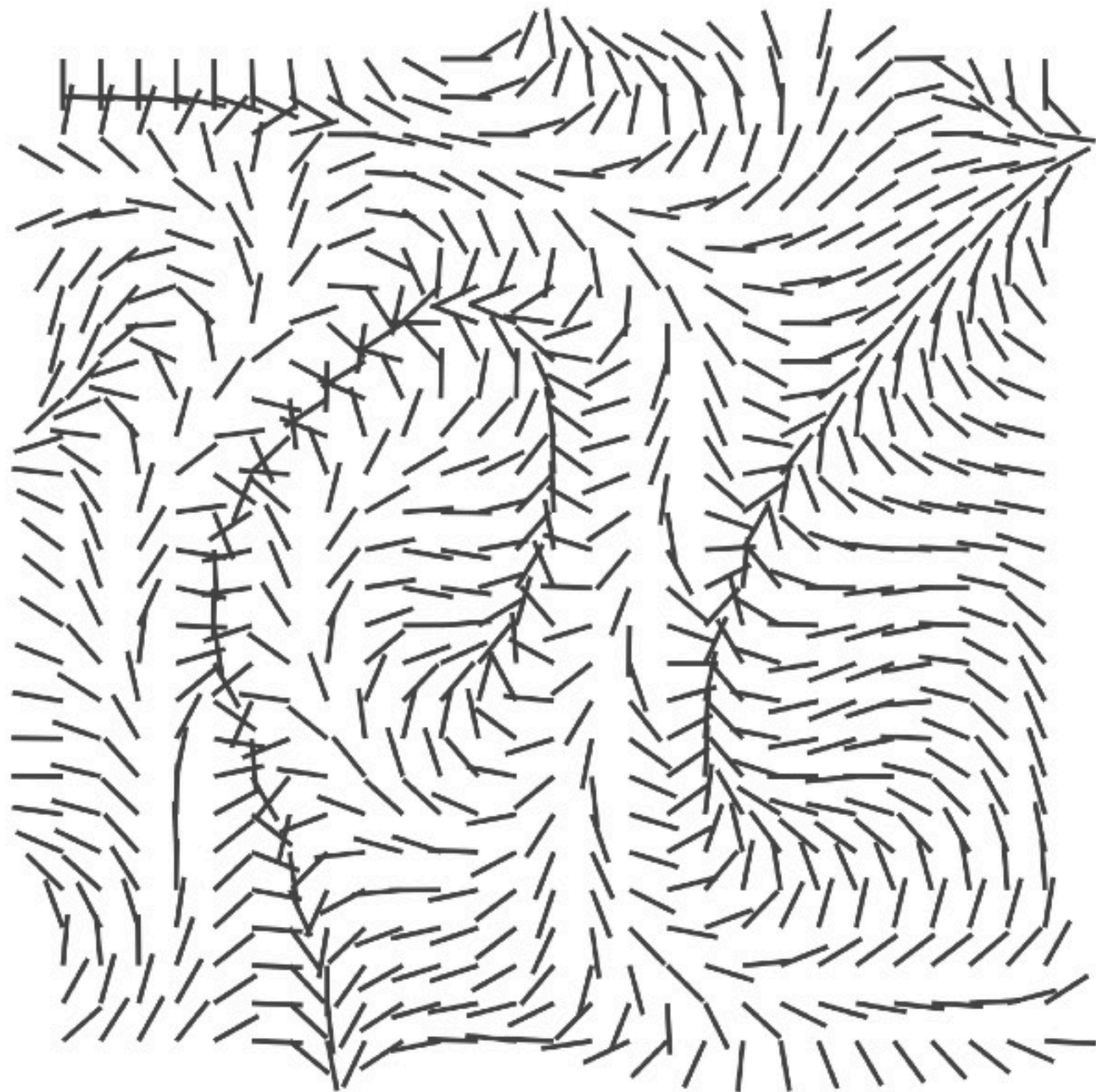


Angles + Noise



```
// in drawGrid(...)
```

```
val r = 50f
```

```
// multiply noise by 360° or 2π
```

```
val radians = glm.simplex(  
    Vec2(u, v)  
) * TWO_PI
```

```
val endX = startX + (r * sin(radians))
```

```
val endY = startY + (r * cos(radians))
```

```
drawLine(  
    start = Offset(startX, startY),
```

```
    end = Offset(endX, endY),
```

```
    ...
```

```
)
```

Animated Flow Fields??

Where do we plug
in time?

```
glm.simplex(Vec2(u, v))
```



```
perlin/simplex(Vec3(...))  
perlin/simplex(Vec4(...))
```

3D+ Noise

*2D noise “slices” + 3rd/4th
dimension of time!*

