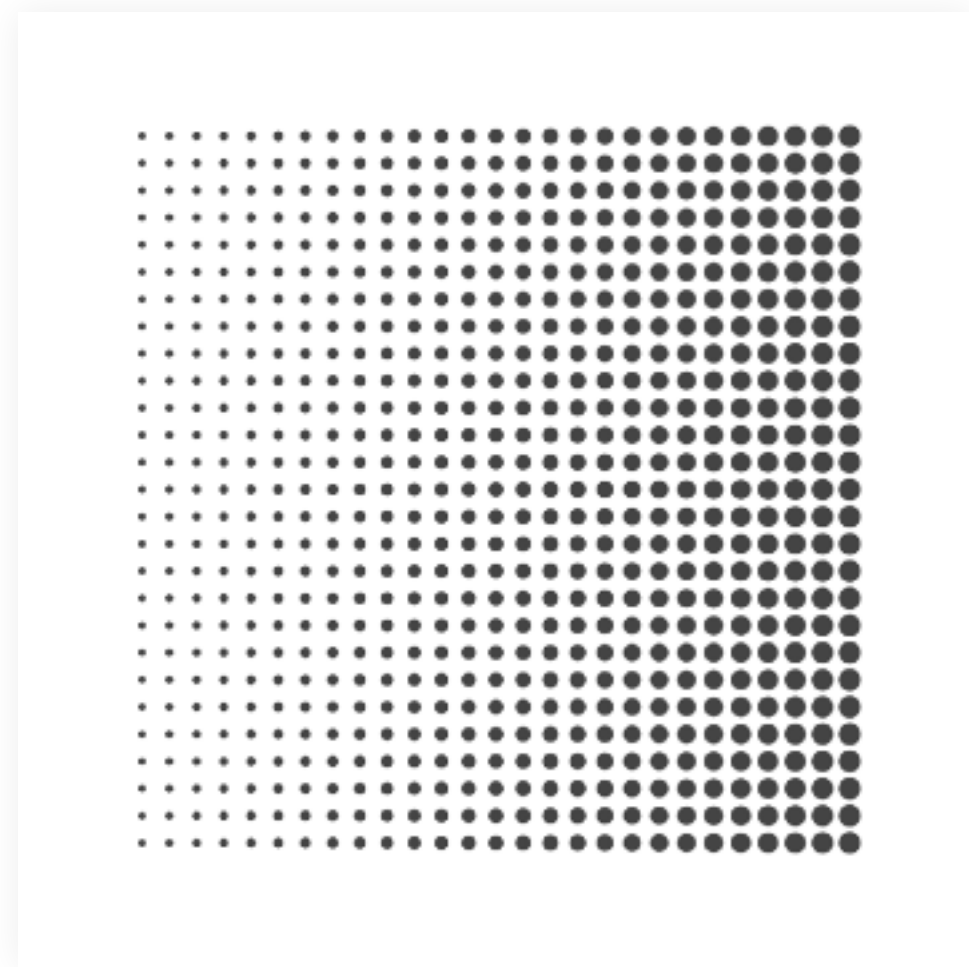
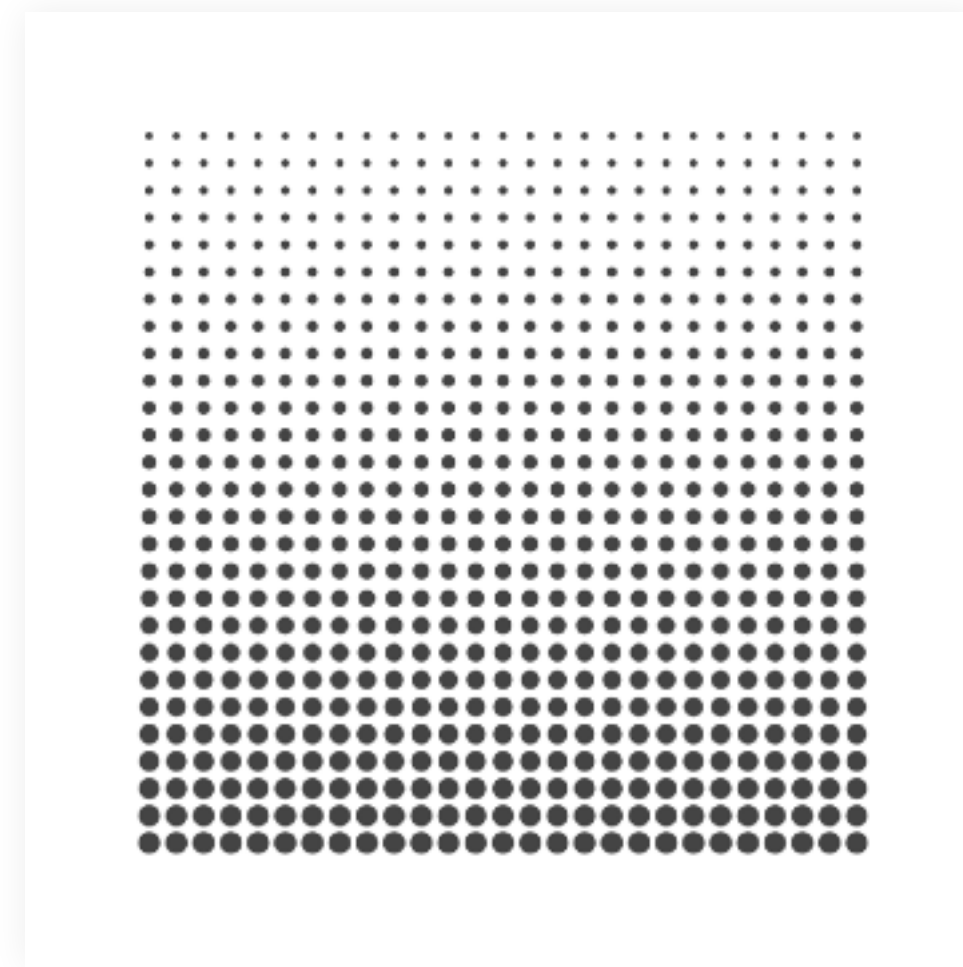


