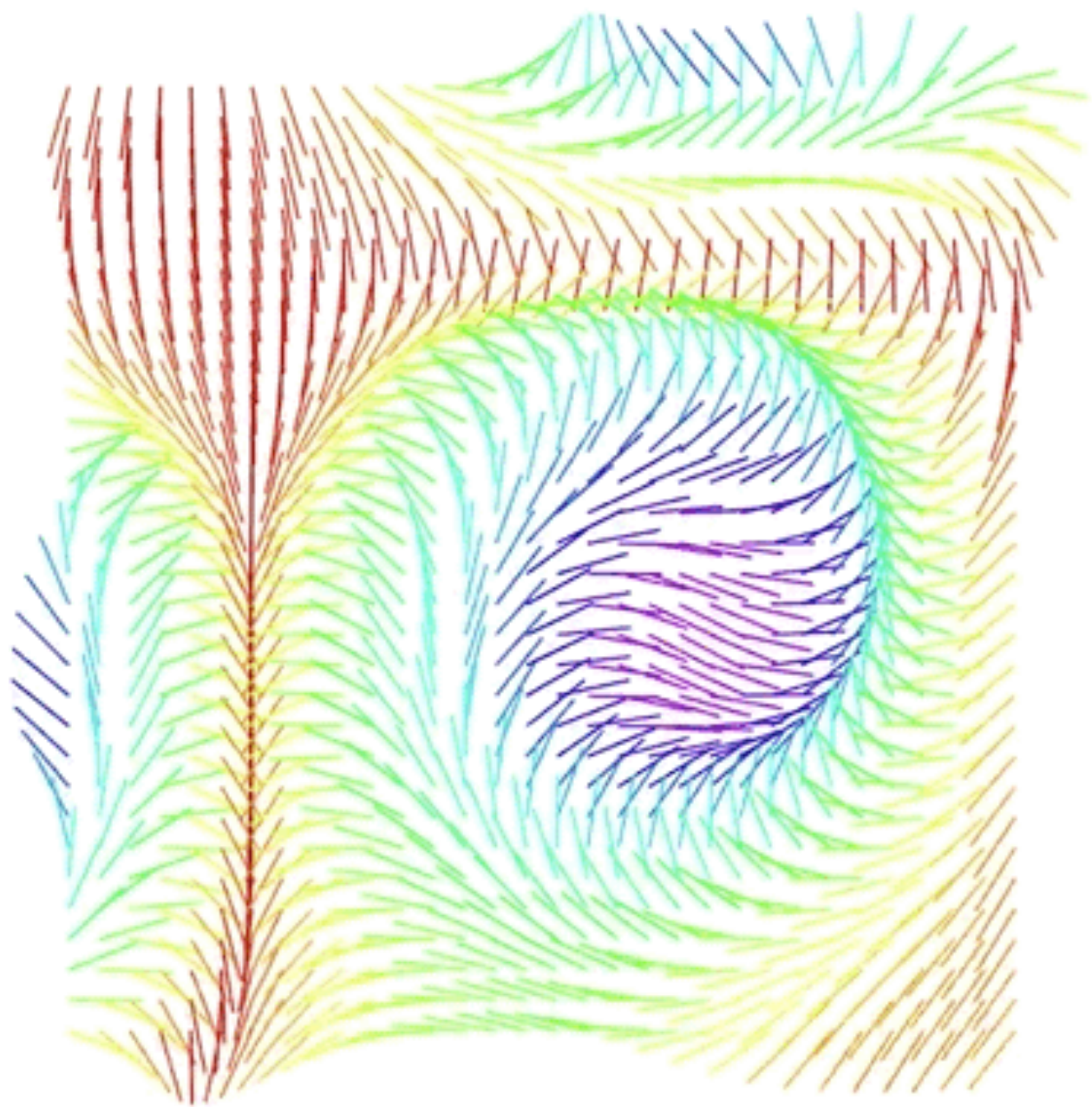
```
// OR
```

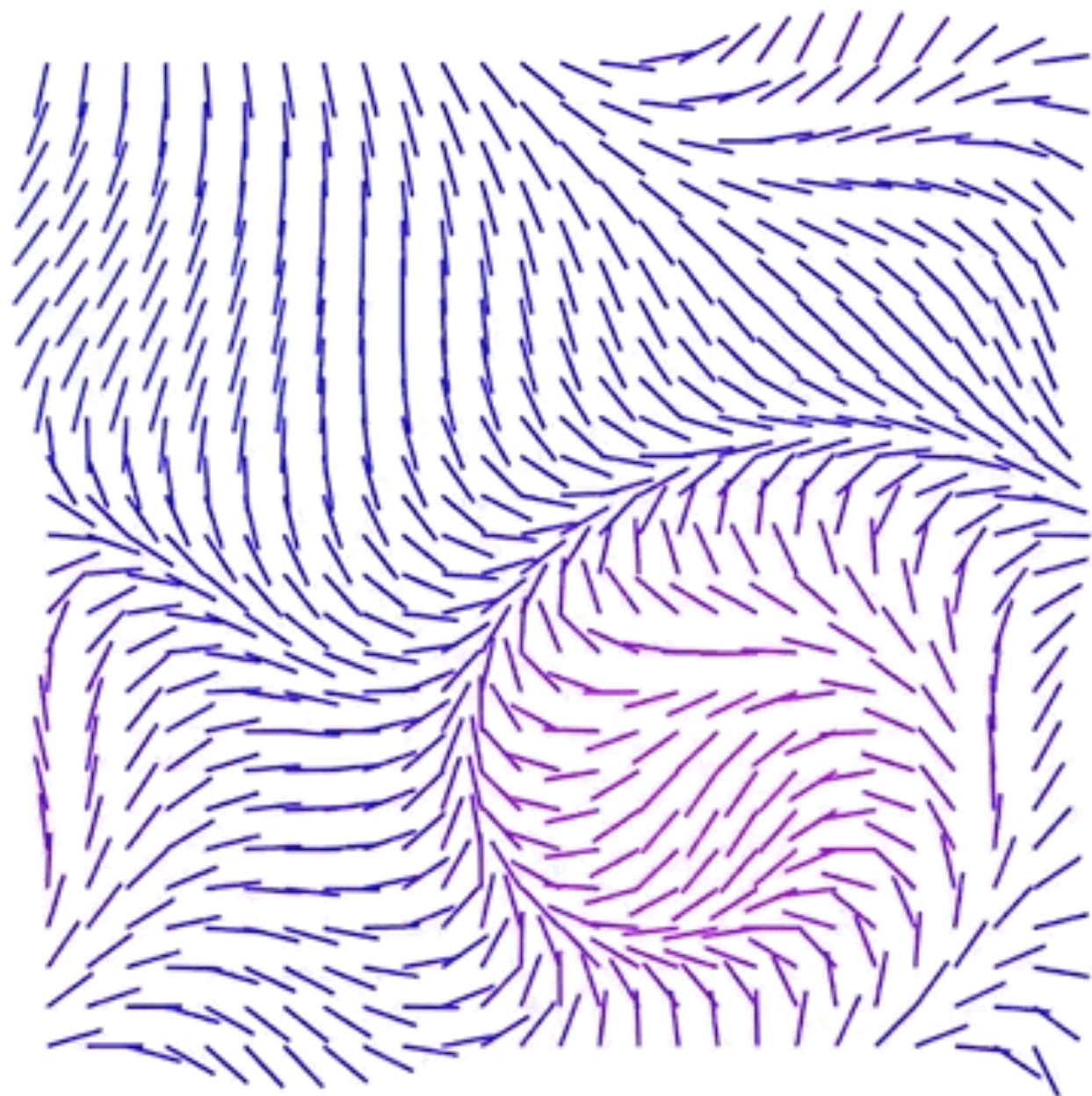
```
val hue = map(noise, -1f, 1f, 170f, 300f)
```

```
// Use hue in hsv
```

```
val color = Color.hsv(hue, saturation=1f, value=1f)
```

