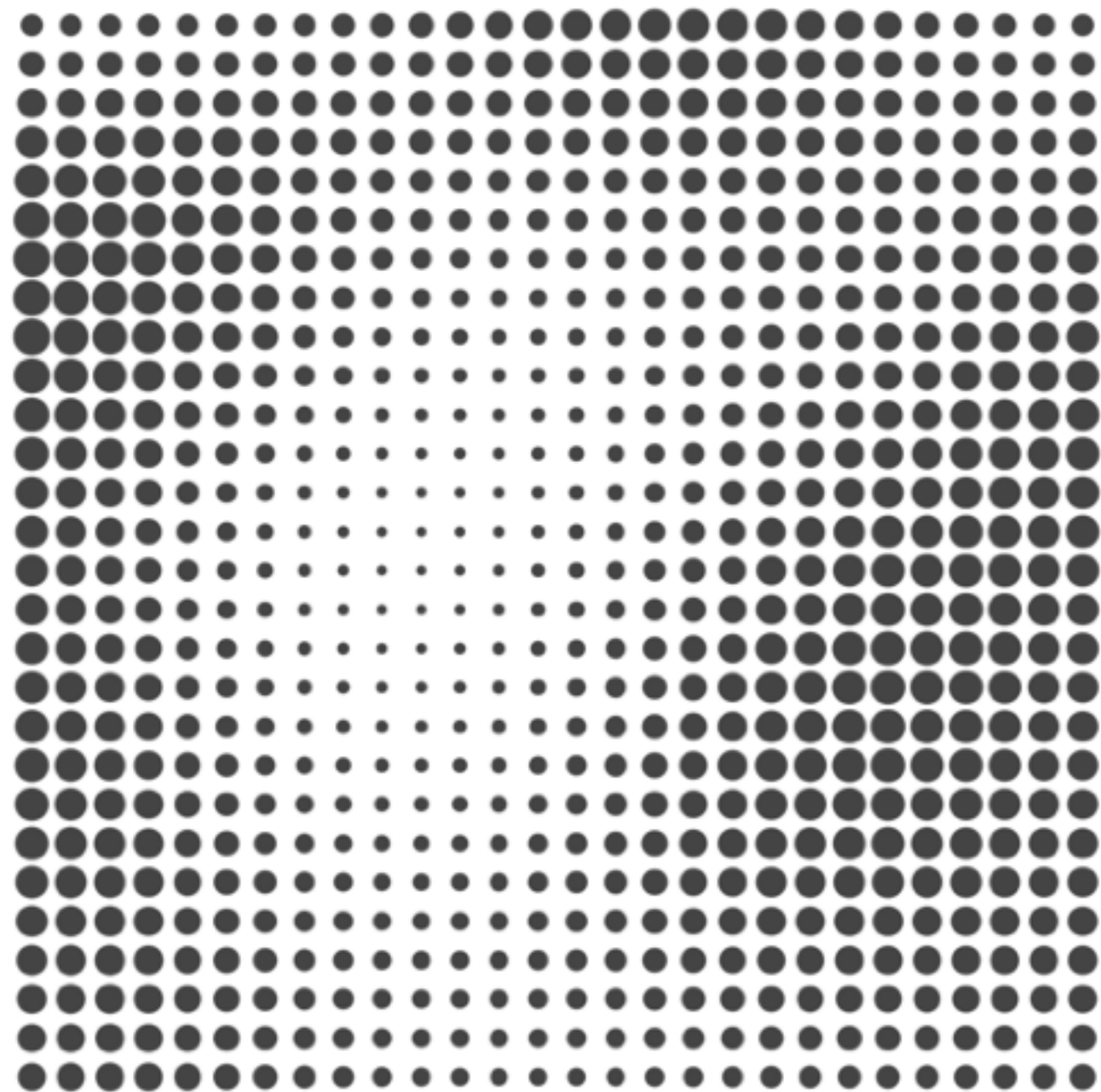# Noisy Grids

- output range of noise = [-1, 1]

