


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

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

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

```
  }  
})
```





https://en.wikipedia.org/wiki/Perlin_noise

<https://www.michaelbromley.co.uk/blog/simple-1d-noise-in-javascript/>



Animating

```
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```
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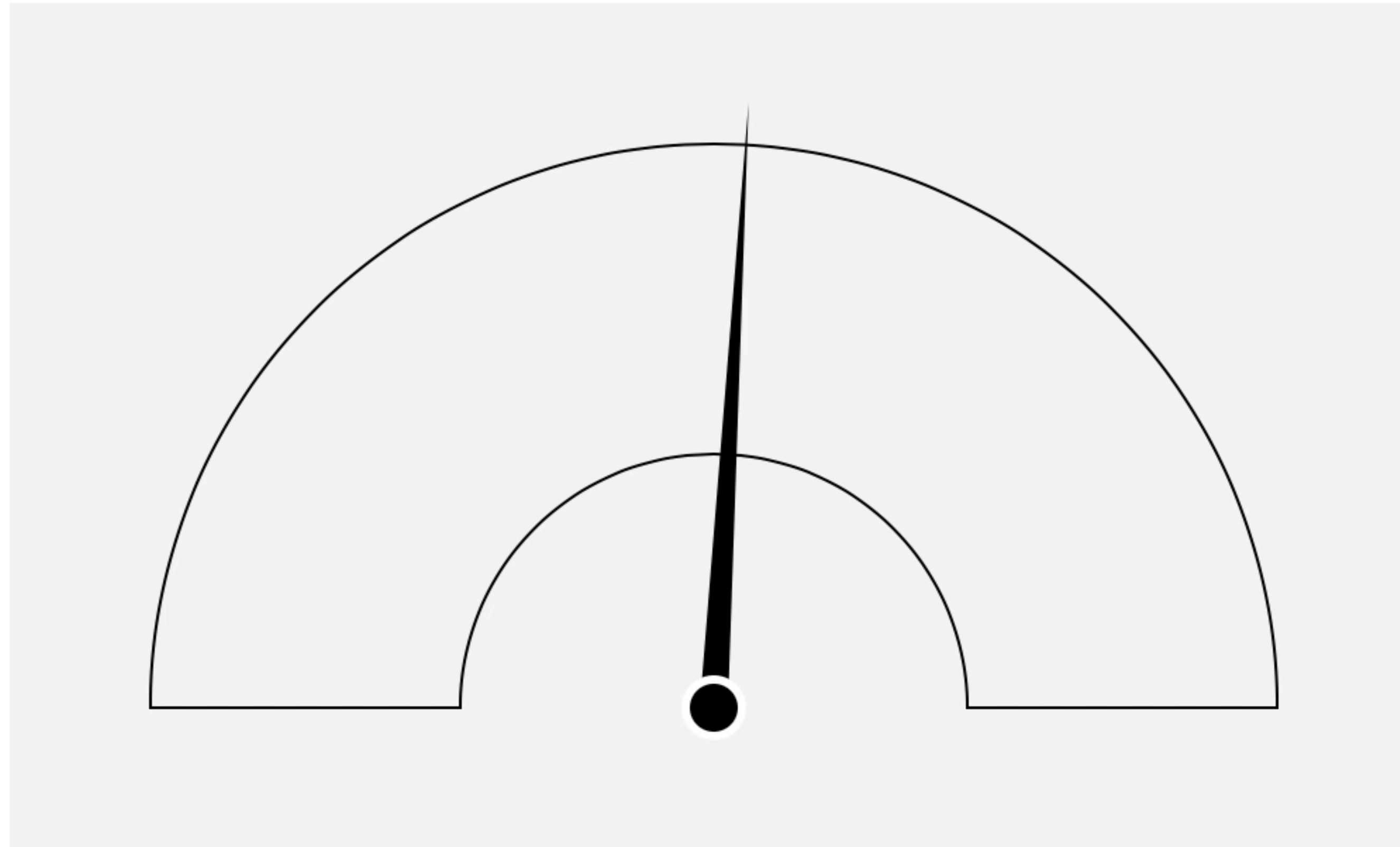
<https://www.michaelbromley.co.uk/blog/simple-1d-noise-in-javascript/>

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

```
  }
```

```
})
```

Animating



Angle