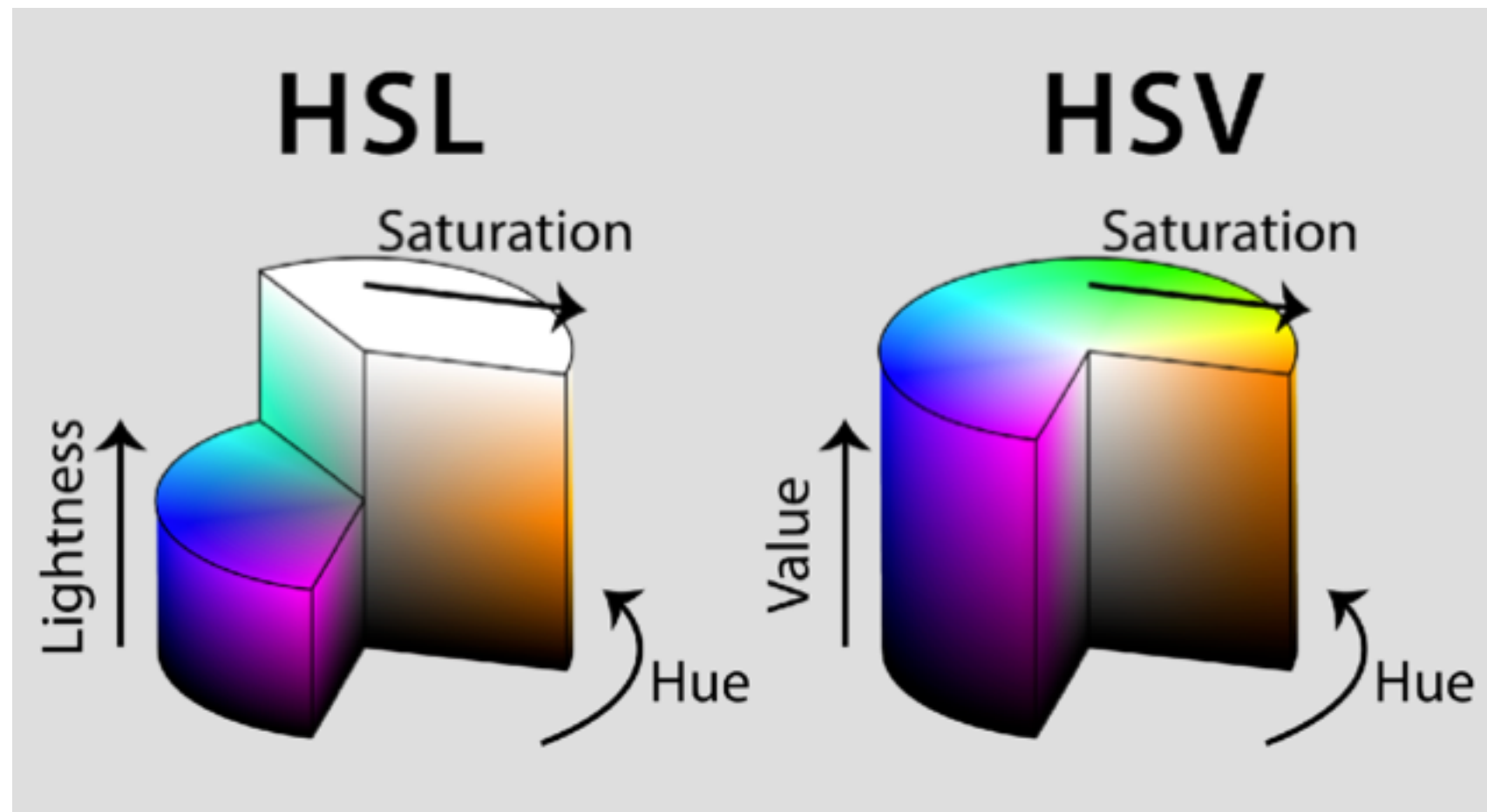
```
drawLine(color = color, ...)
```





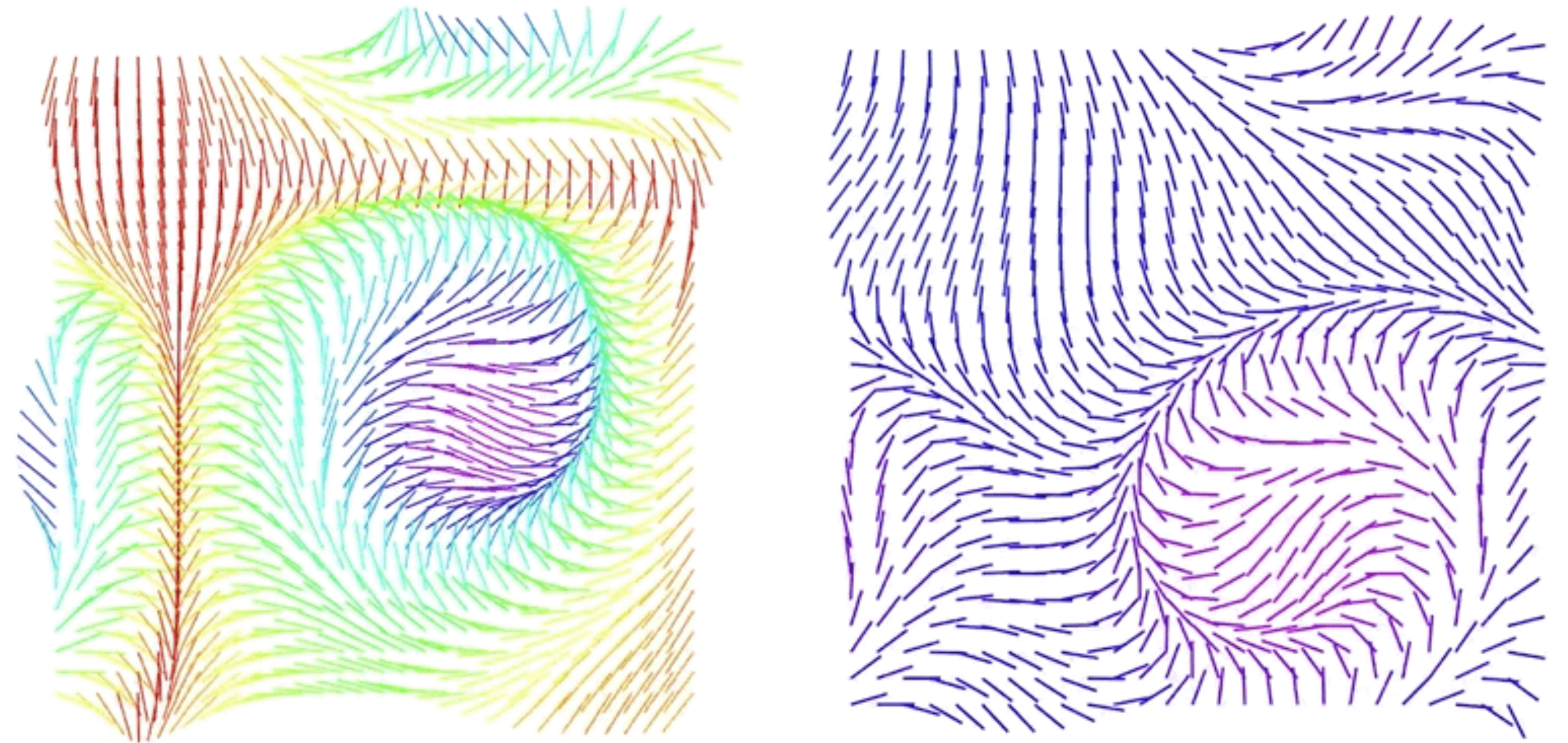


# Color



wikipedia.org

- HSL, HSV use hue
- hue is in  $[0, 360]$  -> like angles?
- map noise to hue ranges 🌈



```
// Compute hue based on noise
val hue = (noise * 360f).absoluteValue
// OR
val hue = map(noise, -1f, 1f, 170f, 300f)

// Use hue in hsv
val color = Color.hsv(hue, saturation=1f, value=1f)
drawLine(color = color, ...)
```

// Shaders  
Android 13