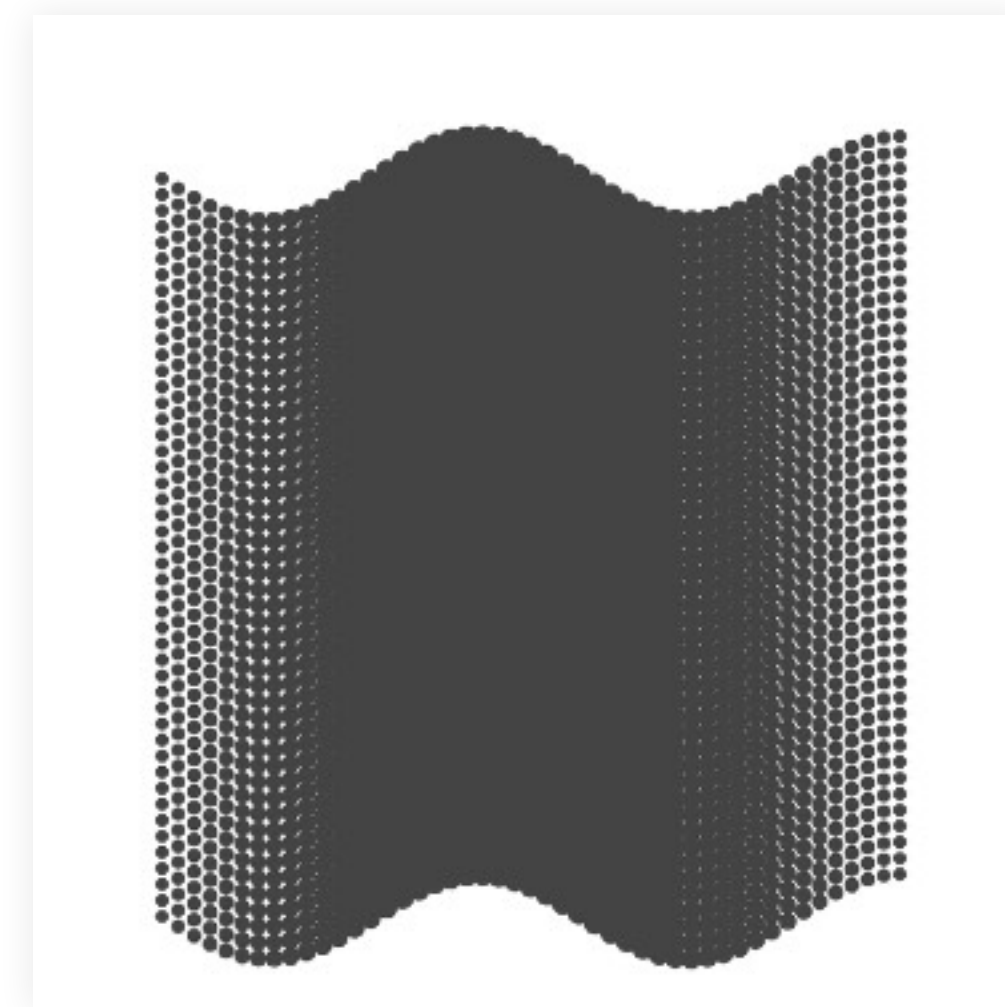
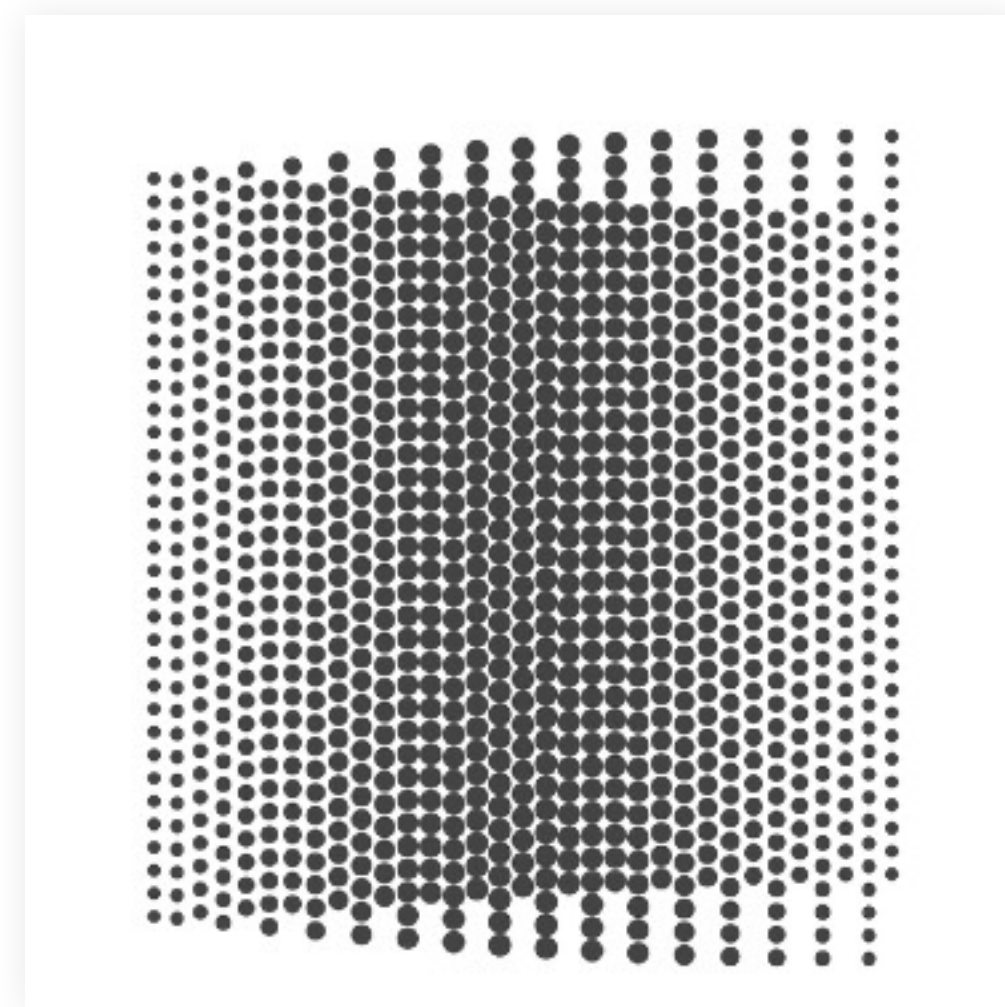
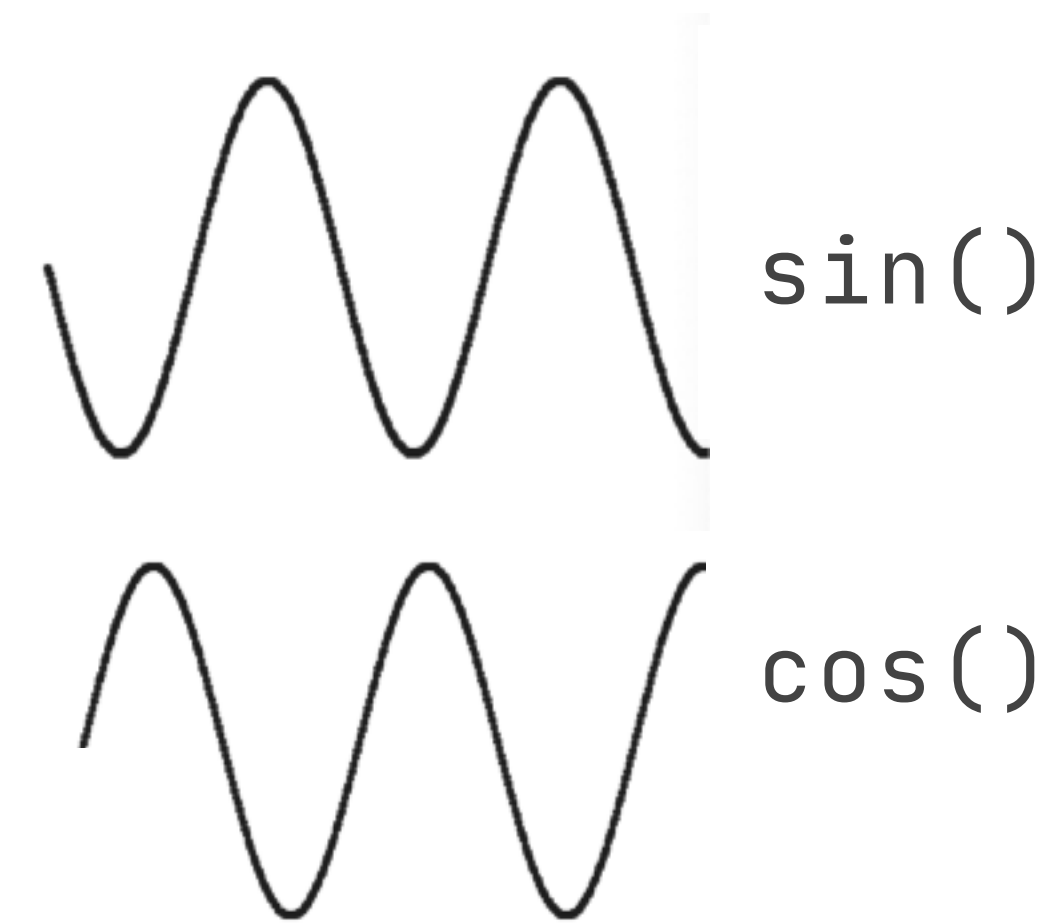
