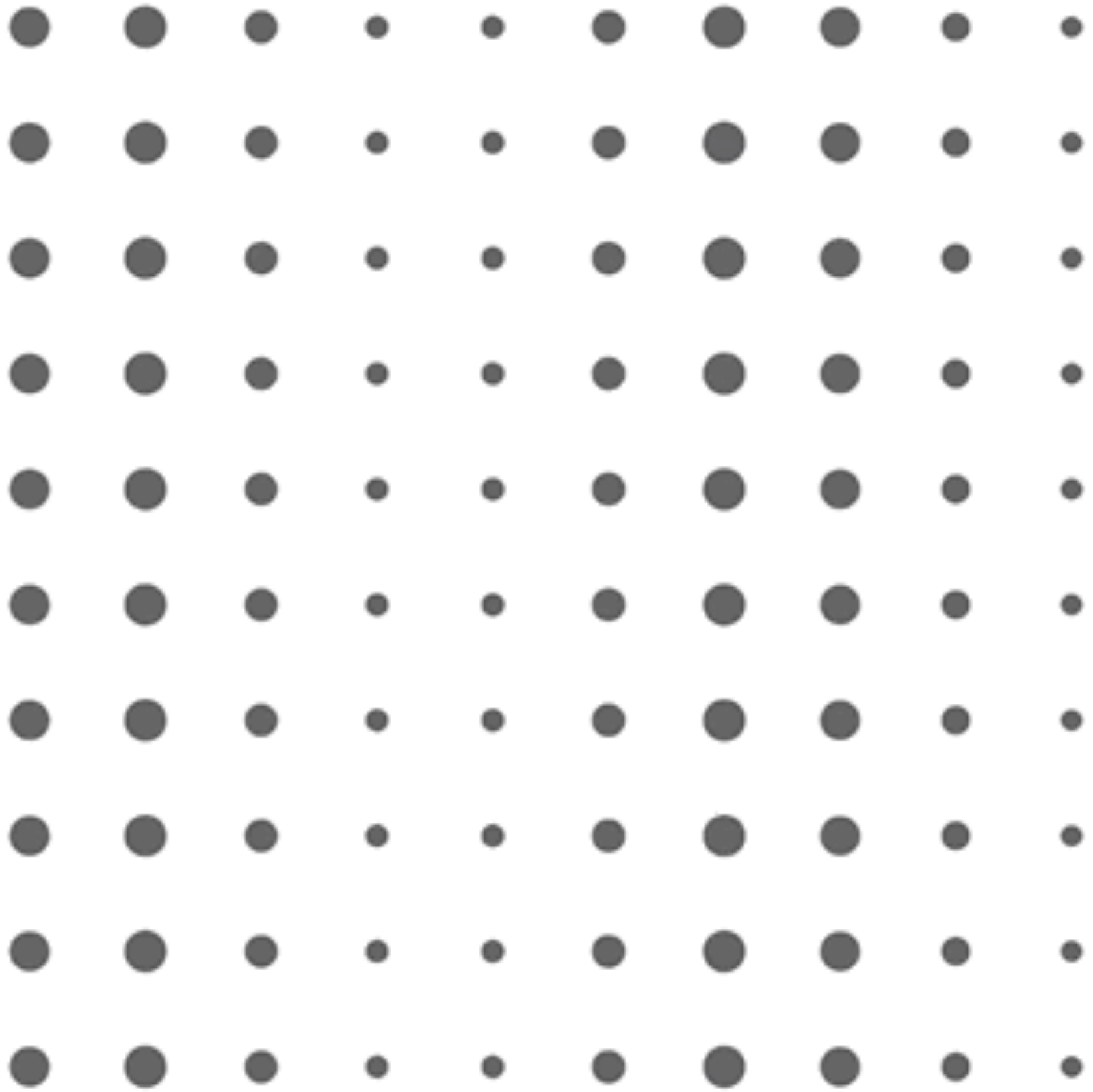
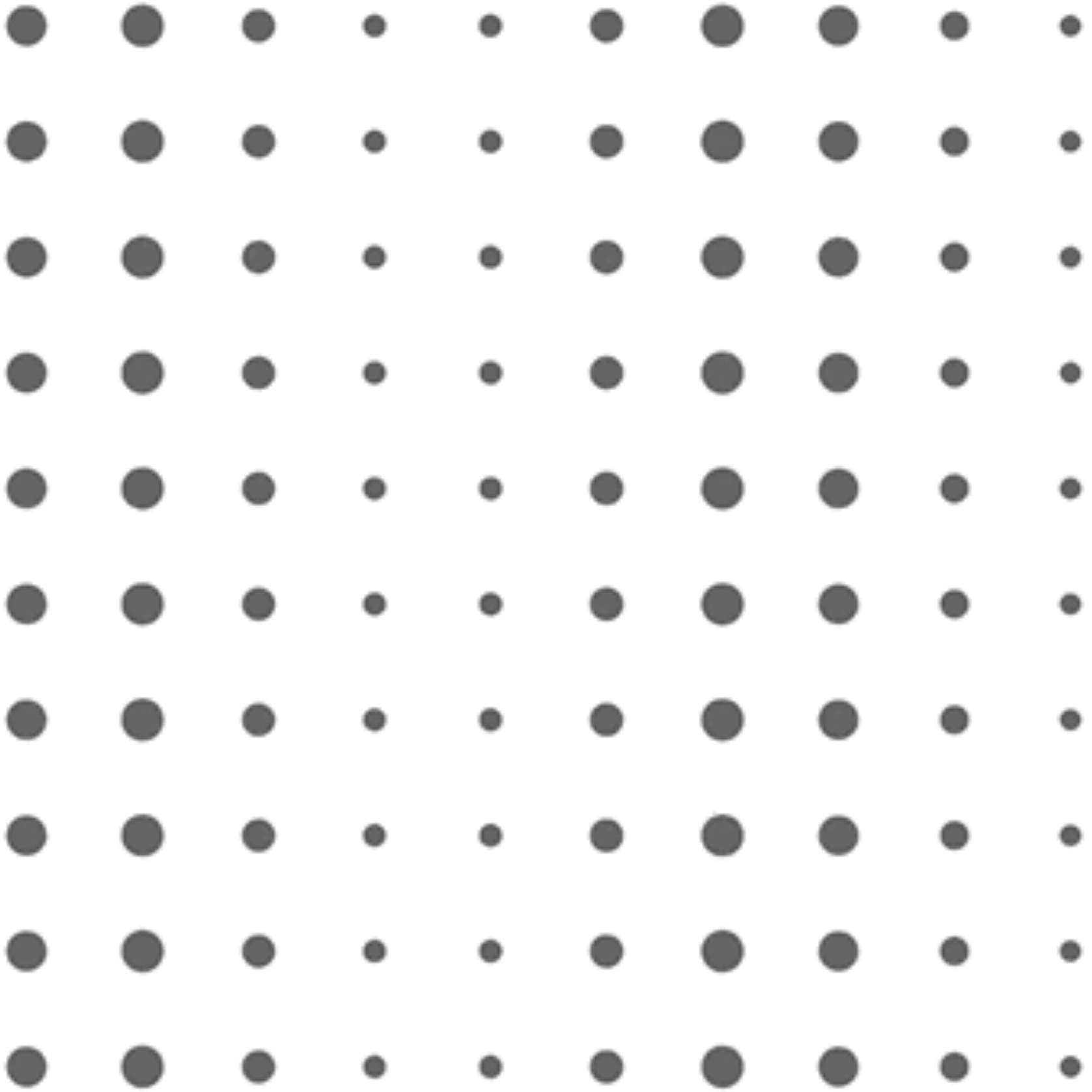


