kotlin-graphics/glm

- Kotlin port of OpenGL Mathematics (GLM)
- handy math library for graphics
- vectors, matrices, randomness & noise!

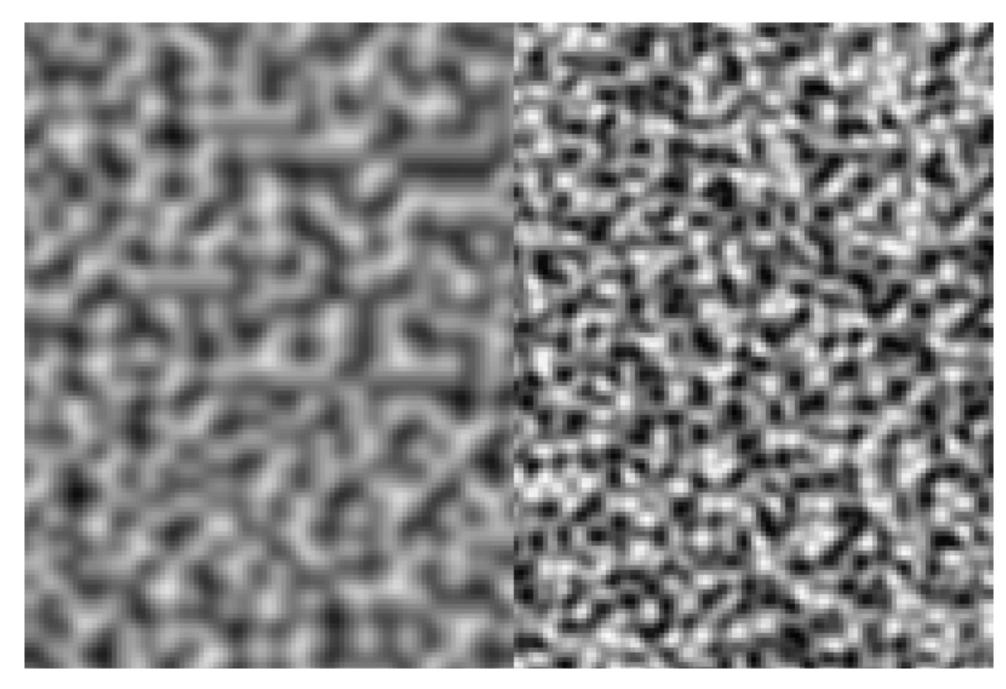
```
kotlin-graphics/glm Public
```

```
allprojects {
    repositories {
        maven("https://raw.githubusercontent.com/kotlin-graphics/mary/
master")
    }
}
implementation("kotlin.graphics:glm:0.9.9.1-4")
```

Types of Noise

- two kinds of noise functions in glm
- Perlin noise developed by Ken Perlin in 1983
- and simplex in 2001
- simplex has less computational overhead, looks more like "noise"

perlin simplex



bit-101.com