



herp()

$$(inputValue - min) / (max - min)$$

75

50

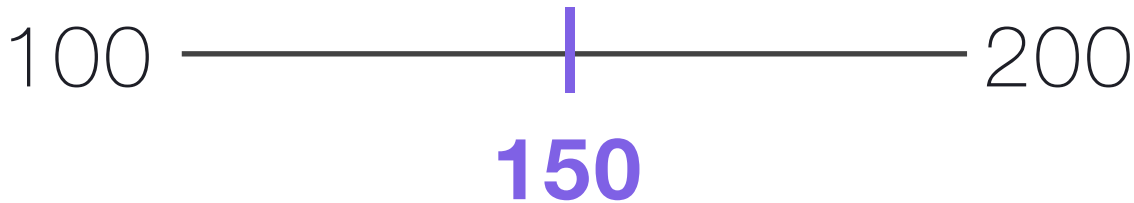
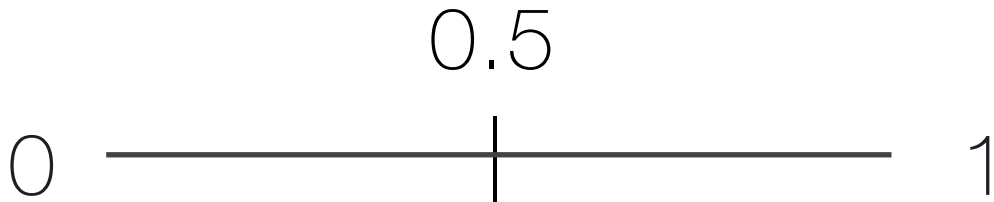
100

0

1

0.5

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



norm

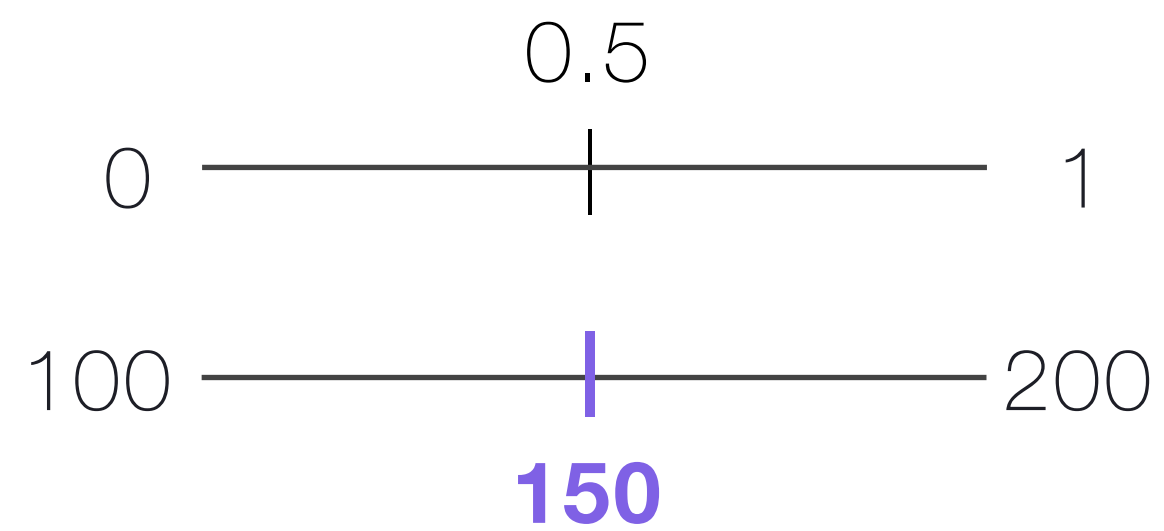
Linear interpolation



normalization

Linear interpolation

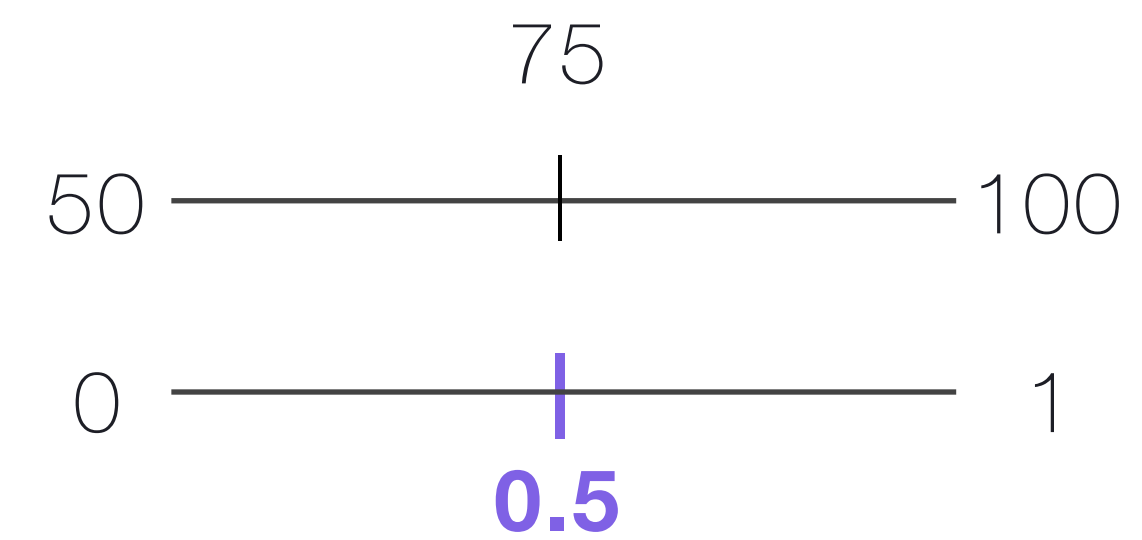
# lerp()



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

Normalization

# norm()



```
(inputValue - min) / (max - min)
```

# map() = lerp(norm())

convert between ranges!

```
map() = lerp(  
    inputValue = norm(  
        inputValue,  
        sourceMin,  
        sourceMax  
    ),  
    destMin,  
    destMax  
)
```

