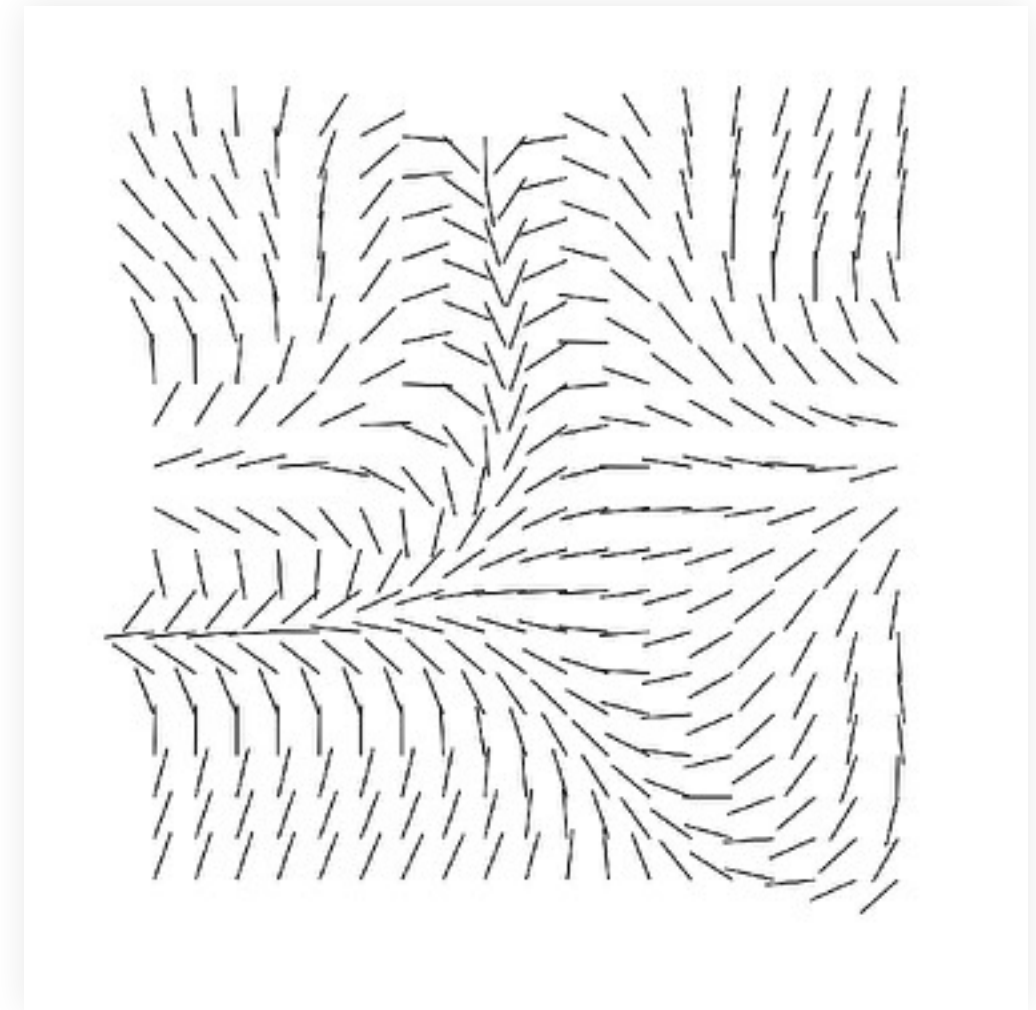
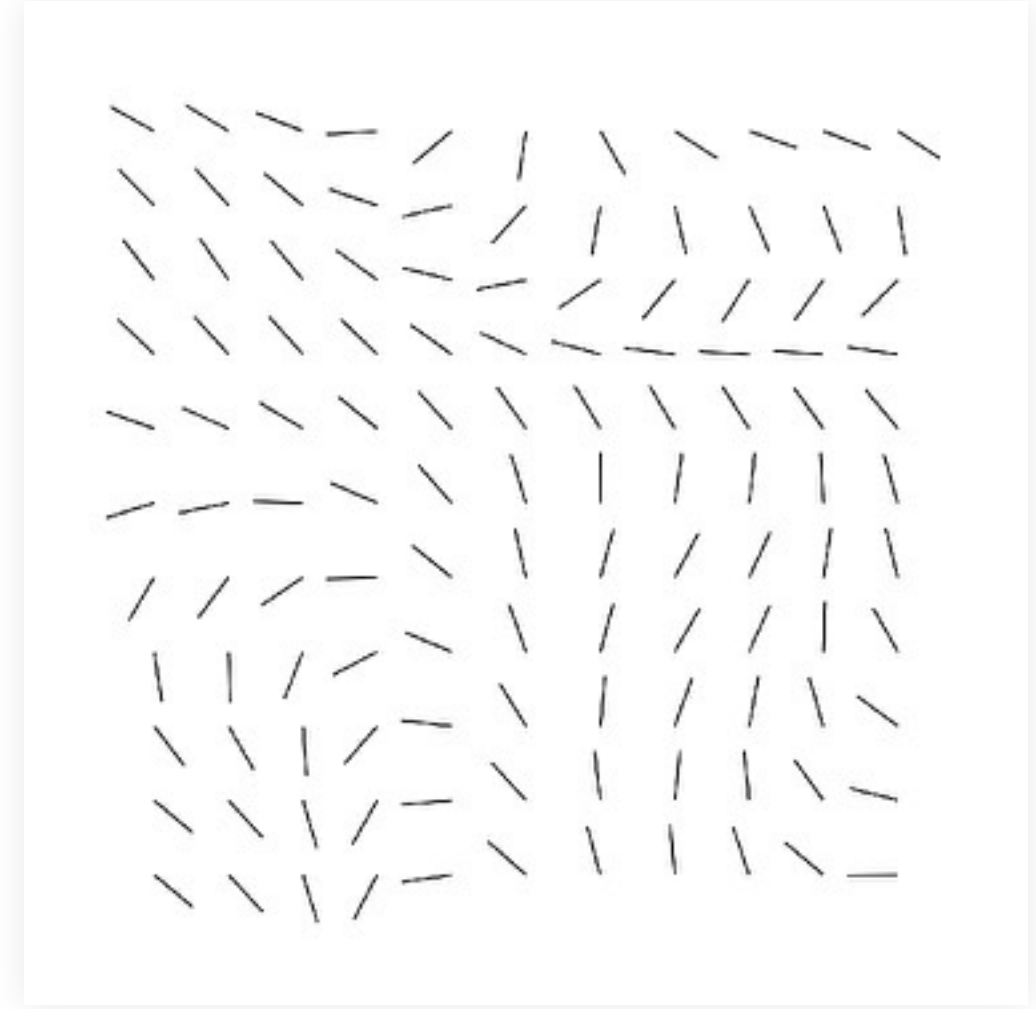
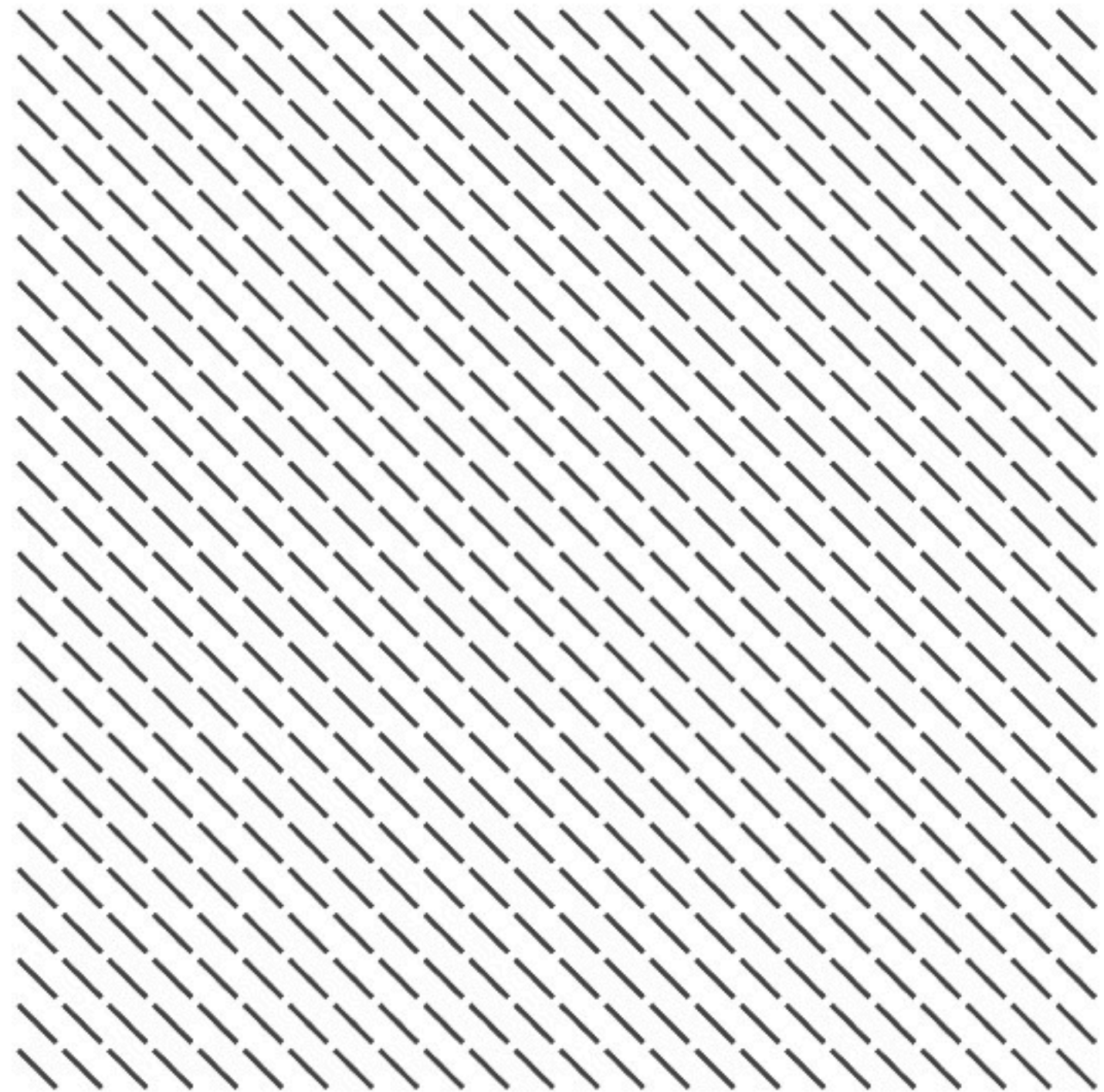


# Noisy Angles

- draw lines instead of circles
- noise can also be visualized as angles aka [flow fields](#)
- flow fields lend an organic, cloth-like visual quality



# Grid + Angles



lines & angles? should we rotate the canvas to draw things? 🤔  
(NO!)

```
// in drawGrid(...)
```

```
val r = 50f
```

```
val endX = ??????  
val endY = ??????
```

```
+drawLine(  
-drawCircle(  
    start = Offset(startX, startY),  
    end = Offset(endX, endY),  
    strokeWidth = 5f,  
    color = Color.DarkGray  
)
```