- changing radius with noise
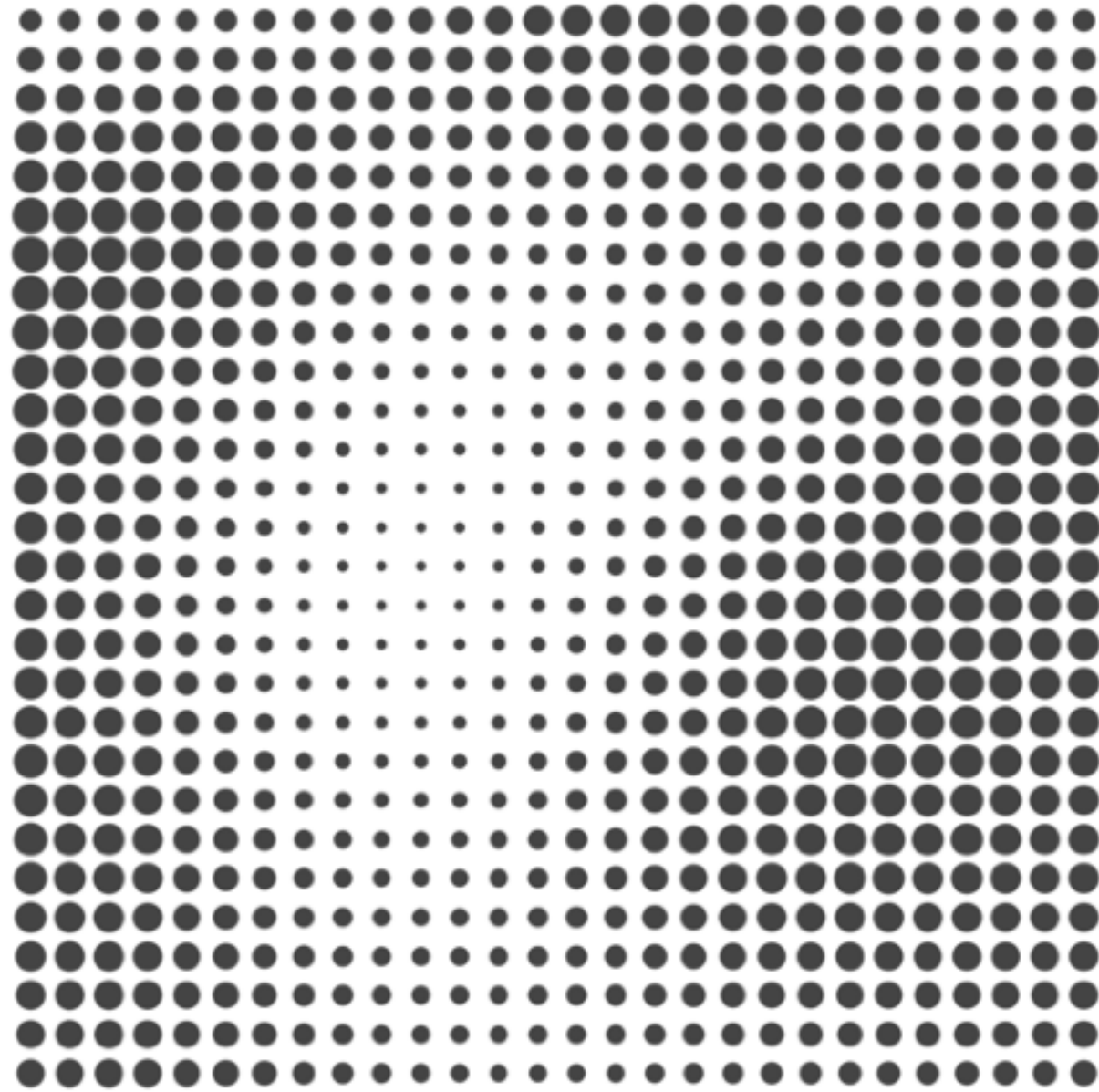


```
val noise2d = glm.simplex(
  Vec2(u, v)
)


drawCircle(
  radius = map(
    noise2d,
    -1f, 1f,
    3f, 17f
  ),
  ...
)
```

Noise vs Random