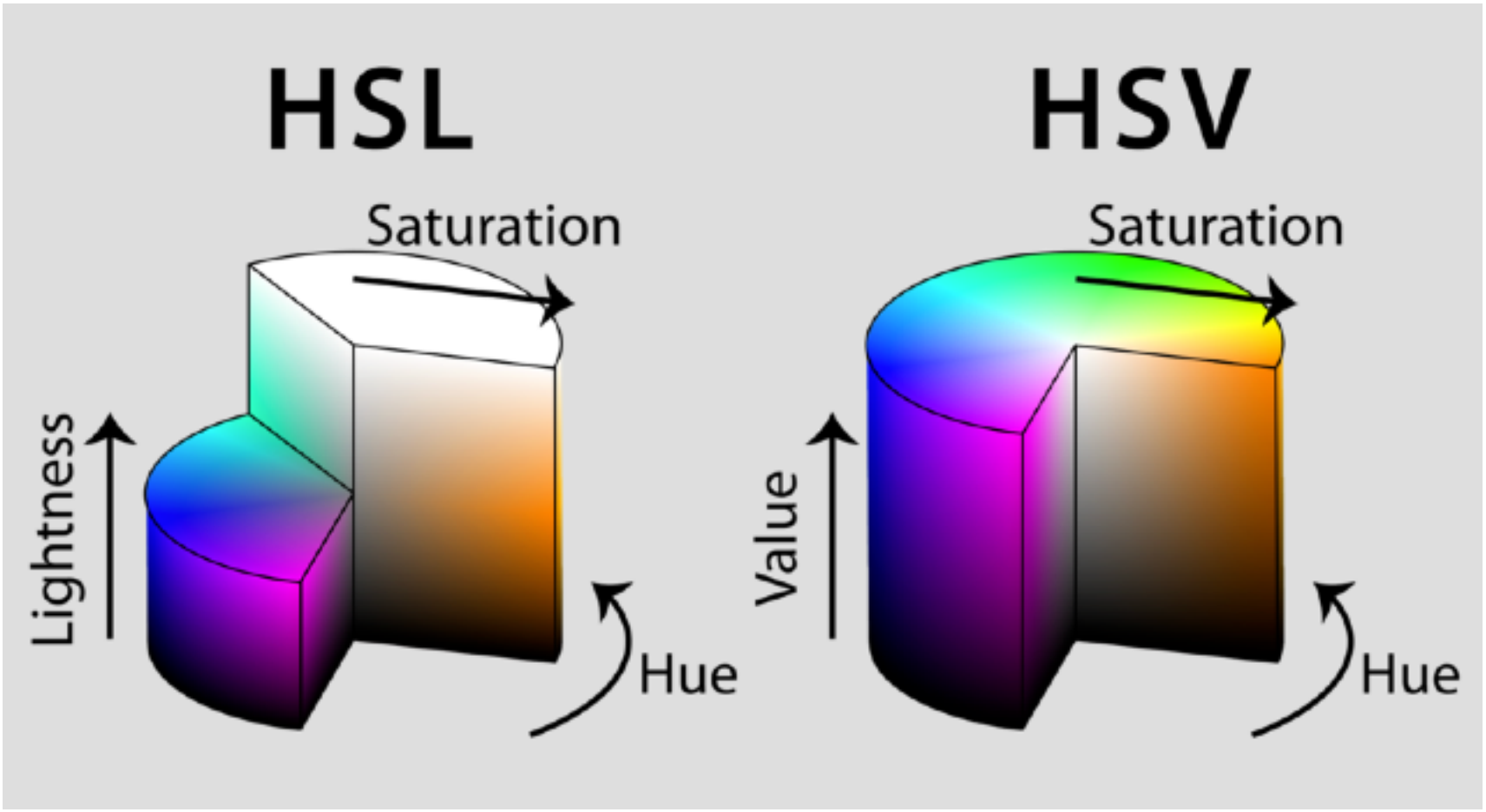
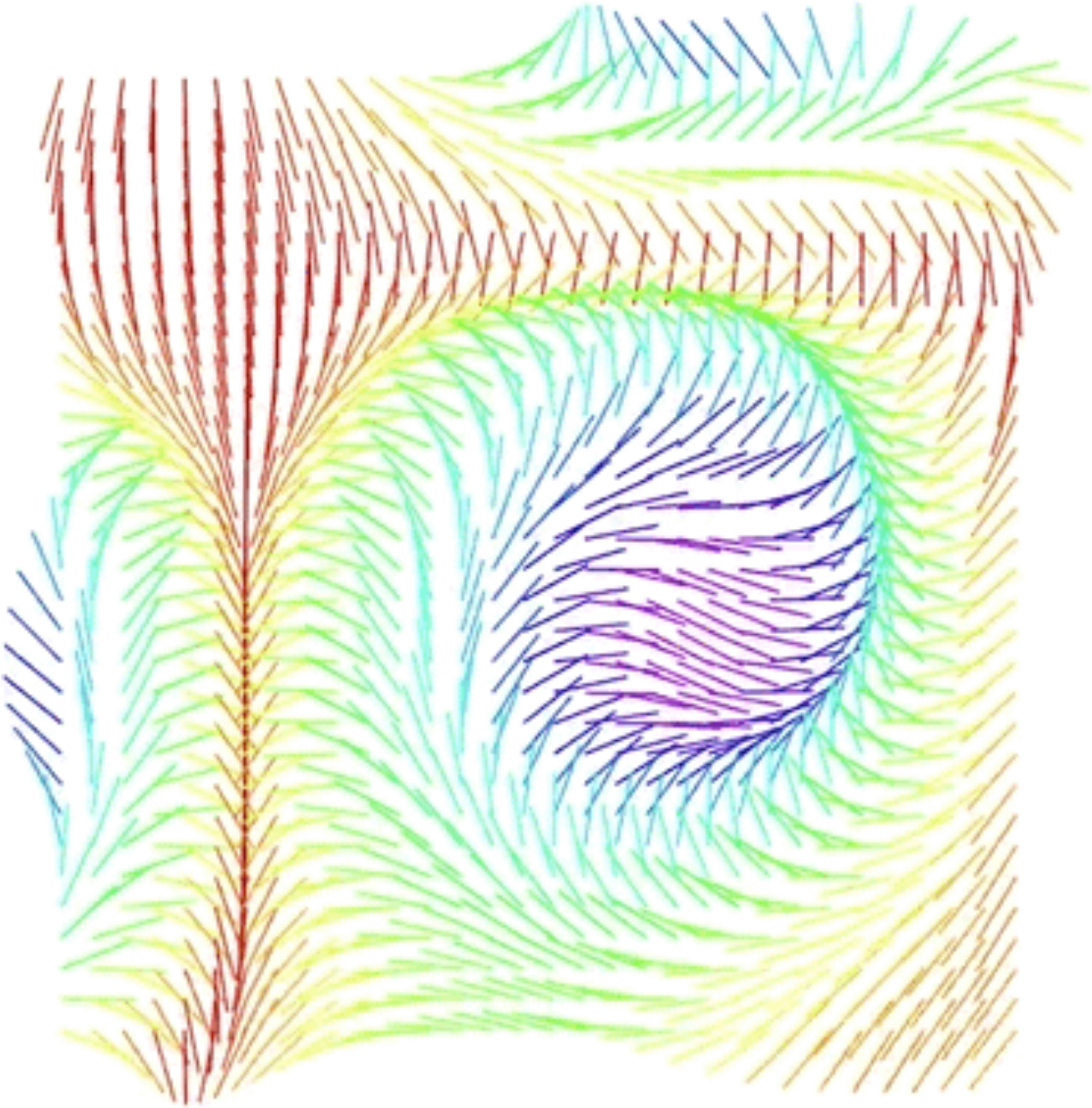
