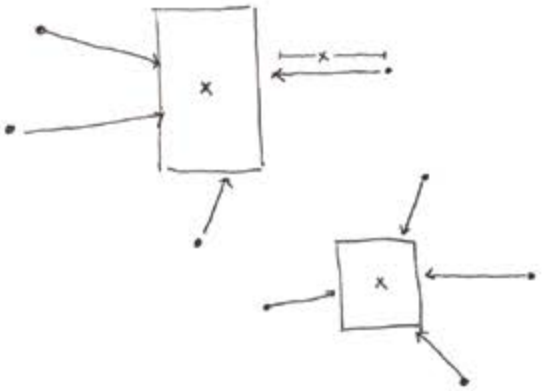
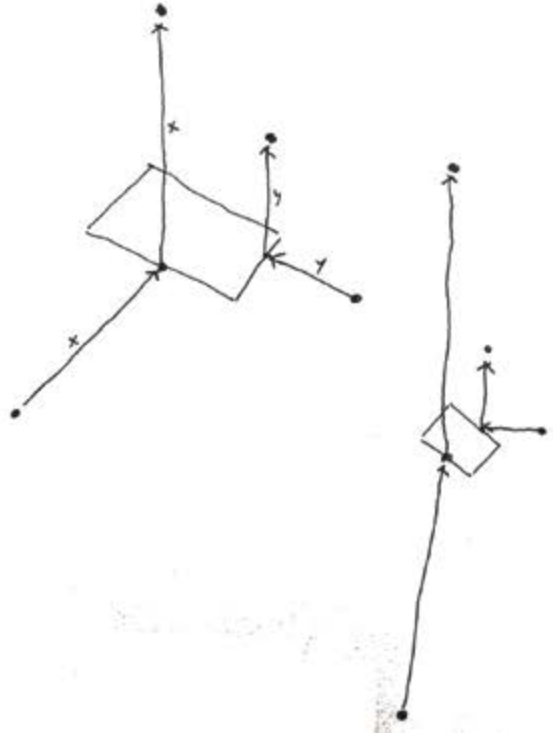
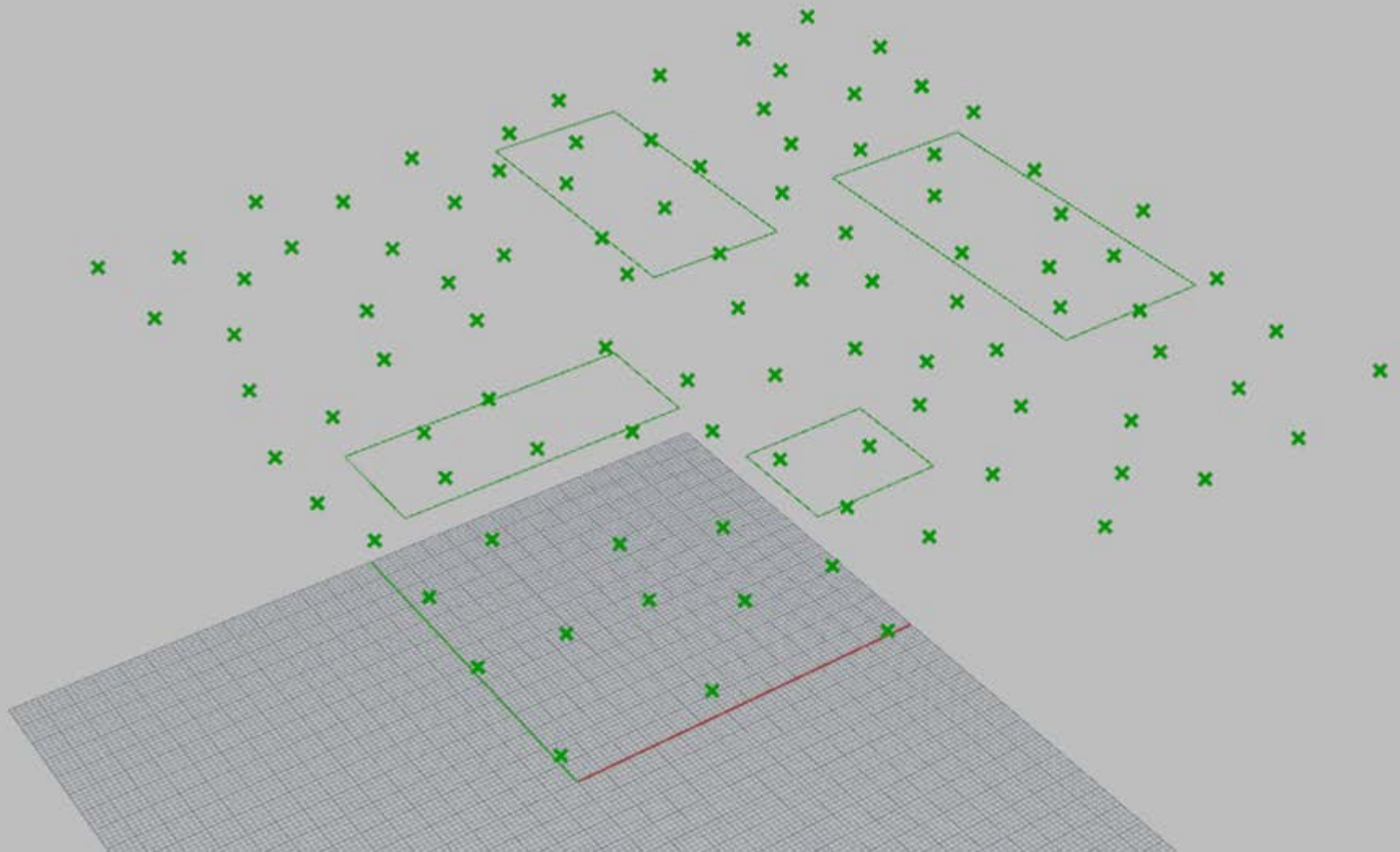
