

simplex-noise

Usage Examples

ES Module Import

```
// import the noise functions you need
import { createNoise2D } from 'simplex-noise';
```

CommonJS Require

```
// import the noise functions you need
const { createNoise2D } = require('simplex-noise');
```

2D

```
// initialize the noise function
const noise2D = createNoise2D();
// returns a value between -1 and 1
console.log(noise2D(x, y));
```

3D

```
const noise3D = createNoise3D();
console.log(noise3D(x, y, z));
```

4D

```
const noise4D = createNoise4D();
console.log(noise4D(x, y, z, w));
```

Using a seed value

By default simplex-noise.js will use Math.random() to seed the noise. You can pass in a PRNG function to use your own seed value.

```
# install the alea prng
npm install -S alea
import alea from 'alea';
// create a new random function based on the seed
const prng = alea('seed');
// use the seeded random function to initialize the noise function
const noise2D = createNoise2D(prng);
console.log(noise2D(x, y));
```

The ALEA PRNG used in the example above can be found in the [alea](#) npm package.