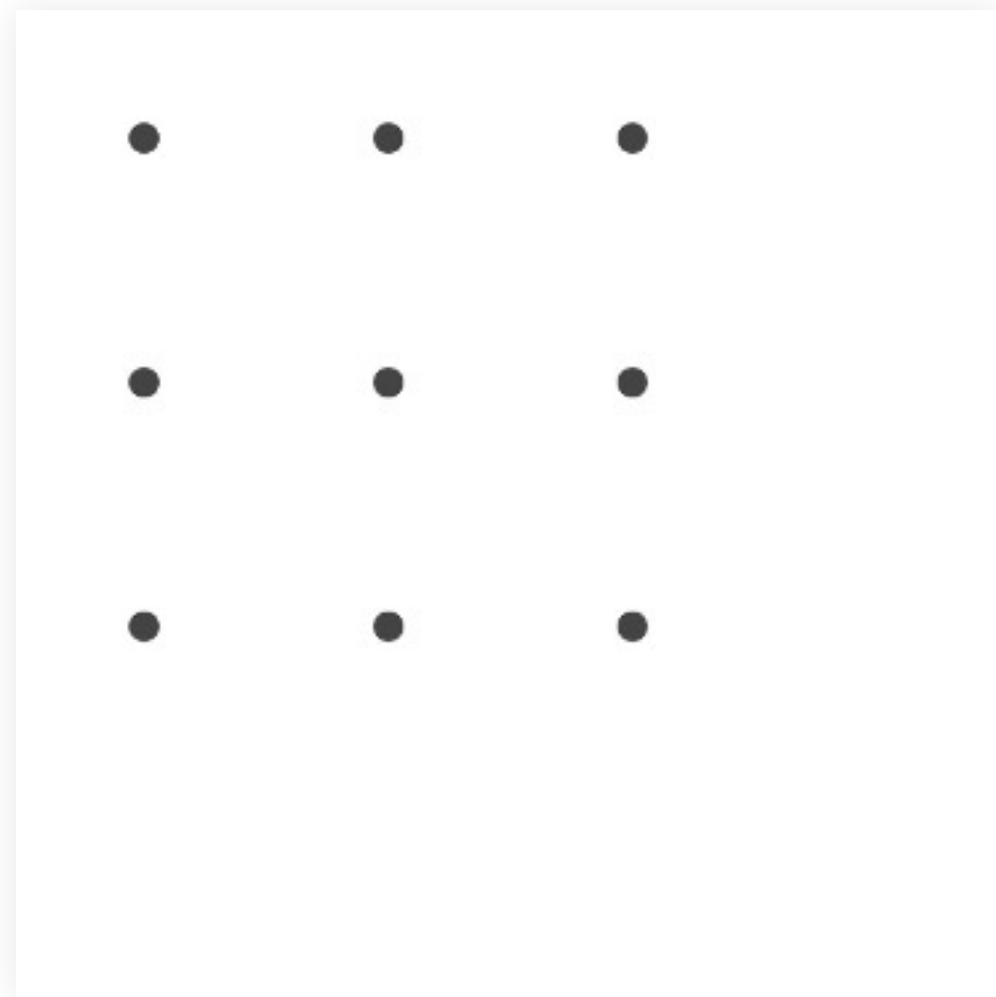


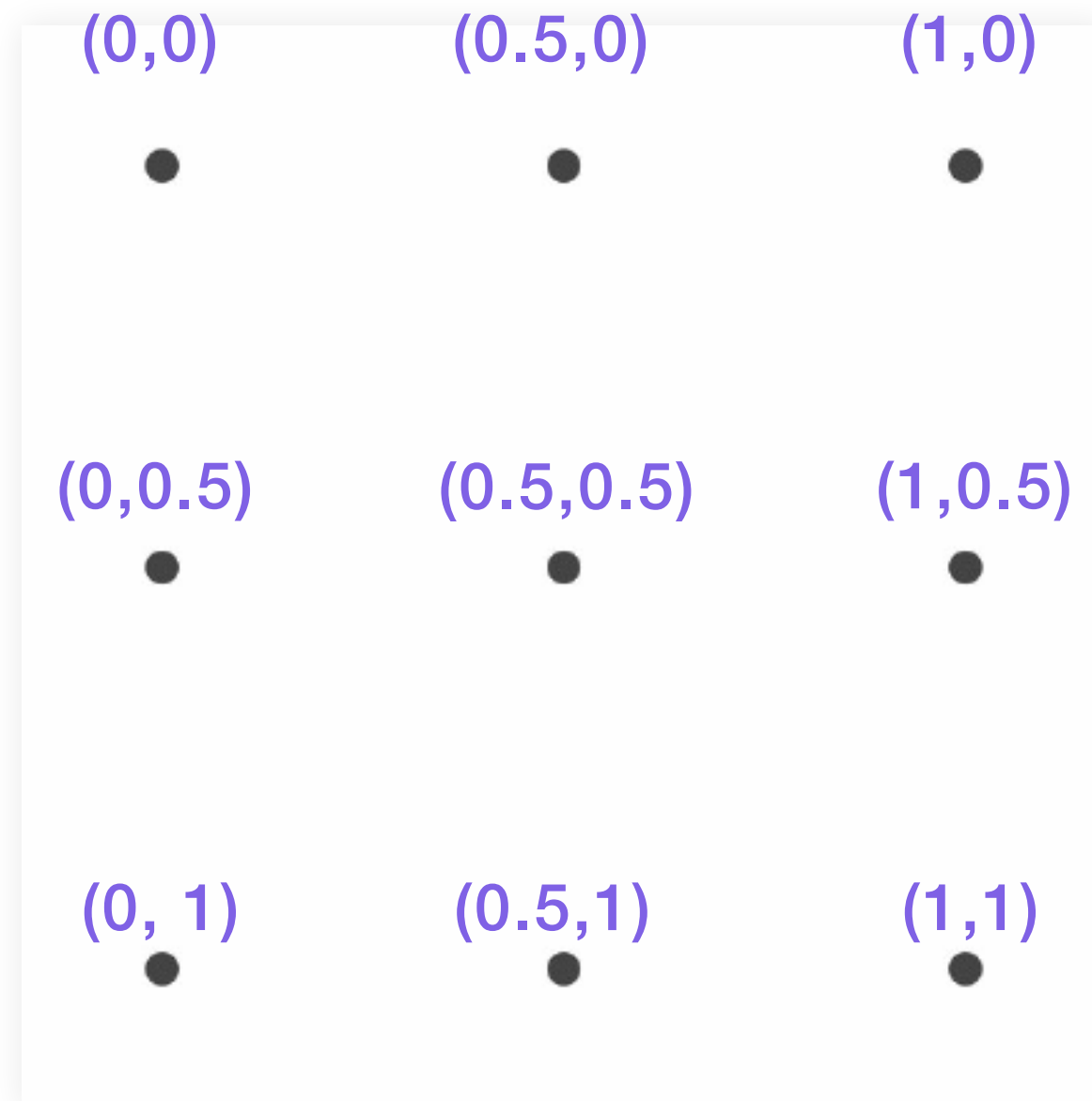
# Static Grids



```
Canvas(modifier.aspectRatio(1)) {  
    drawGrid(...)  
}  
  
private fun DrawScope.drawGrid(...) {  
    (0 until dotCount).forEach { x →  
        (0 until dotCount).forEach { y →  
            val (width, height) = this.size  
            drawCircle(  
                color = DarkGray,  
                radius = 20f,  
                center = Offset(  
                    x * width/dotCount,  
                    y * height/dotCount  
                )  
            )  
        }  
    }  
}
```

# UV vs XY

## Normalization



```
private fun DrawScope.drawGrid(...) {  
    (0 until dotCount).forEach { x →  
        (0 until dotCount).forEach { y →  
            // get uv coordinates from 0 to 1  
            val u = x / (dotCount - 1)  
            val v = y / (dotCount - 1)  
  
            // val xOffset = ??  
            // val yOffset = ??  
  
            drawCircle(  
                color = DarkGray,  
                radius = 20f,  
                center = Offset(xOffset, yOffset)  
            )  
        }  
    }  
}
```

Convert (0, 1) to an X,Y  
offset ? 🤔