kotlin-graphics/glm

- Kotlin port of <u>OpenGL Mathematics</u> (*GLM*)

- handy math library for graphics

- vectors, matrices, randomness & noise!
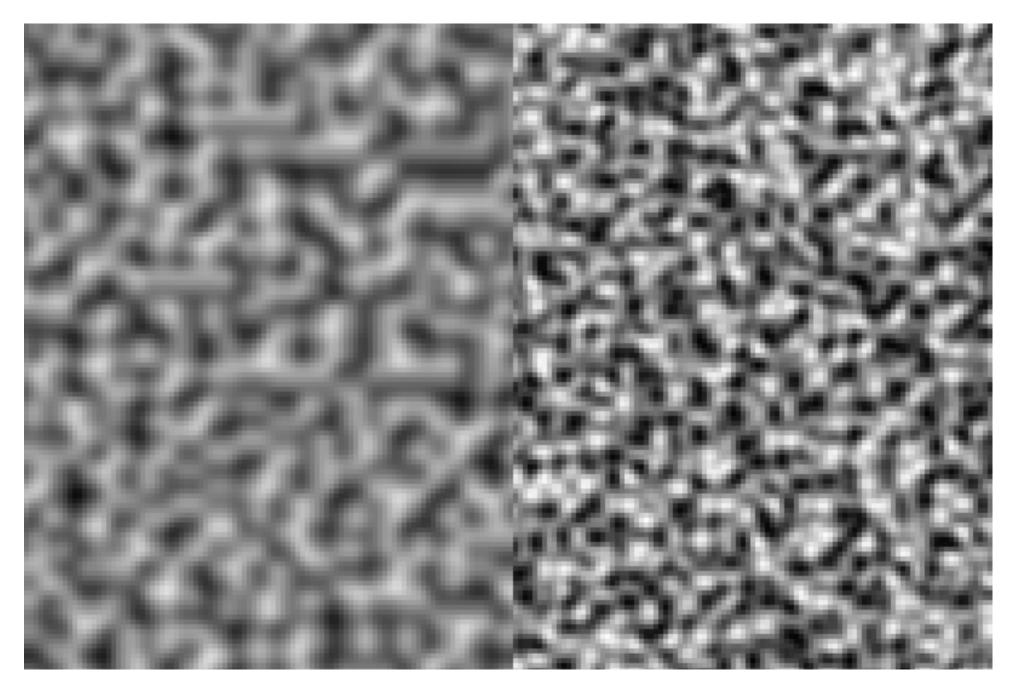
kotlin-graphics / **glm** Public

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

implementation("kotlin.graphics:glm:0.9.9.1-4")
```

Types of Noise

perlin   simplex

- 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"

bit-101.com