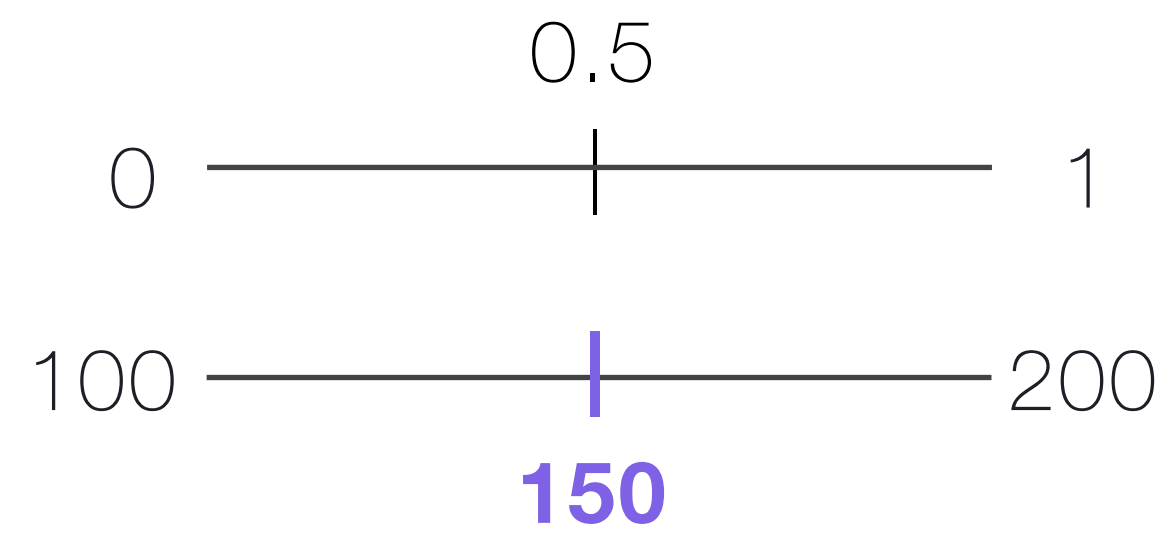


- `sin()` and `cos()` repeats from `-1` to `1`
- perfect for wavy **positions**!
- need some way to “**map**” `-1` to `1` to x or y offsets 🤔



Linear interpolation

lerp()



```
(max - min) * inputValue + min
```