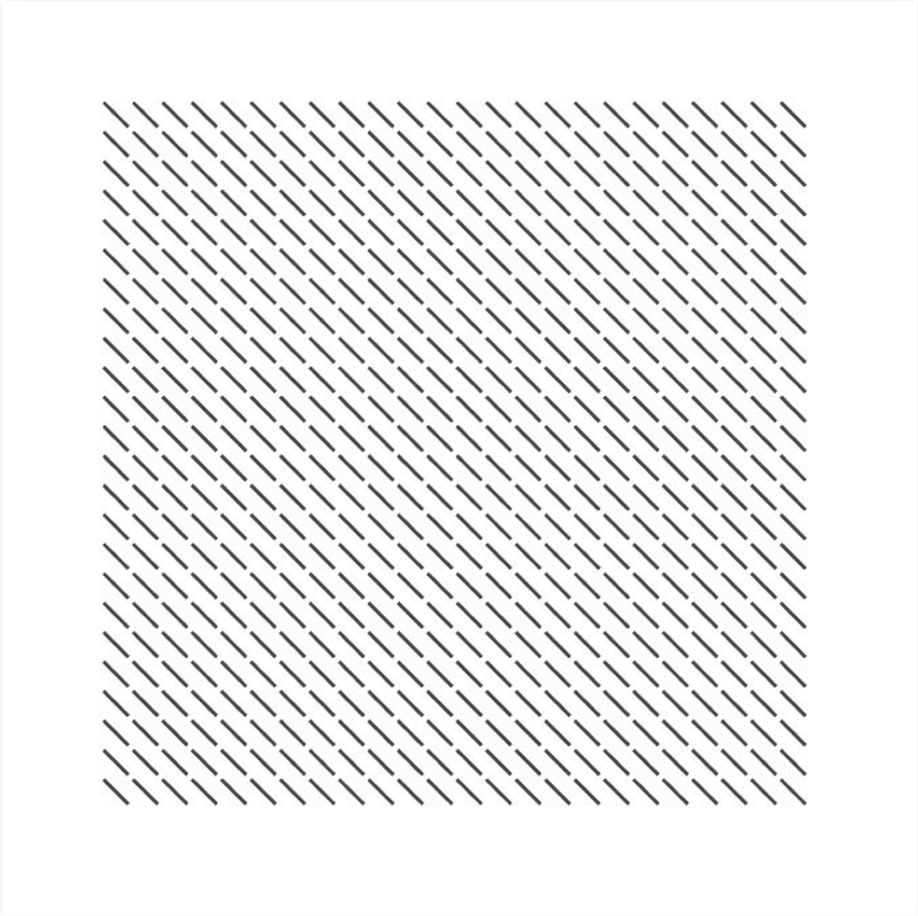
Grid + Angles



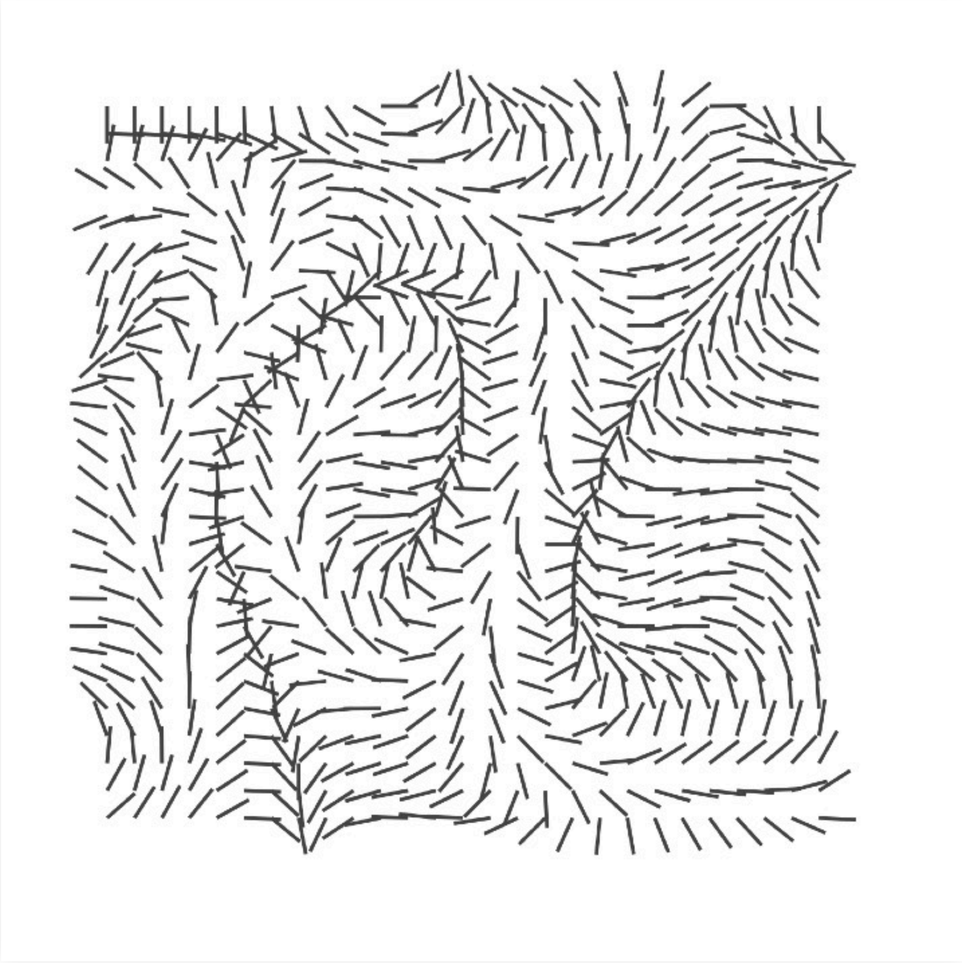
```
// in drawGrid(...)

val r = 50f

//π/4 = 45°
val endX = startX + (r * sin(PIf/4))
val endY = startY + (r * cos(PIf/4))

drawLine(
    start = Offset(startX, startY),
    end = Offset(endX, endY),
    ...
)
```

Angles + Noise



```
// in drawGrid(...)

val r = 50f

// multiply noise by 360° or 2π
val radians = glm.simplex(
  Vec2(u, v)
) * TWO_PI

val endX = startX + (r * sin(radians))
val endY = startY + (r * cos(radians))

drawLine(
    start = Offset(startX, startY),
    end = Offset(endX, endY),
    ...
)
```