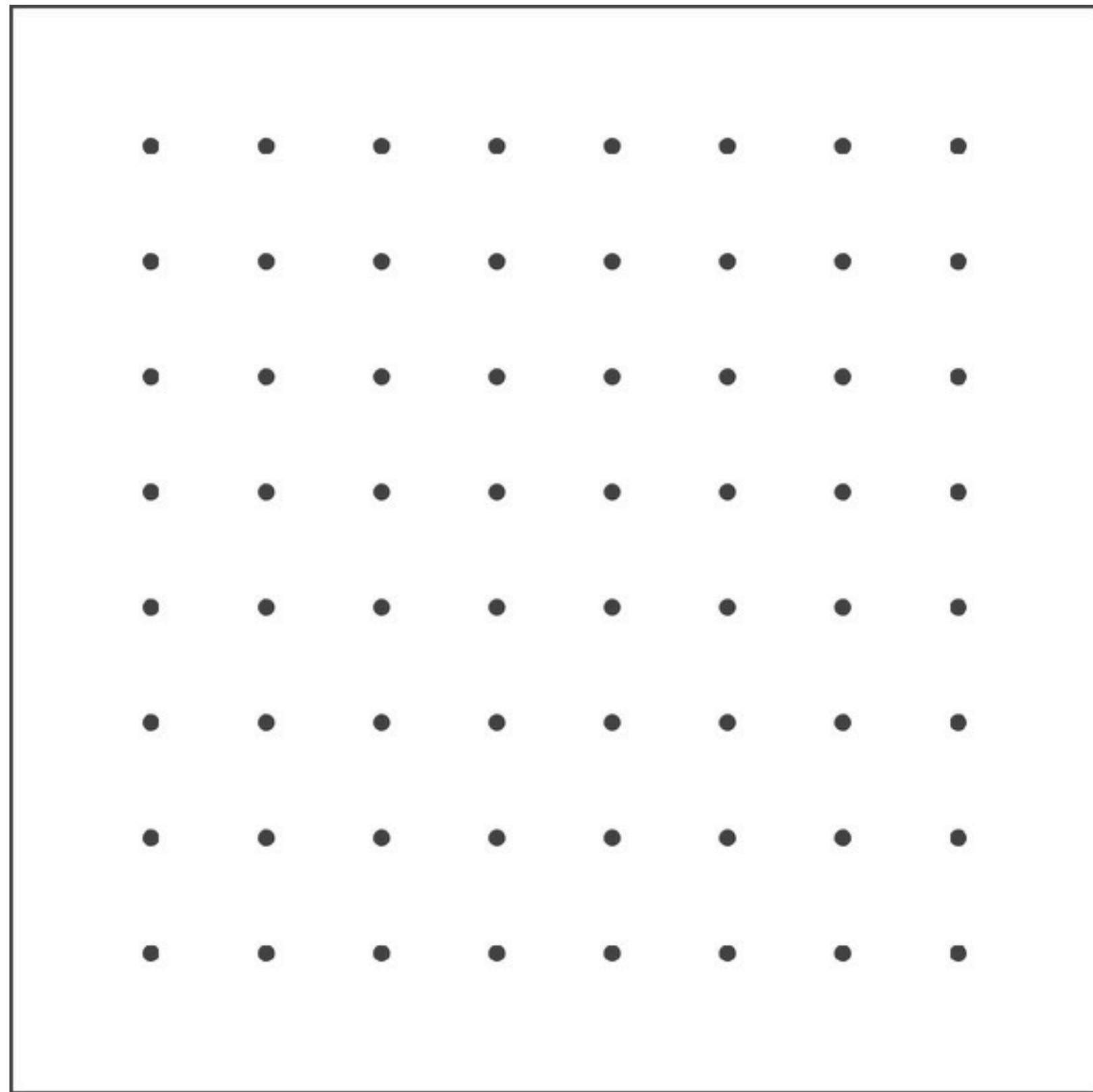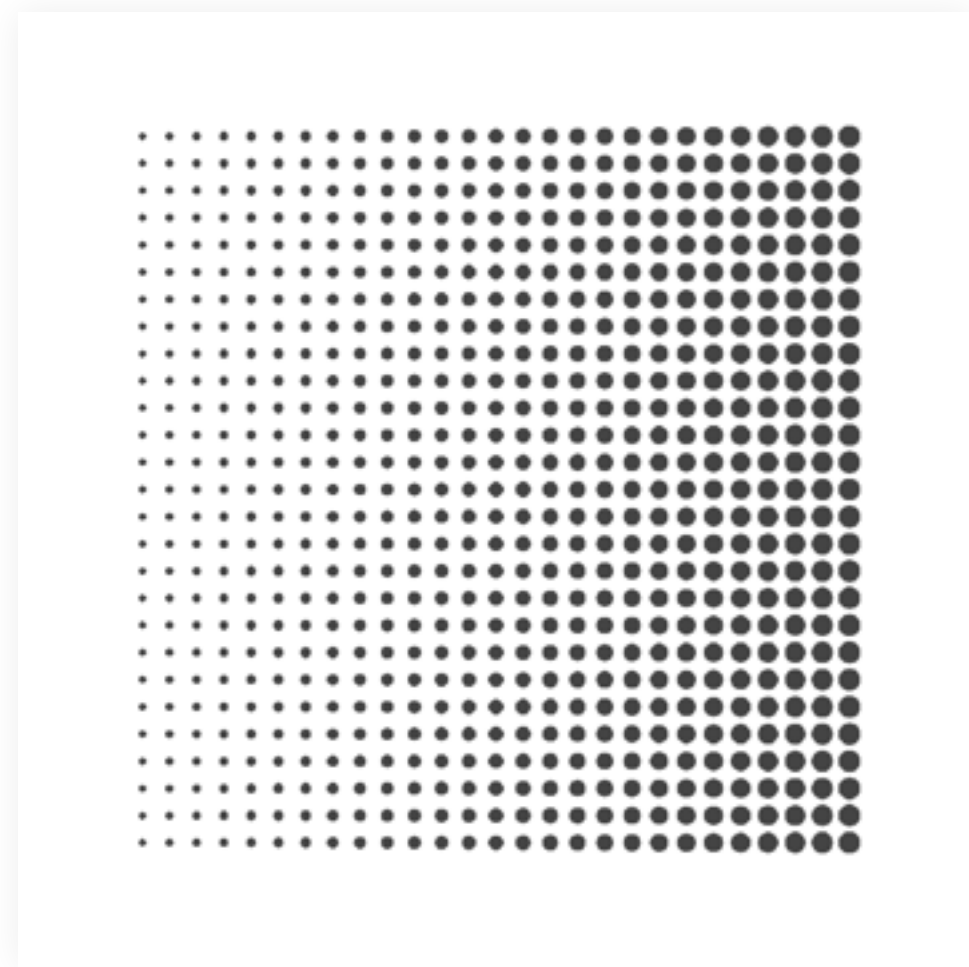# Grids
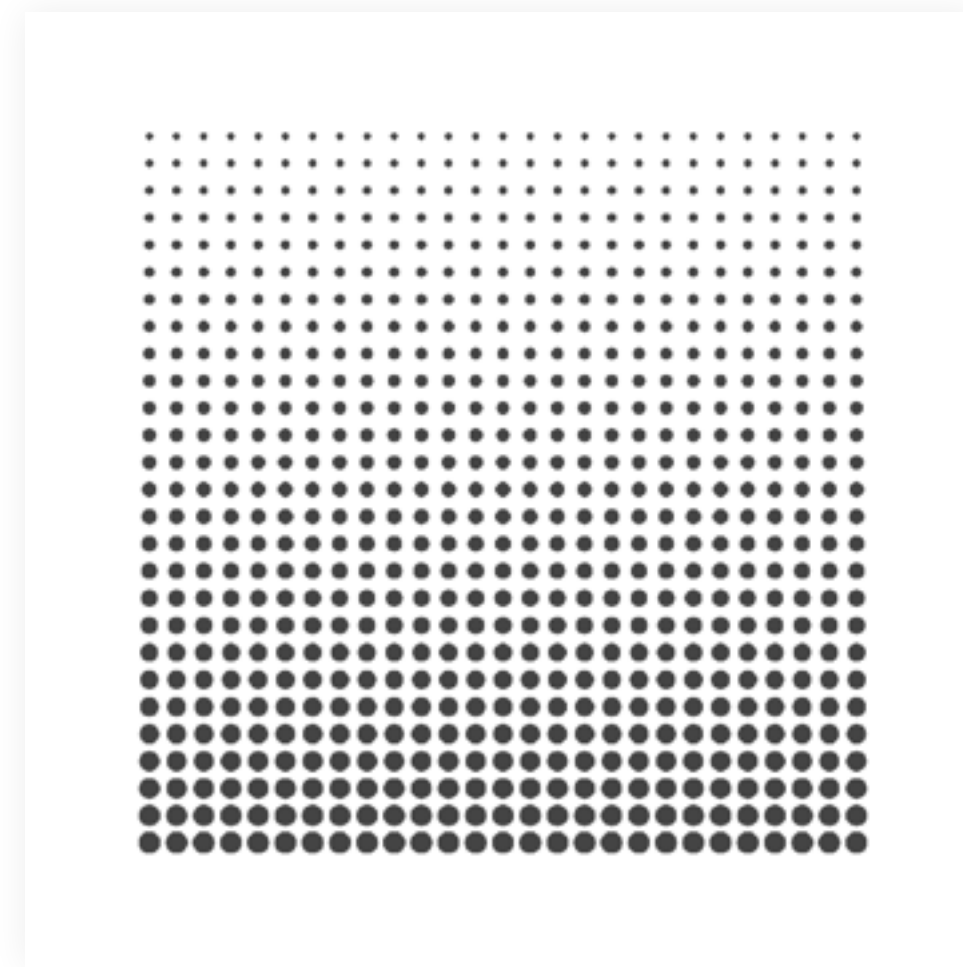
With padding


```
Canvas(
    modifier = modifier
        .fillMaxSize(0.9f)
        .aspectRatio(1f)
        .border(1.dp, Color.DarkGray)
        .padding(Padding)
) {
    val (width, height) = this.size
    drawGrid(. . .)