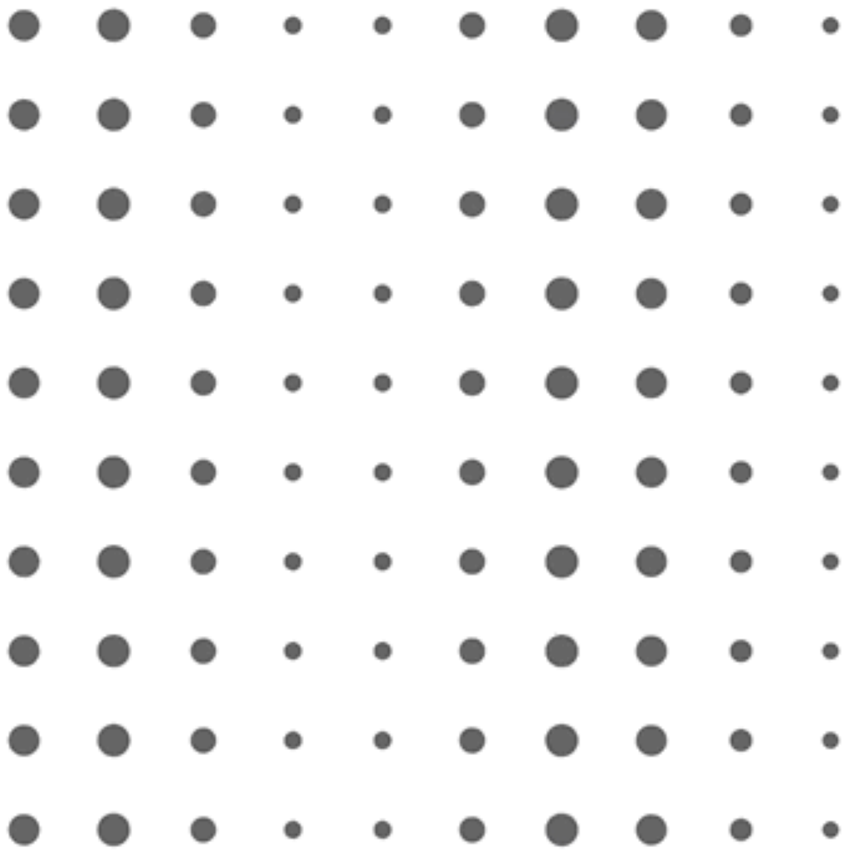
Animated Grid

```
+Sketch(
-Canvas(
    modifier = . . .
