

Simulating animals

The survive of the lucky

Mats Hoem Olsen, Roy Granheim

Norwegian university of enviroment and bioscience

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diversity

- Herbivore

diversity

- Herbivore
- Carnivore

diversity

- Herbivore
- Carnivore
- ???

More to be.

dynamic

If it is an animal, it will, therefore it can.

$$\dot{x}^* = [\alpha x - \beta xy] \quad (1)$$

$$\dot{y}^* = [\delta y - \gamma xy] \quad (2)$$

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Everybody get approximatly the same treatment

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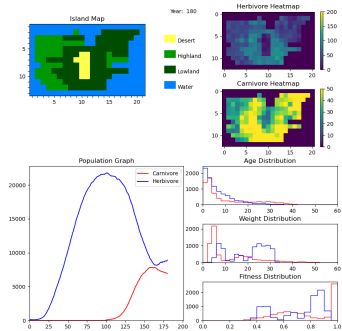
Interacts as they pleases

Everybody get approximatly the same treatment

Some are more equal than others

Graphical information

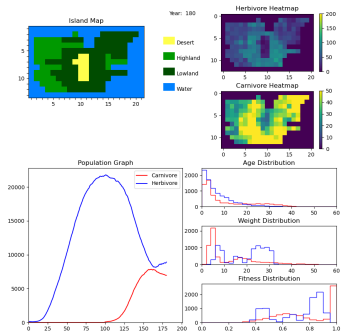
Display features:



Graphical information

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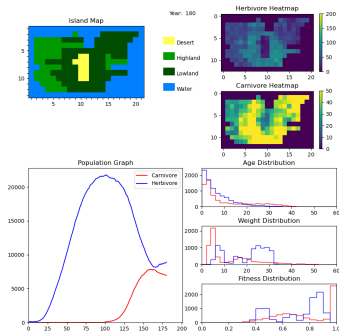
- Display current year



Graphical information

Display features:

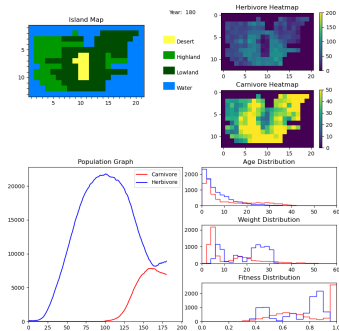
- Display current year
- Display the island geography



Graphical information

Display features:

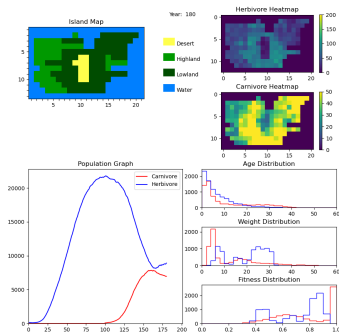
- Display current year
- Display the island geography
- Display informational graphs



Graphical information

Display features:

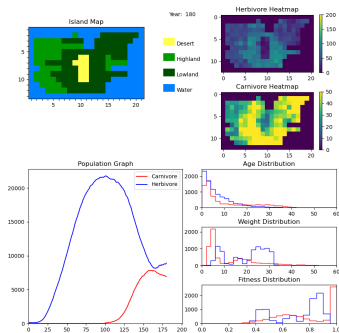
- Display current year
- Display the island geography
- Display informational graphs
- Ability to save images of the simulation



Graphical information

Display features:

- Display current year
- Display the island geography
- Display informational graphs
- Ability to save images of the simulation
- Ability to set limits and graphical update step



Graphical handling

How does the graphics work?

Graphical handling

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1. The engine stores key information inside itself

Graphical handling

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2. The interface grabs that information

Graphical handling

How does the graphics work?

1. The engine stores key information inside itself
2. The interface grabs that information
3. Then graphics takes information from the interface and processes it

The end