}
```
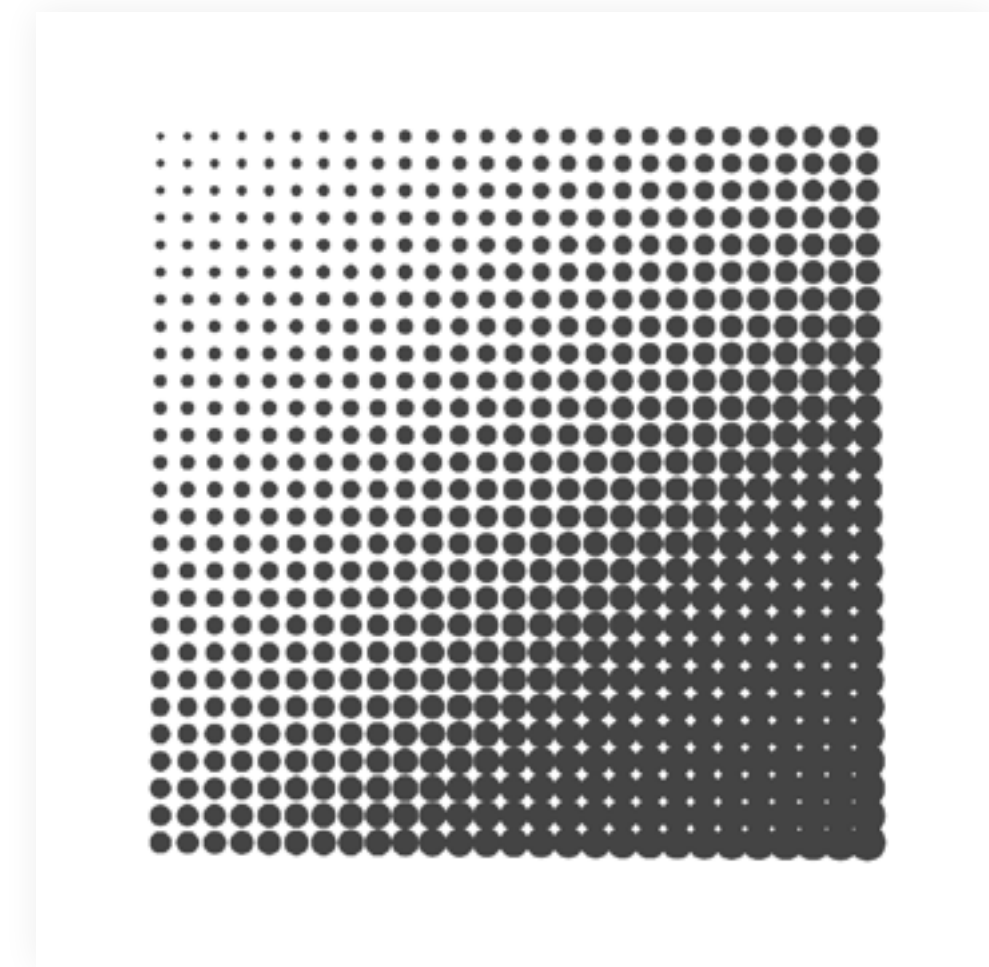
Dot Size Variations

change **dot size** based on **position**

```
radius = lerp(
  value = u,
  min =  5f,
  max =  15
)
```

```
radius = lerp(
  value = v,
  min = 5f,
  max = 15f
)
```

```
radius = lerp(
  value = u + v,
  min = 5f,
  max = 15f
)
```