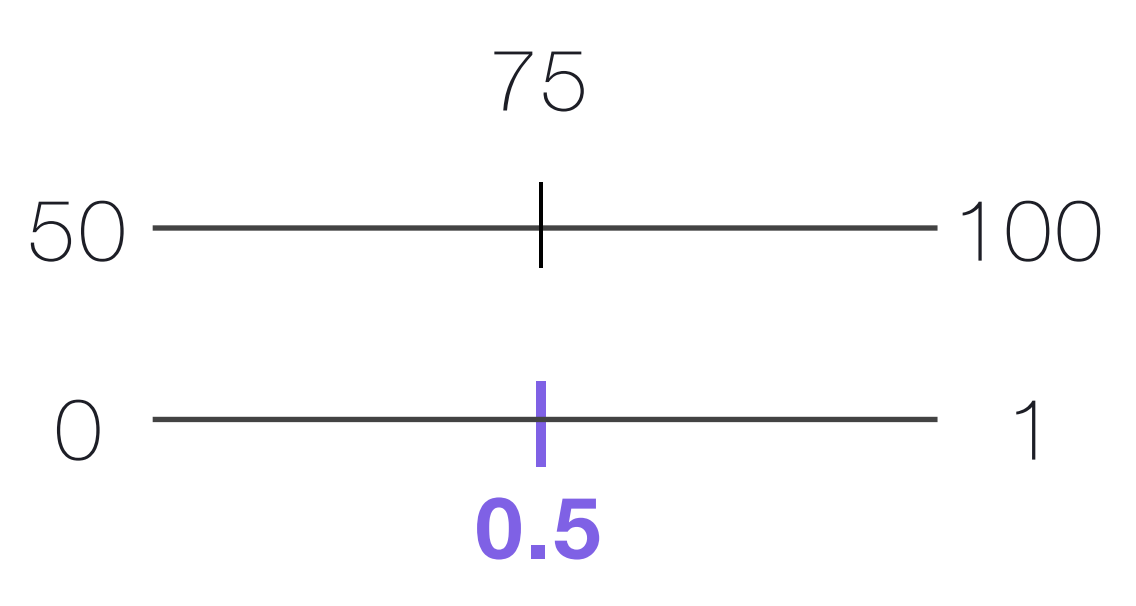
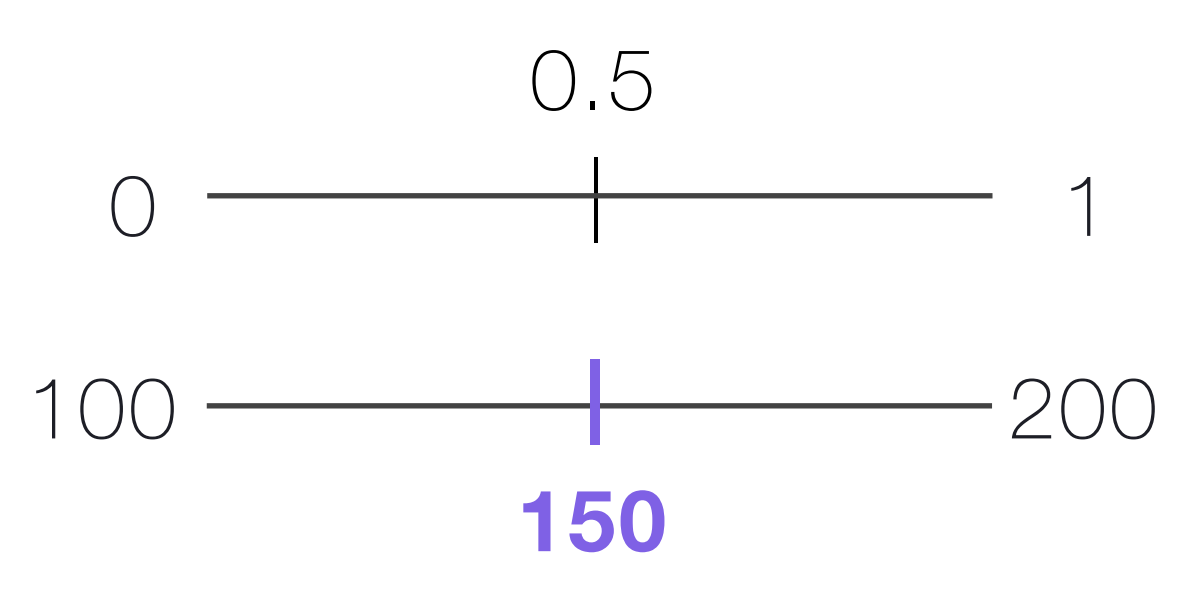

lerp()

```
(inputValue - min) / (max - min)
```


75
50
100
0
1
0.5

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


0.5
0
1
100
200
150

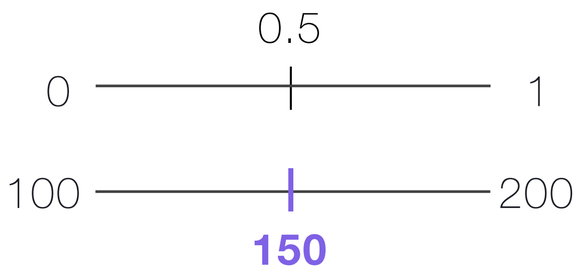

norm()

Linear interpolation

Normalization

Linear interpolation

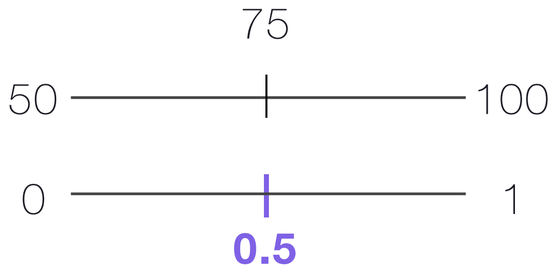
lerp()




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

Normalization

norm()




```
(inputValue - min) / (max - min)
```

map() = lerp(norm())

convert between ranges!

```
map() = lerp(
  inputValue = norm(
   inputValue,
   sourceMin,
   sourceMax
  ),
  destMin,
  destMax
)
```