Sketch

Get a quick draw-loop using `AnimationState`

Wrap around a `Canvas`

```kotlin
val Spec = tween(
    5000, 50, easing = LinearEasing
)

@Composable
fun Sketch(
    speed: Float = 1f,
    animationSpec: AnimationSpec<Float> = Spec,
    onDraw: DrawScope.(Float) → Unit
) {
    val time = remember { AnimationState(0f) }

    LaunchedEffect(Unit) {
        while (isActive) {
            time.animateTo(
                targetValue = time.value + speed,
                animationSpec = animationSpec,
                sequentialAnimation = true
            )
        }
    }

    Canvas(...) {
        onDraw(time.value)
    }
}
```
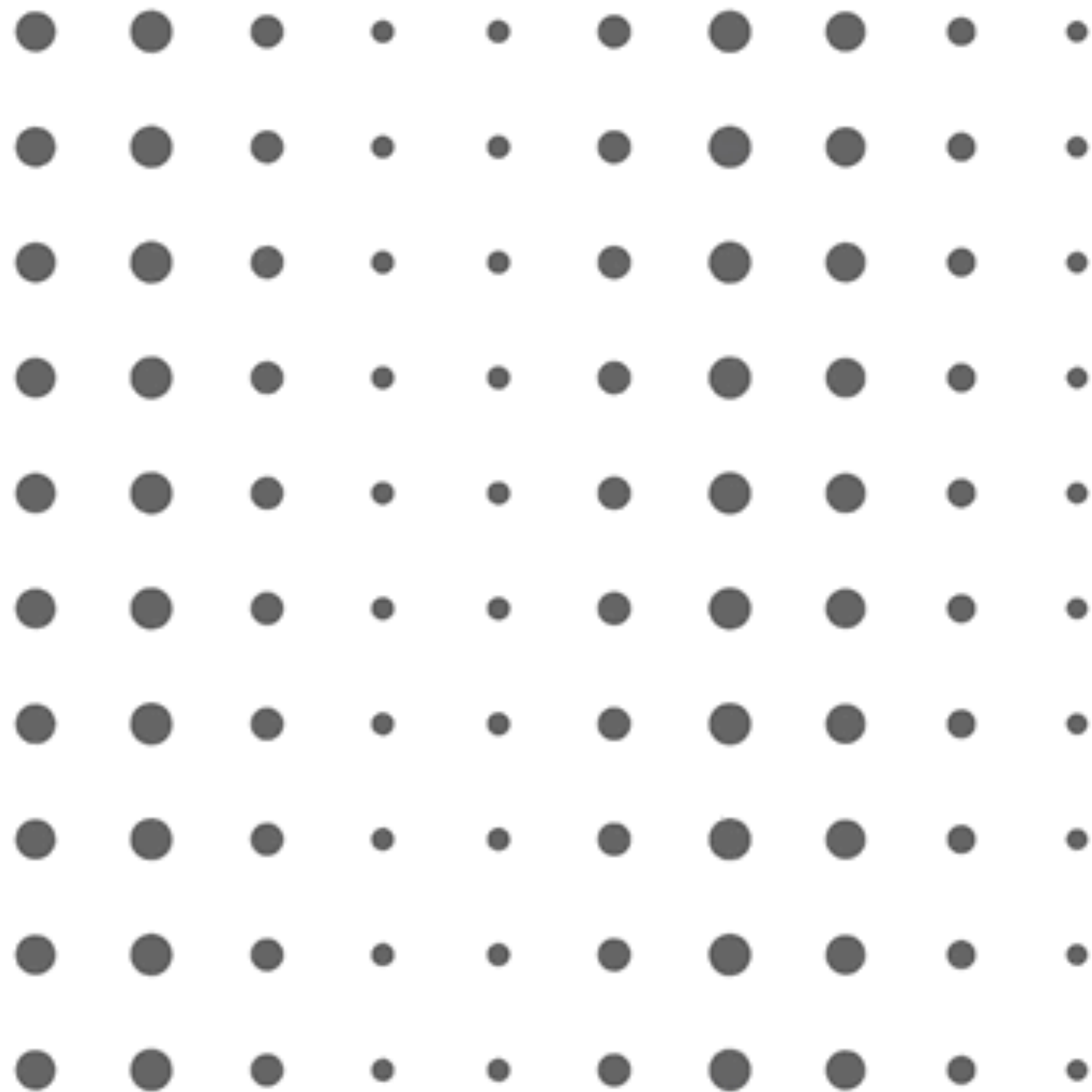
Animated Grid


```
+Sketch(
-Canvas(
    modifier = . . .
) { time →
    drawGrid(. . .)
}


drawCircle(

  . . .
  radius = map(
    sin(u * 10f + time * 20f),
    -1f, 1f, // from
    10f, 20f // to
  )
)
```