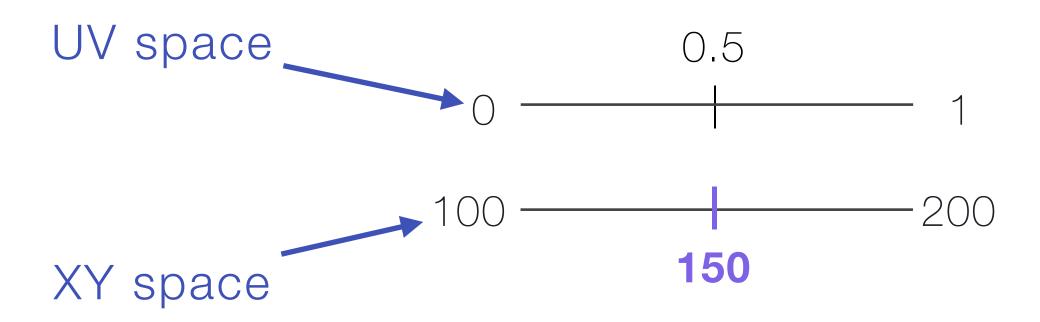
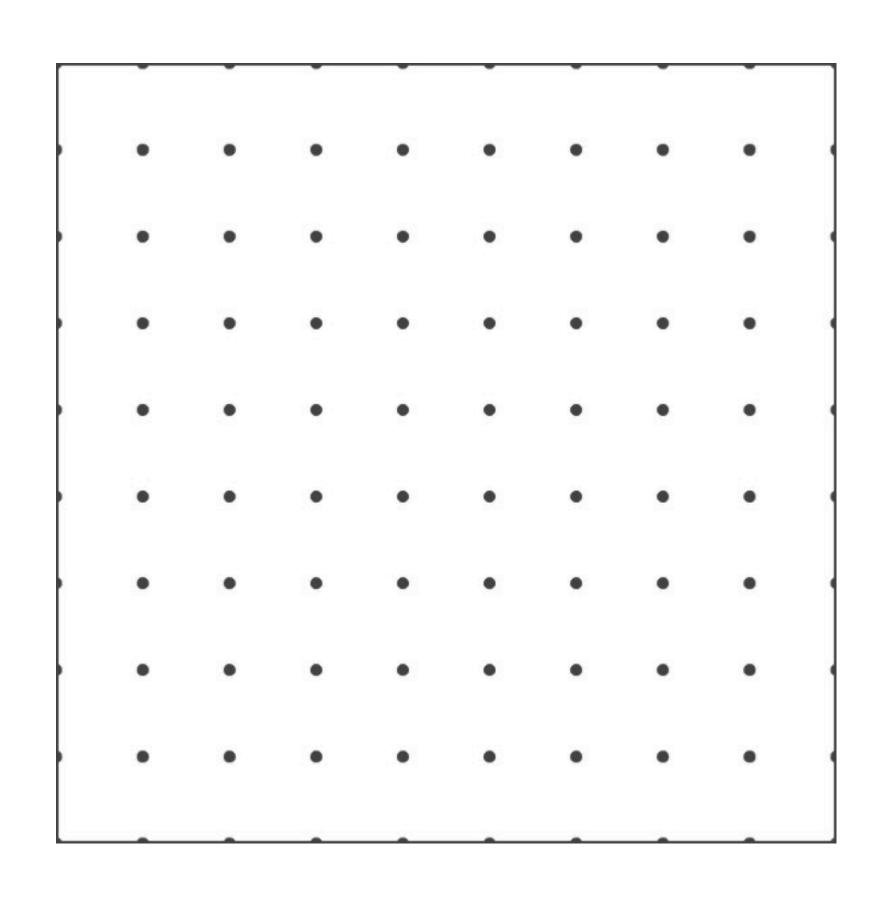
lerp()

Linear interpolation - 0-1 range to another range



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

Grids



```
private fun DrawScope.drawGrid(...) {
(0 until dotCount).forEach \{x \rightarrow 
  (0 until dotCount).forEach \{ y \rightarrow \}
    // get uv coordinates
    val u = x / (dotCount - 1)
    val v = y / (dotCount - 1)
    // lerp u/v between 0 & w/h
    val x0ffset = lerp(u, 0f, width)
    val y0ffset = lerp(v, 0f, height)
    drawCircle(
      center = Offset(xOffset, yOffset)
       • • •
```