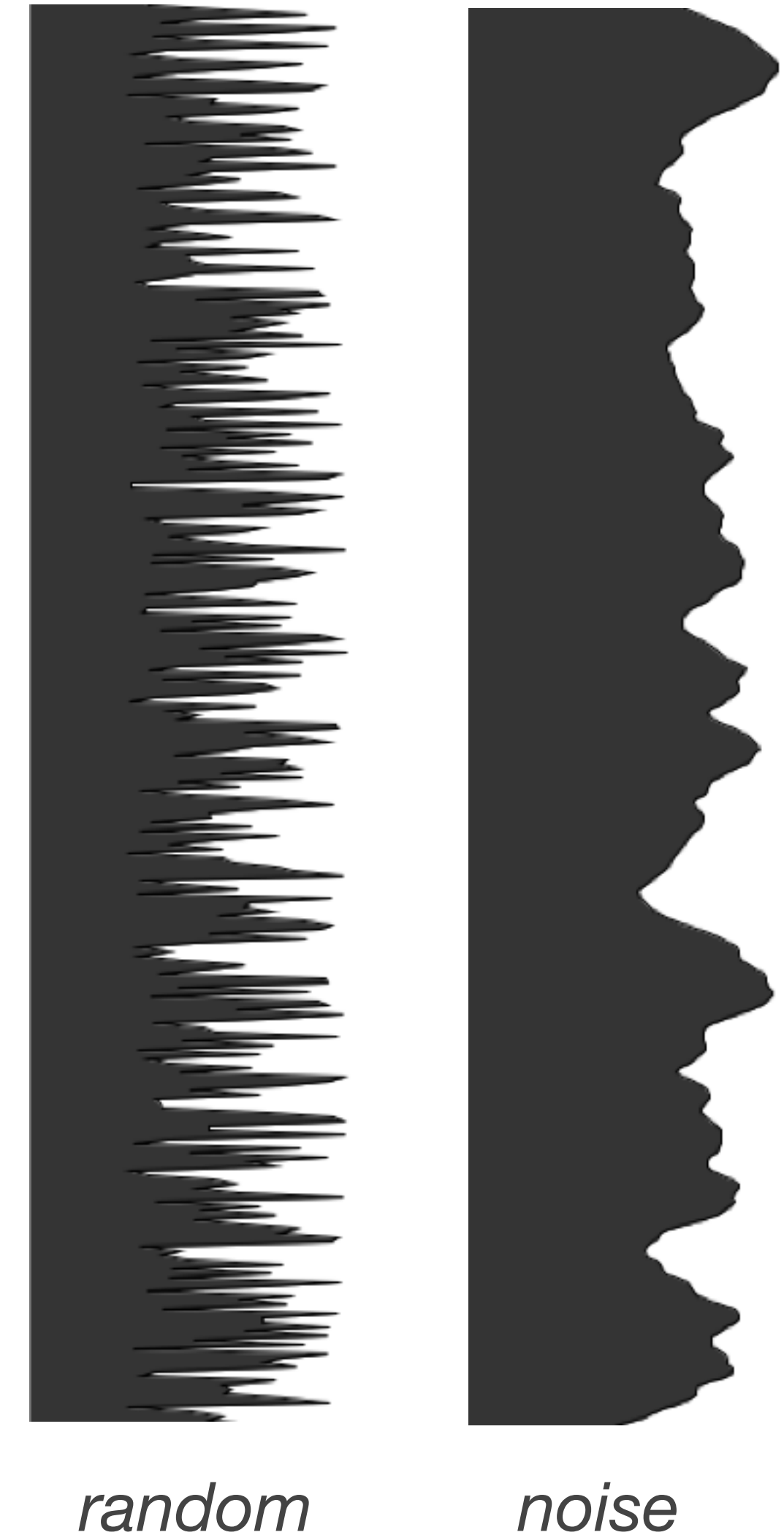


# Noise Functions

- algorithms that produce coherent randomness
- given some inputs, outputs a number between -1 & 1
- every value is similar to its surrounding value
- “smooth” vs spiky pseudo-random numbers
- *how to access these functions?*



# kotlin-graphics/glm

- Kotlin port of OpenGL Mathematics (*GLM*)
- handy math library for graphics
- vectors, matrices, randomness & noise!

 [kotlin-graphics / glm](#) Public

```
allprojects {  
    repositories {  
        maven("https://raw.githubusercontent.com/kotlin-graphics/mary/  
master")  
    }  
}  
  
implementation("kotlin.graphics:glm:0.9.9.1-4")
```