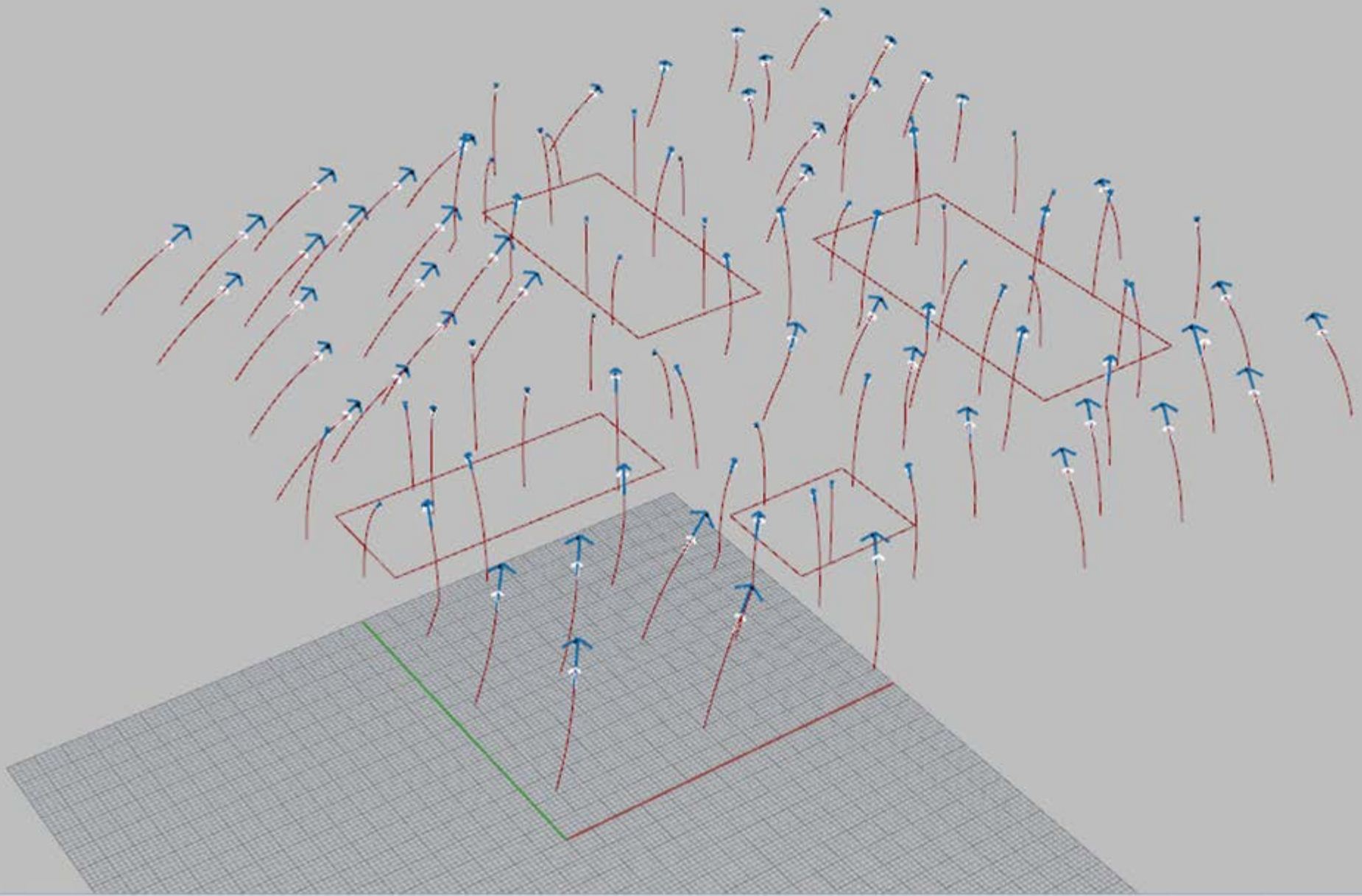
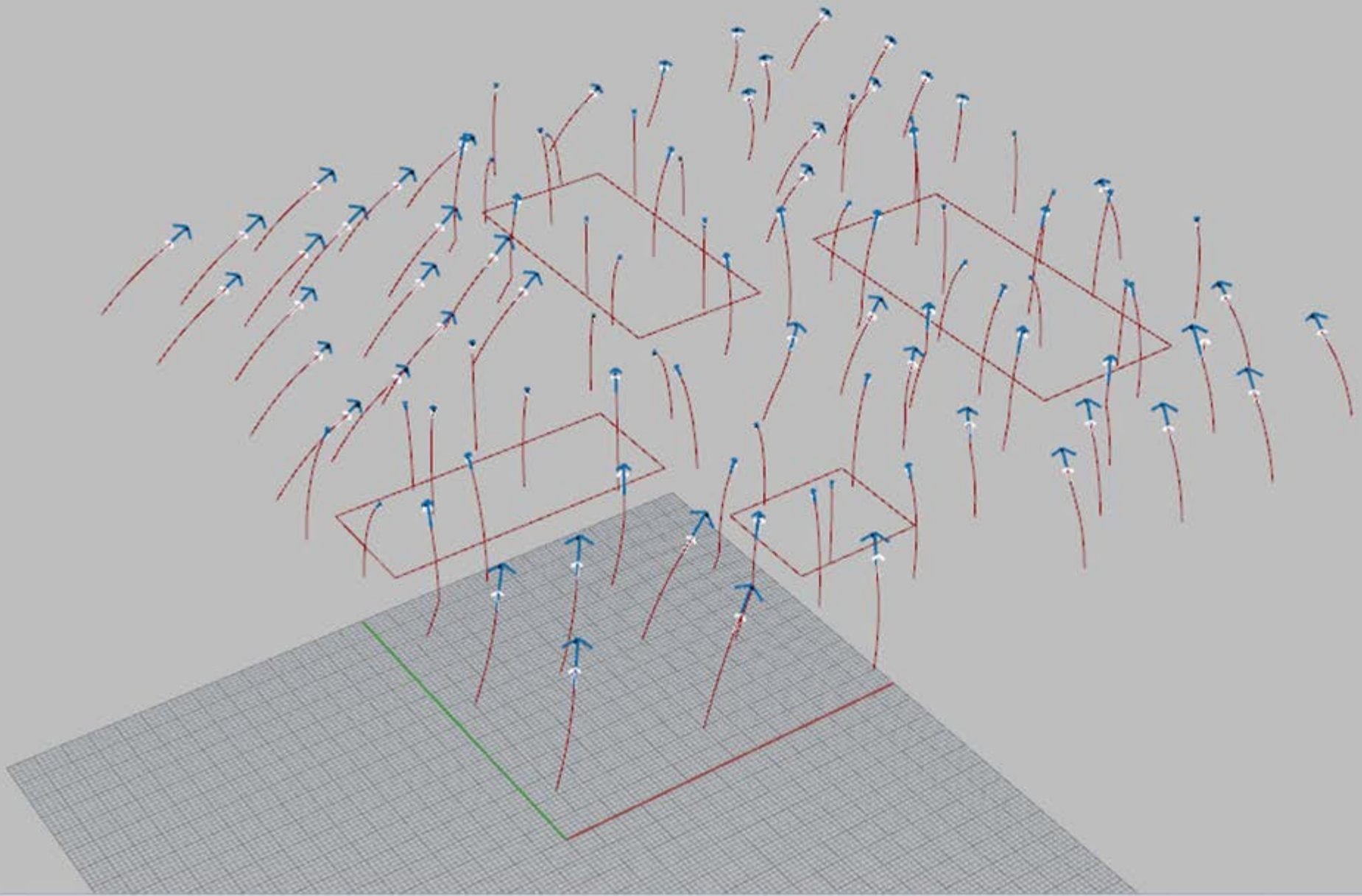
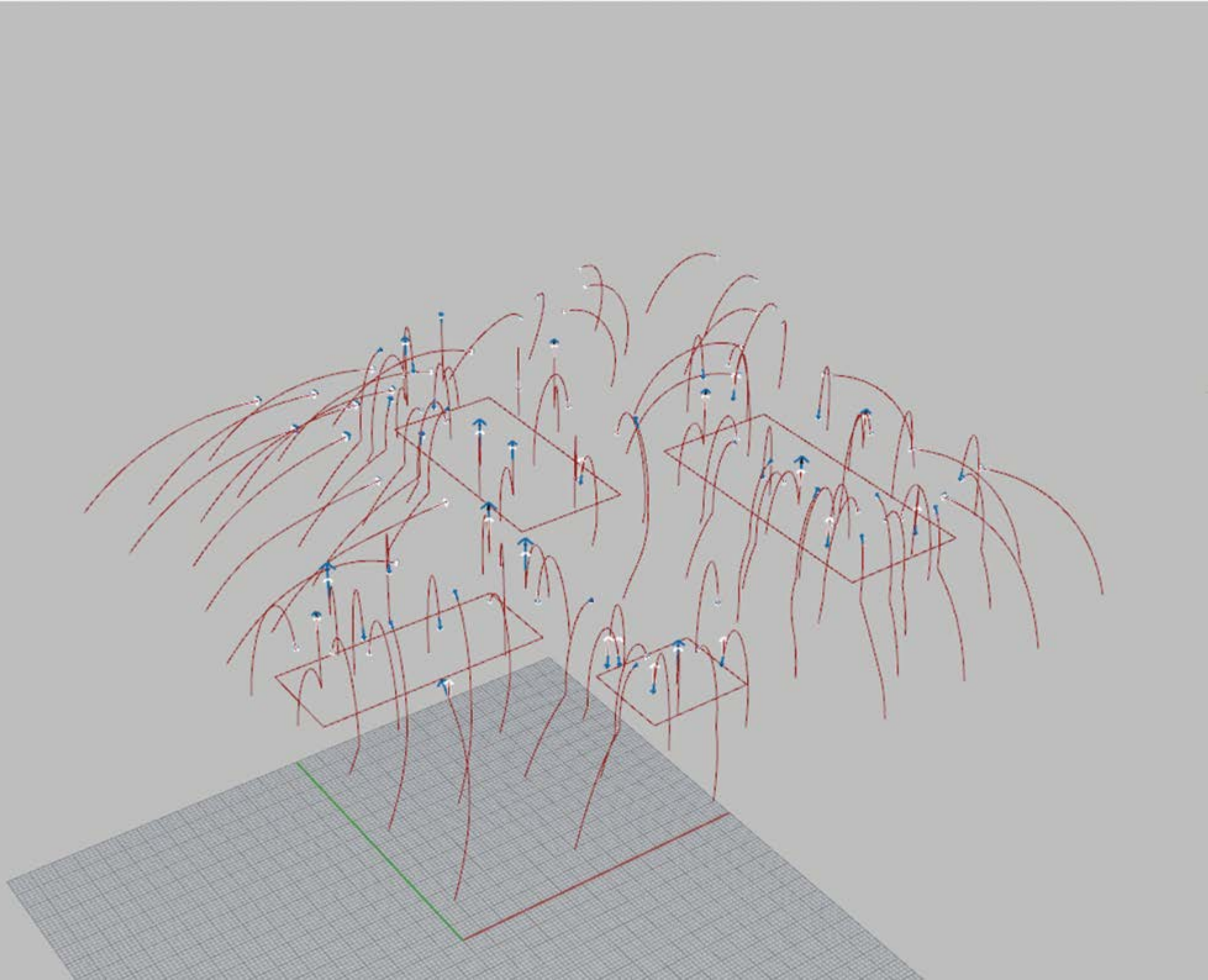
1. Seek the attraction curves based on the closest distance



2. After arrive to curve, the agents start to move to z factor in the "x" height



Agent-Based Design at the Urban Scale

Studio Support Seminar / Intelligent Cities
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