) { time →
    drawGrid(. . .)
}
```

```
drawCircle(
    . . .
    radius = map(
        sin(u * 10f + time * 20f),
        -1f, 1f, // from
        10f, 20f // to
    )
)
```



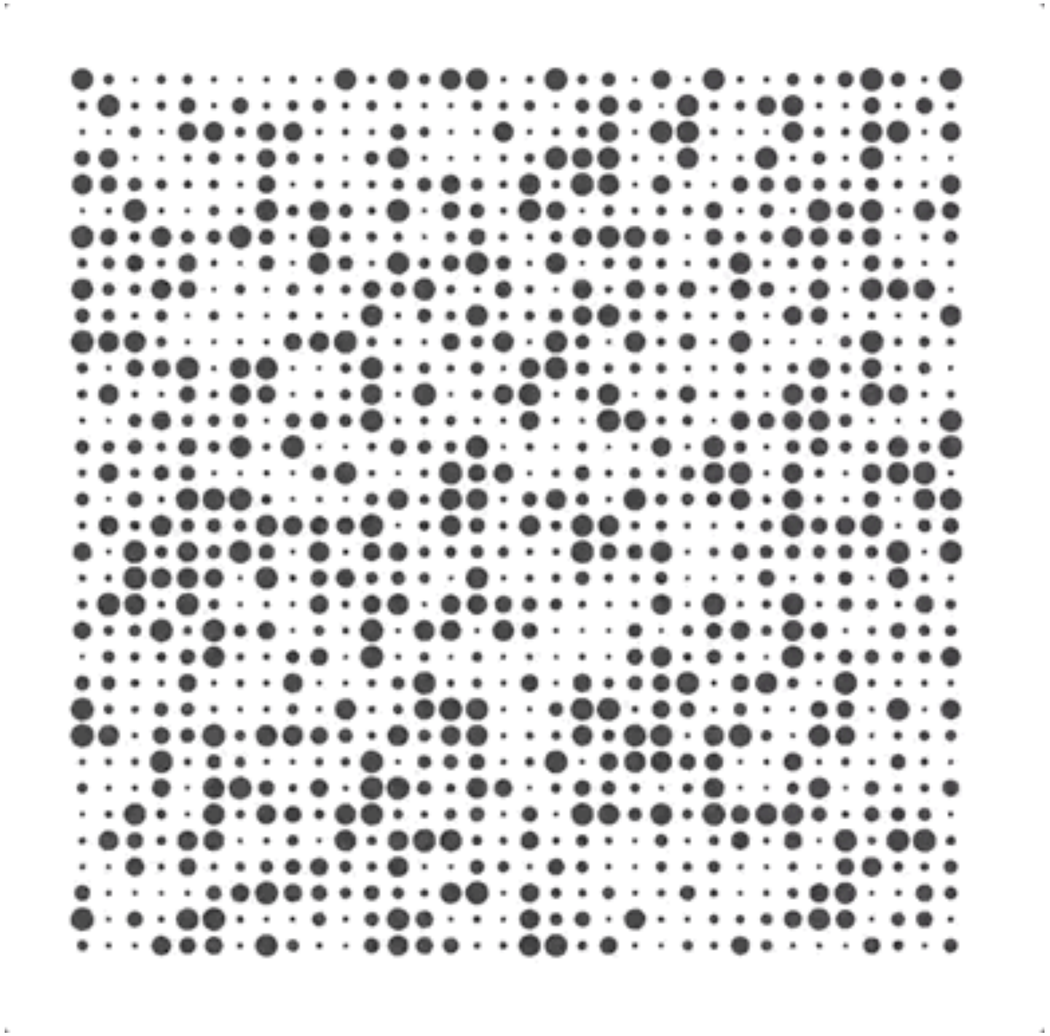
Animated Grid



```
+Sketch(
-Canvas(
    modifier = . . .
) { time →
   drawGrid(. . .)
}
```

```
drawCircle(
  . . .
  radius = map(
    sin(u * 10f + time * 20f),
    -1f, 1f, // from
    10f, 20f // to
  )
)
```

Animated Randomness



```
// Remember some random values
val randoms by remember {
 List(gridSize) {
   Random.nextFloat()
 }
}
val random = randoms[dotIndex]

// Animate with time
val radius = map(
  sin(time * 20f + random * 10f),
  -1f, 1f,
  3f, 13f
)

drawCircle(
    radius = radius,
    ...
)
```