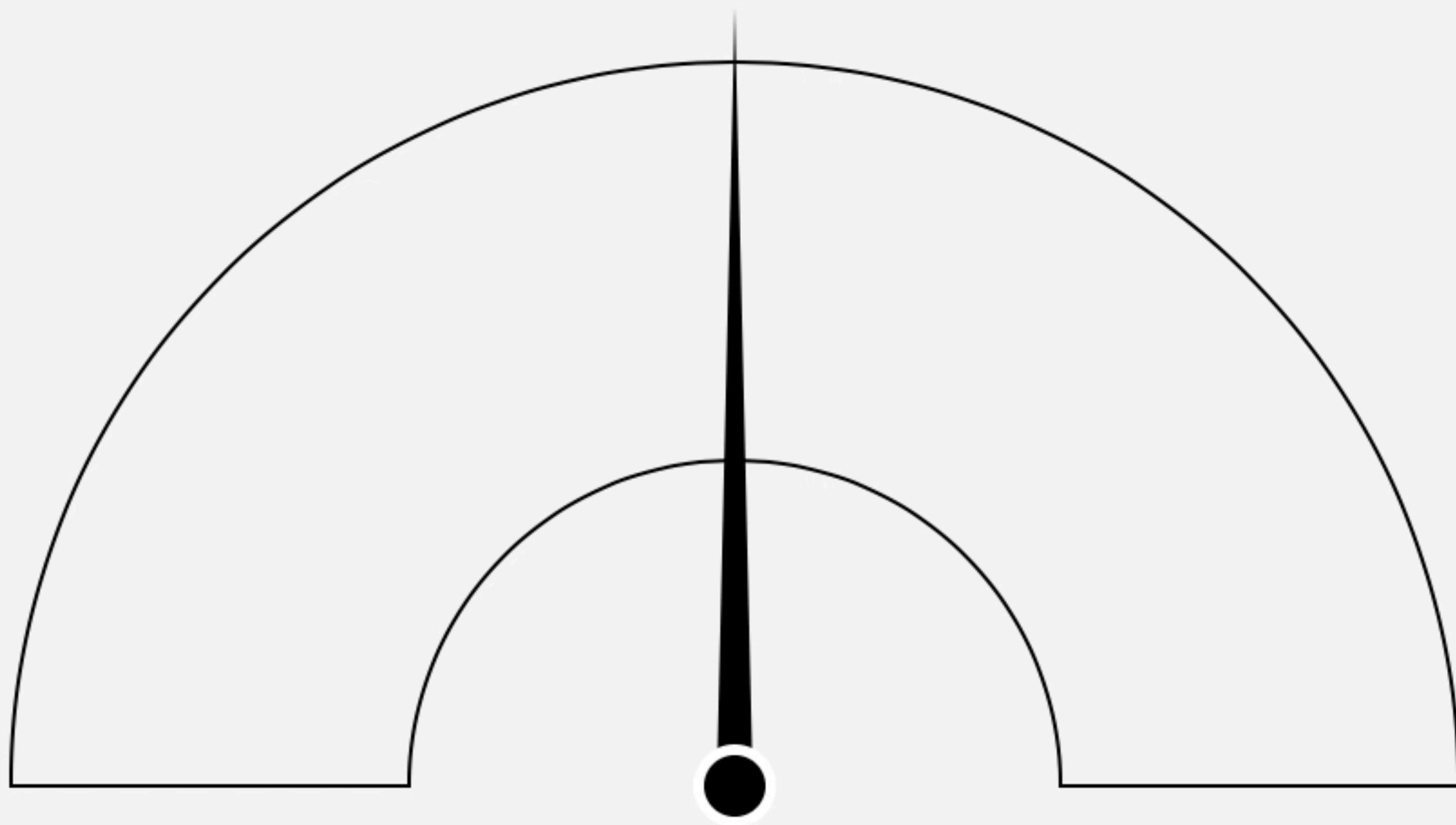


Angle

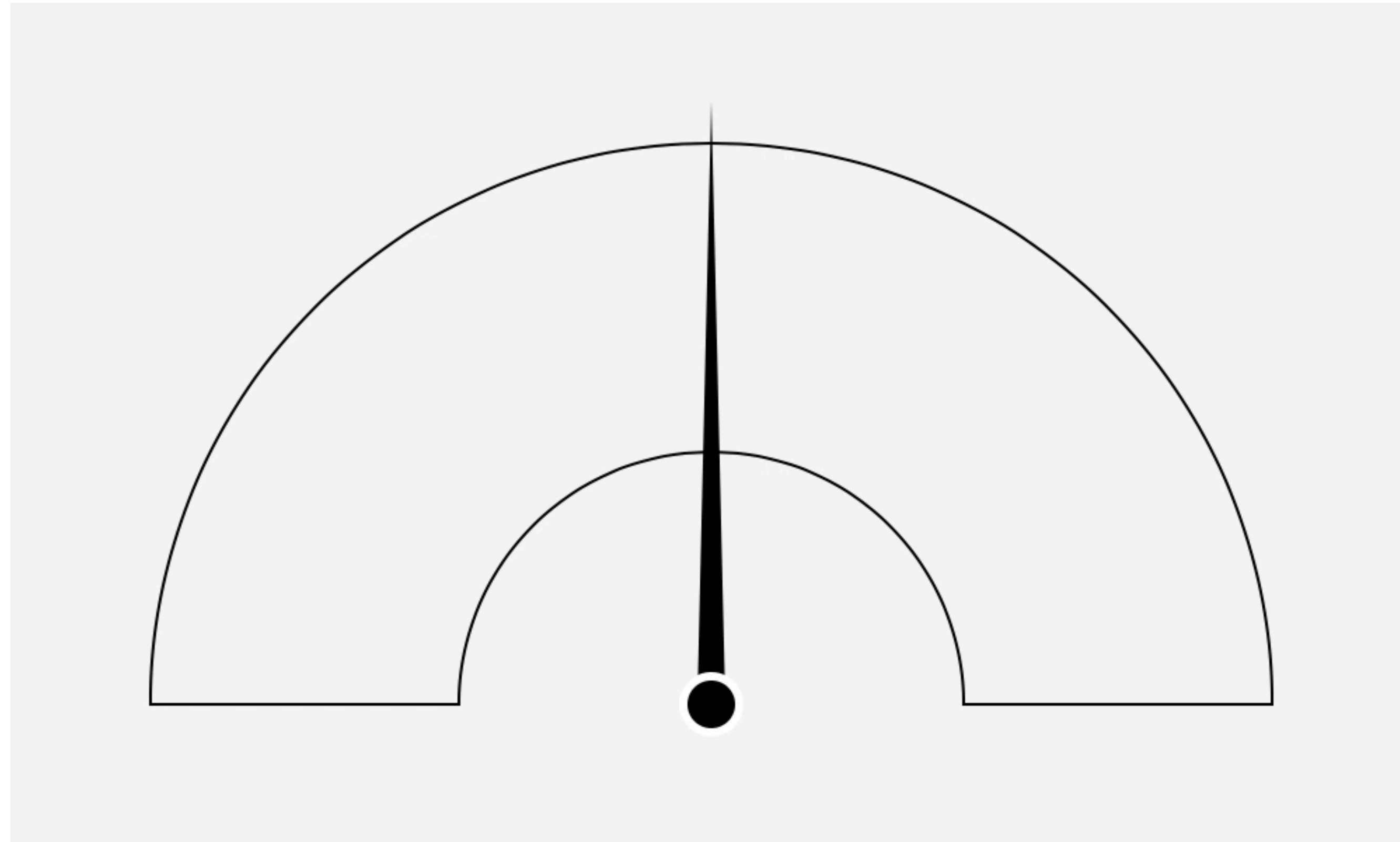




Angle



Animating



Angle



Animating

```
export default Component.extend({
  *animator(data) {
    yield* animation(data);

    const { to } = data;
    let offset = 0;

    while (true) {
      yield to + noise(offset);
      offset += 1;
    }
  }
})
```