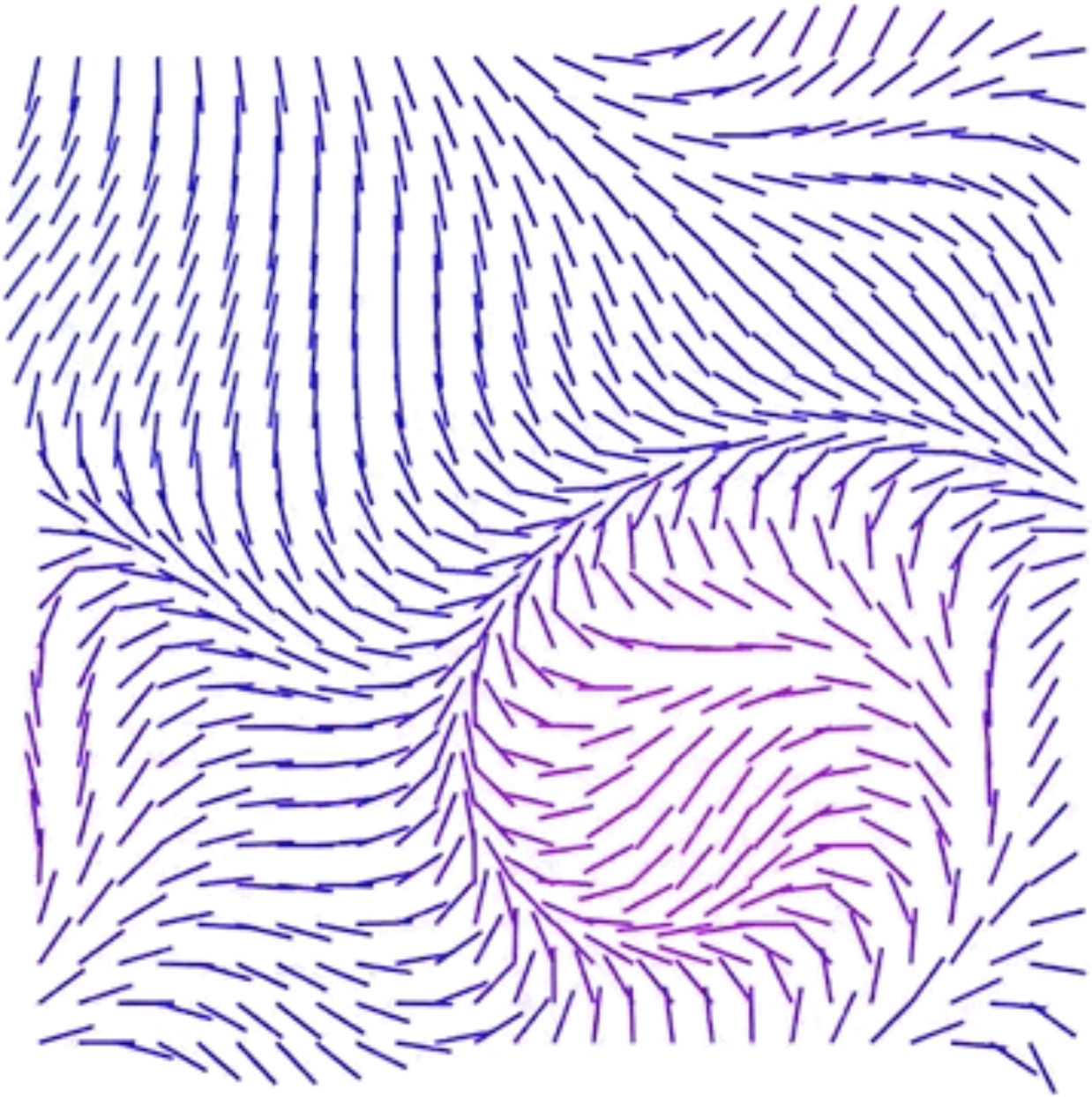
Color


HSL
Saturation