# Dot Size Variations

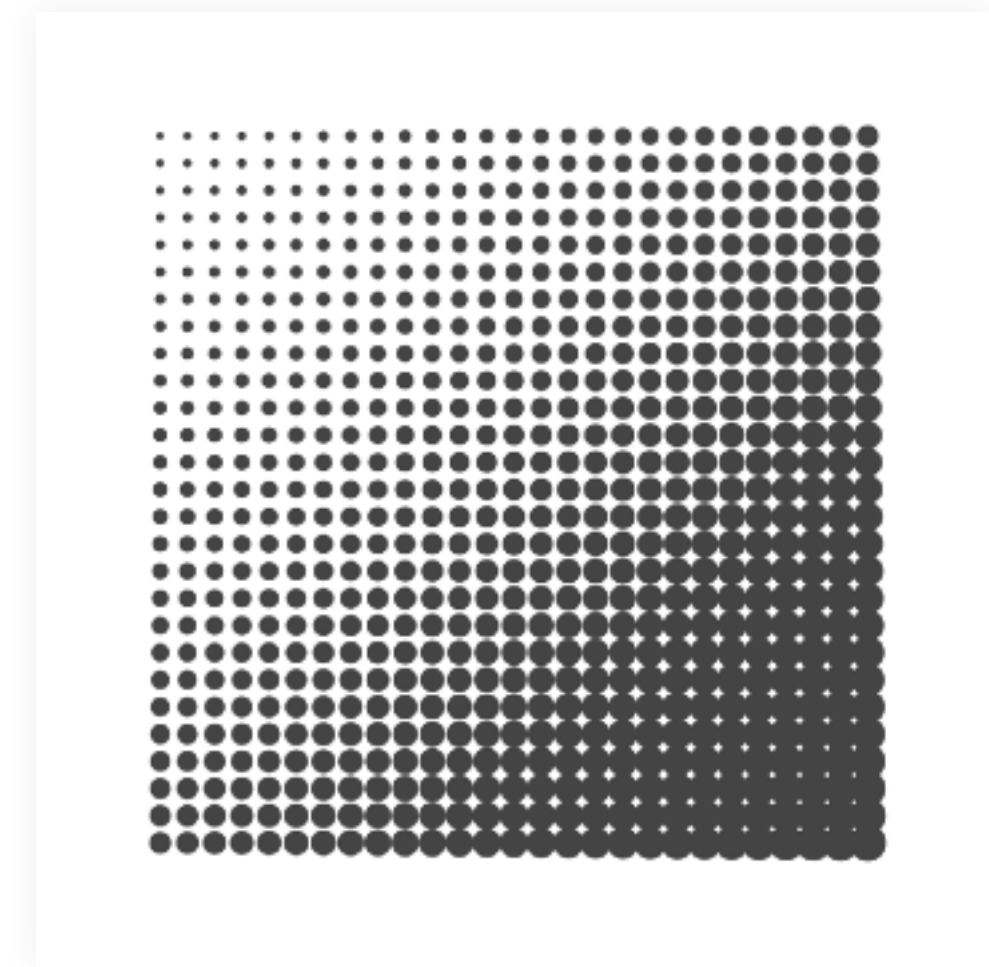
change **dot size** based on **position**



```
radius = lerp(  
  value = u,  
  min = 5f,  
  max = 15  
)
```



```
radius = lerp(  
  value = v,  
  min = 5f,  
  max = 15f  
)
```



```
radius = lerp(  
  value = u + v,  
  min = 5f,  
  max = 15f  
)
```

- `sin()` and `cos()` repeats from `-1` to `1`
- perfect for wavy **positions**!
- need some way to “**map**” `-1` to `1` to x or y offsets 🤔

