







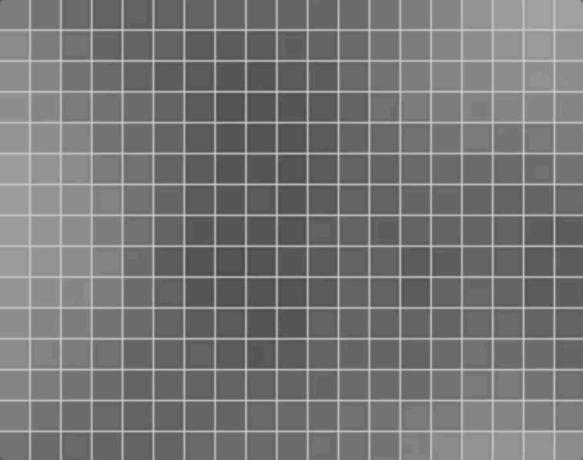




perlin/simplex(Vec2(...)) 2D Noise Each (x,y) value is similar to surrounding

```
perlin/simplex(Vec3(...))
perlin/simplex(Vec4(...))
3D+ Noise
2D noise "slices" + 3rd/4th dimension of time!
```

glm + noise

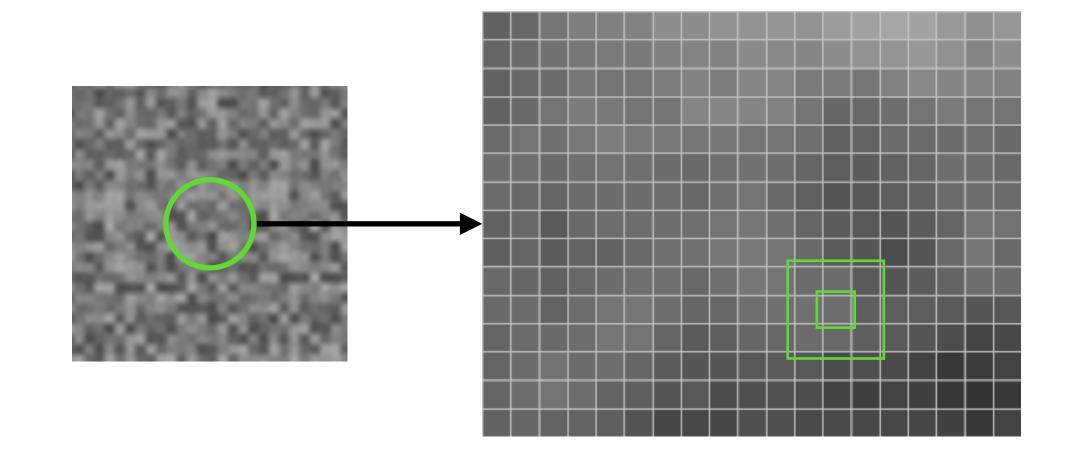


glm + noise

```
perlin/simplex(Vec2(...))
```

2D Noise

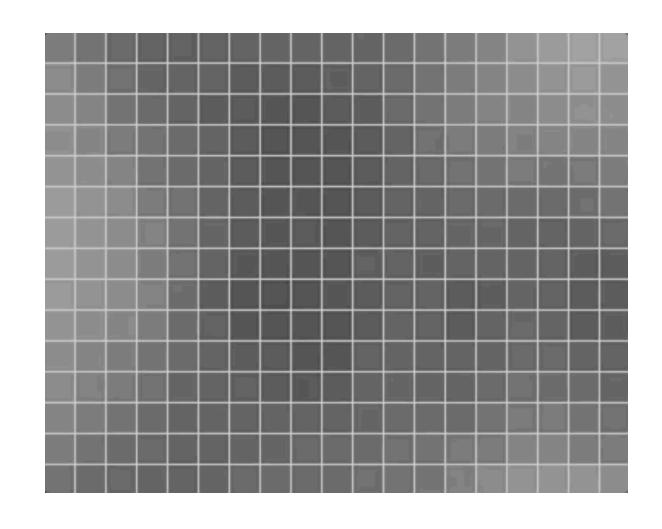
Each (x,y) value is similar to surrounding



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

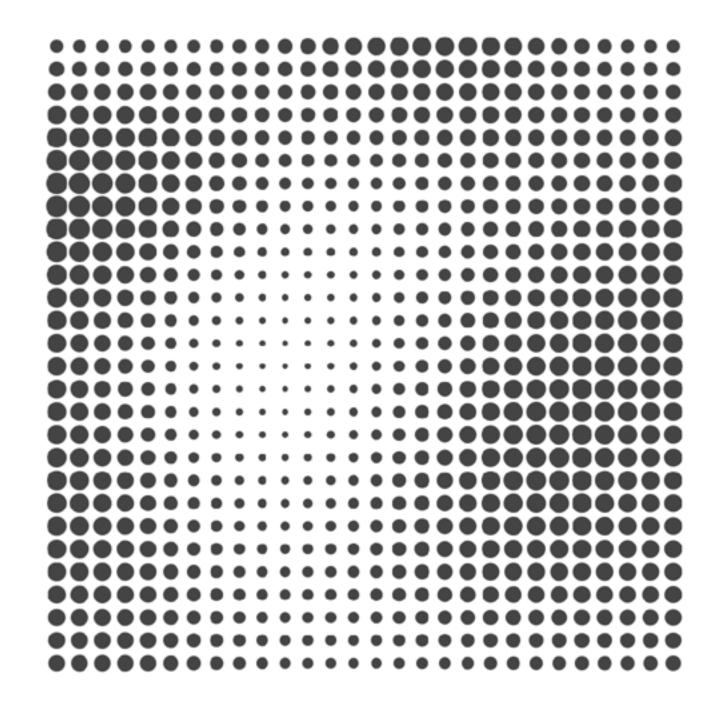
3D+ Noise

2D noise "slices" + 3rd/4th dimension of time!



Noisy Grids

- output range of noise = [-1, 1]
- changing radius with noise



```
val noise2d = glm.simplex(
  Vec2(u, v)
)
```

```
drawCircle(
    radius = map(
        noise2d,
        -1f, 1f,
        3f, 17f
    ),
```