Lightness
Hue
HSV
Saturation
Value
Hue

wikipedia.org

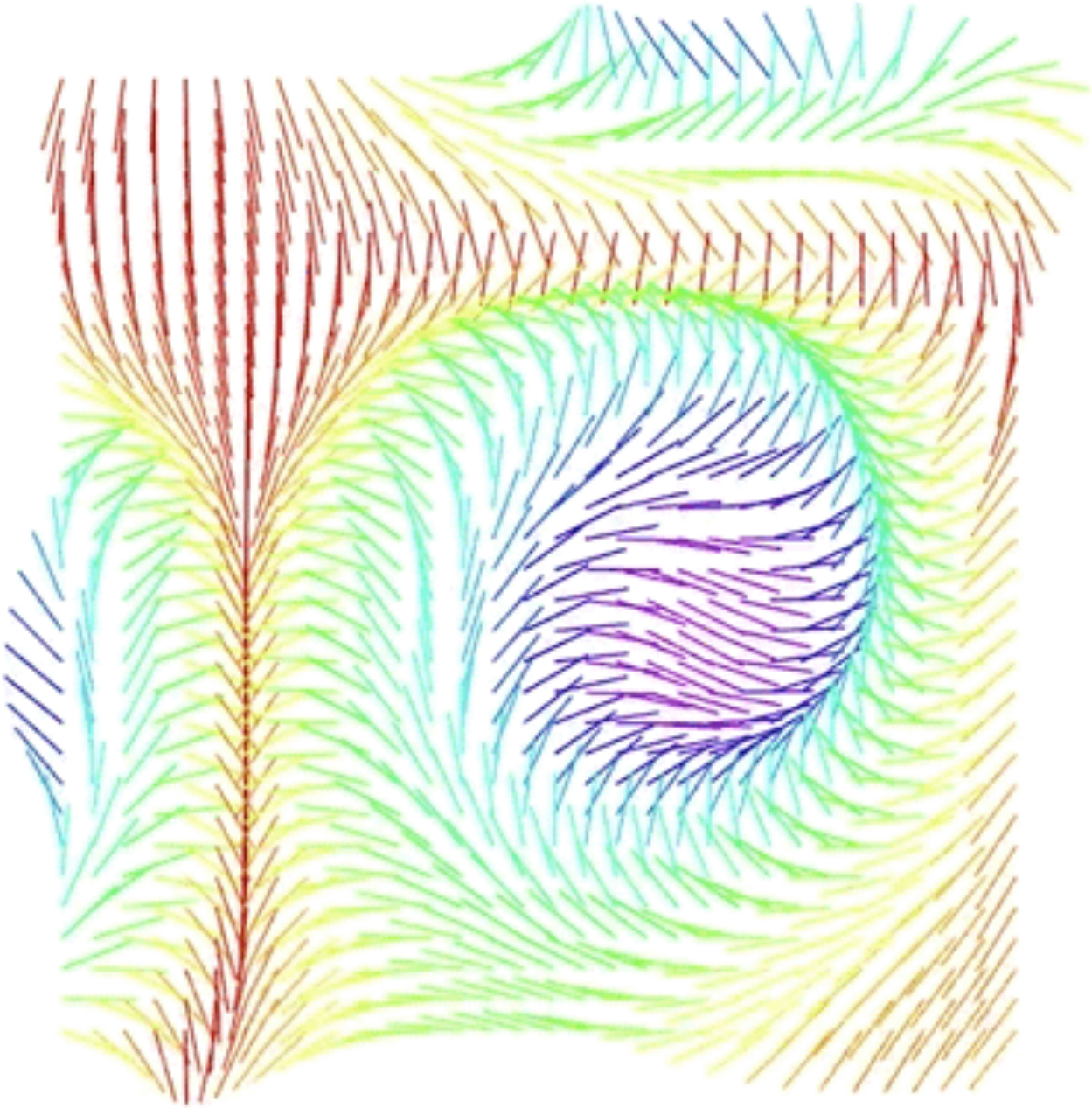
- HSL, HSV use hue
- hue is in [0, 360] -> like angles?
