

## Bruyant User's Manual

### Basic Usage

The core function is `perlin(x,y)` which generates Perlin noise values:

```
#import "@preview/bruyant:0.1.0": perlin
```

```
#let value = perlin(2.5, 1.3) // Returns value in [-1, 1]
```

### Visualization Examples

#### Basic grayscale Grid