## Errata sheet for "Noise is Beautiful", first edition, DOI published version dated 2024-04-24

## Github issue #4

Page 43, bottom. Code is wrong and should be:

```
float triangle( float x ) {
    return 2.0 * abs( fract( x ) <mark>- 0.5</mark>);
}
```

The triangle-wave function, as code and rendered to a grayscale image.