- map noise to hue ranges 🌈

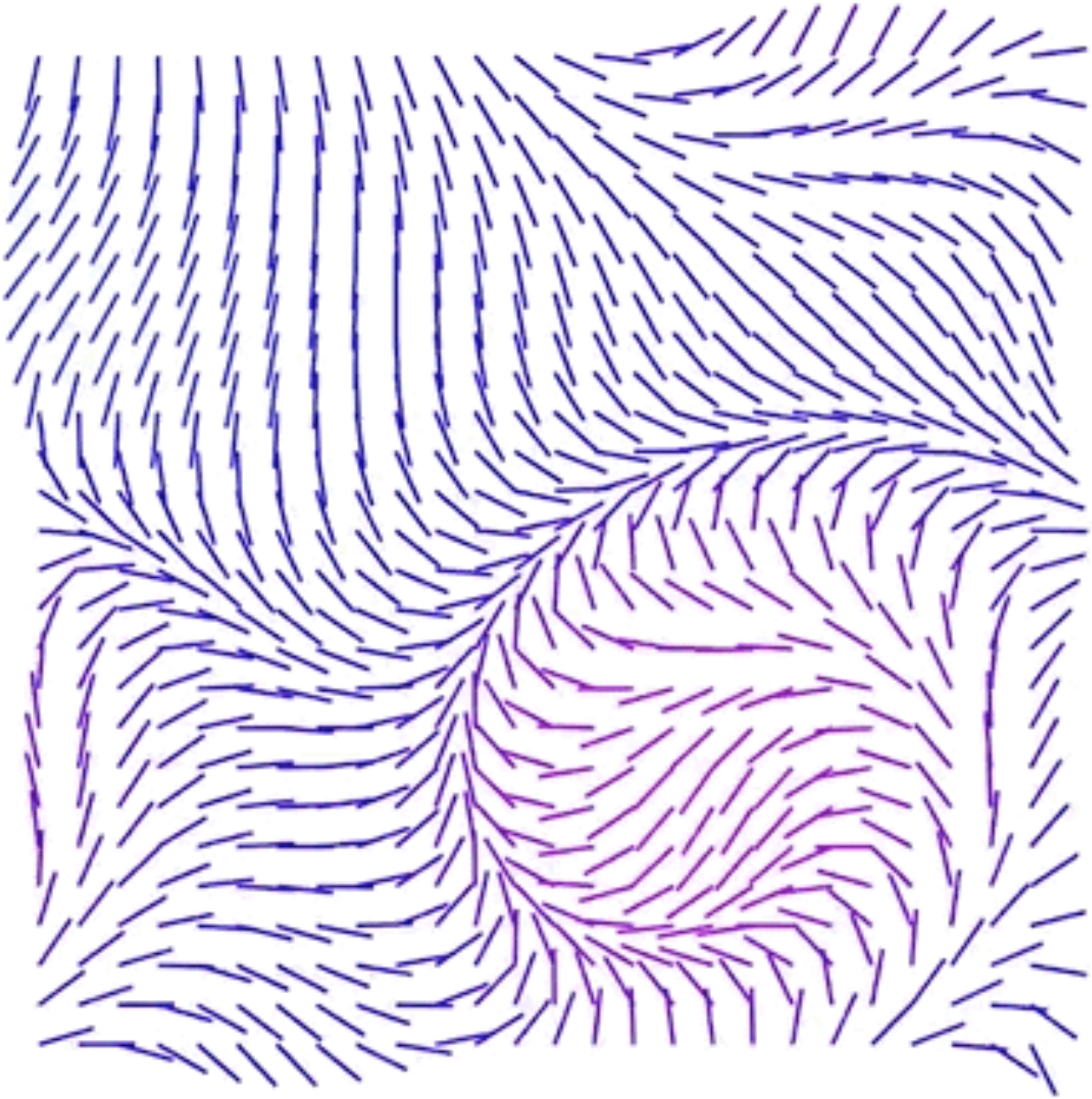




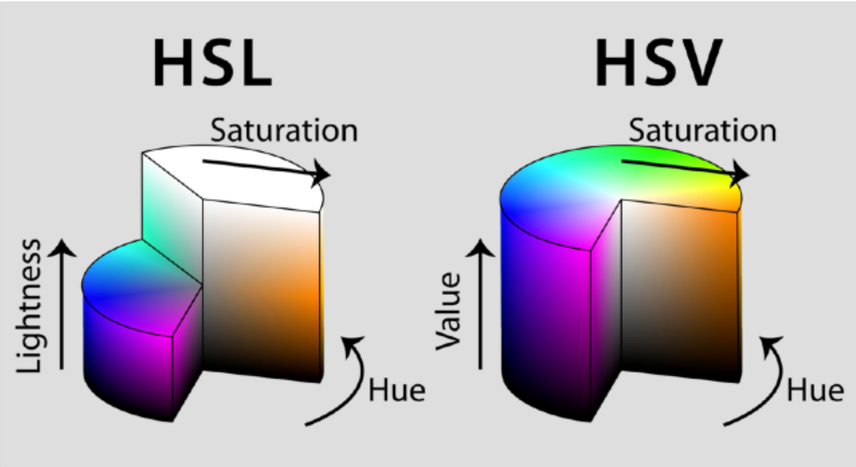
```
// Compute hue based on noise
val hue = (noise * 360f).absoluteValue
// OR
val hue = map(noise, -1f, 1f, 170f, 300f)

