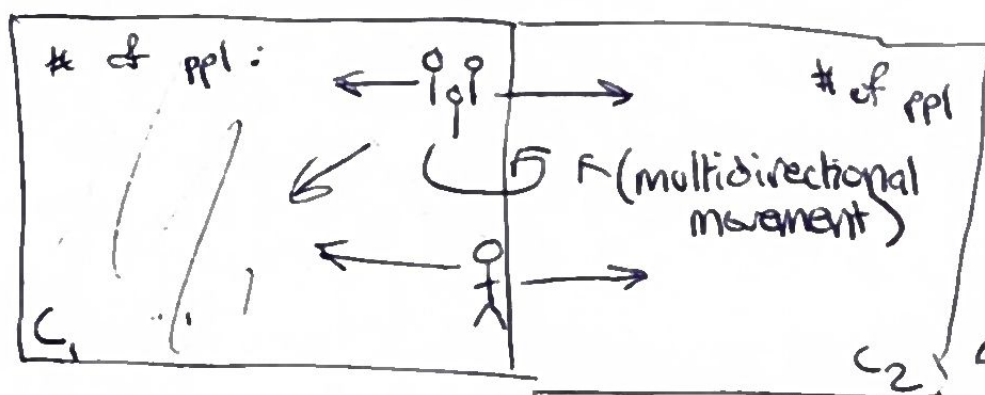
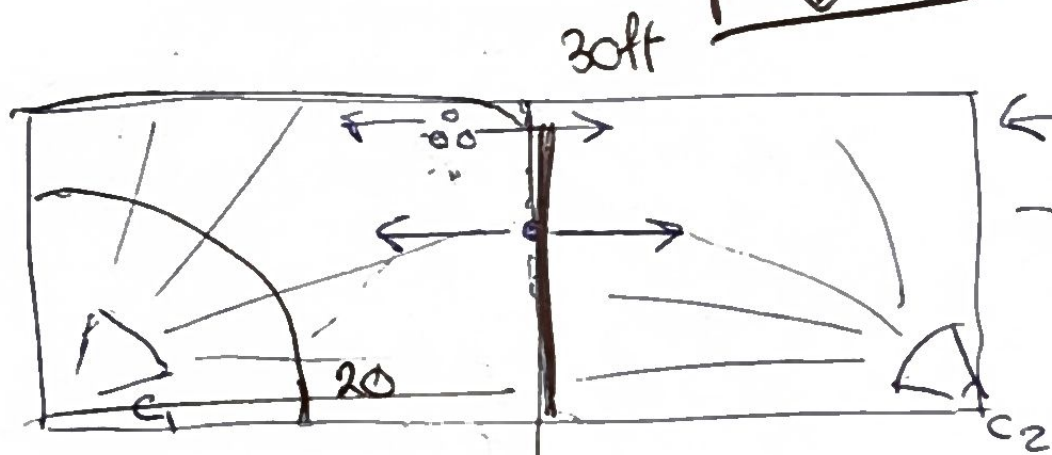


rep person/dot as vector



①



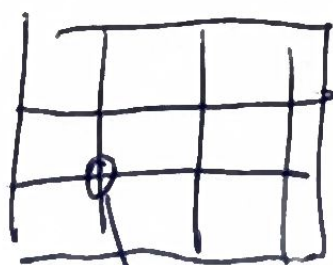
emulate Full  
cam view  
&  
individual (u, c2)

add people  
(individual  
& crowd)  
(dots moving)

Input to Mohit code:

- X, Y position of cam (x, y)
- Angle/heading of camera  $\theta$
- How many people in camera view, distance, position

Ex:



Person

(1,1) 3 feet away

- Should have  
# of heads  
dynamically  
changing

• then

in camera  
view

place in  
grid,

people individual  
& swarm move  
in random  
directions.

• Rasterize.