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





Color



wikipedia.org

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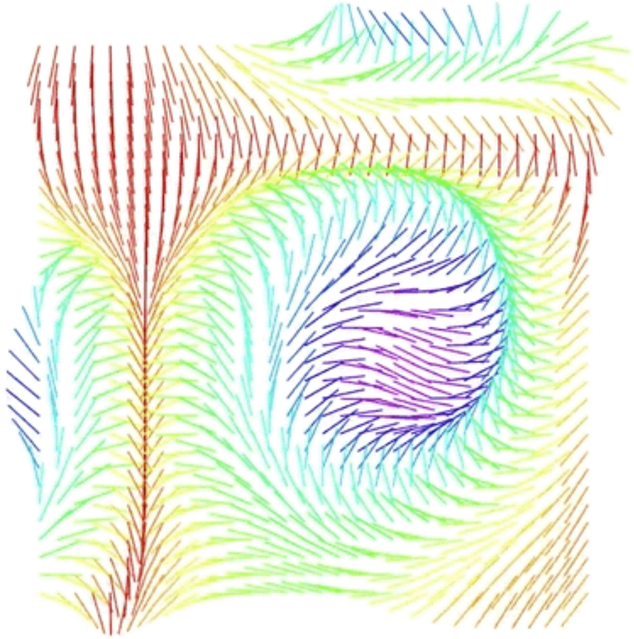

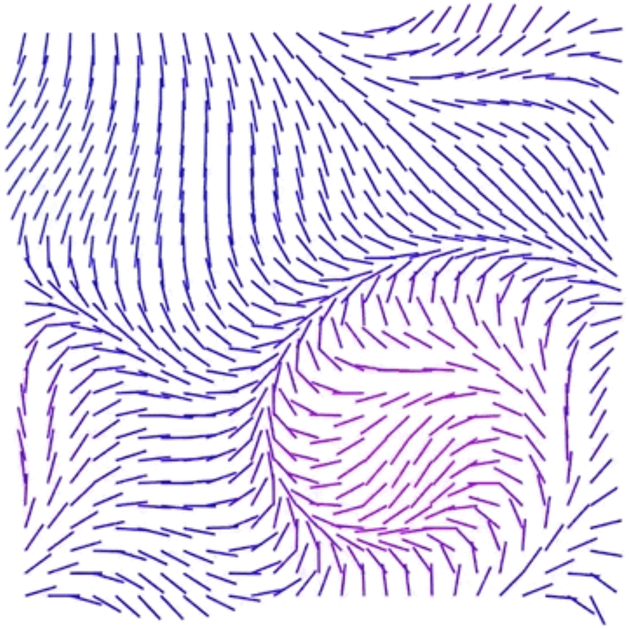

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// Shaders Android 13