

LAB – 6

FLOCKING

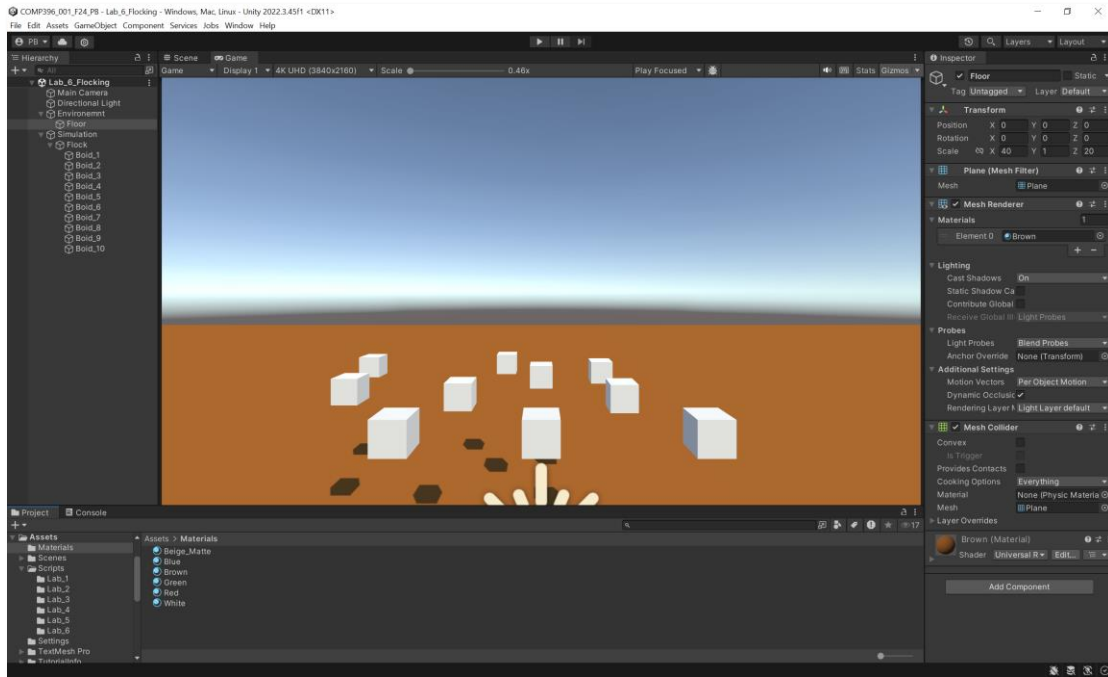


Fig 3.1.1: Screenshot showing setup of Flocking Demo scene 1 (Version - 1)

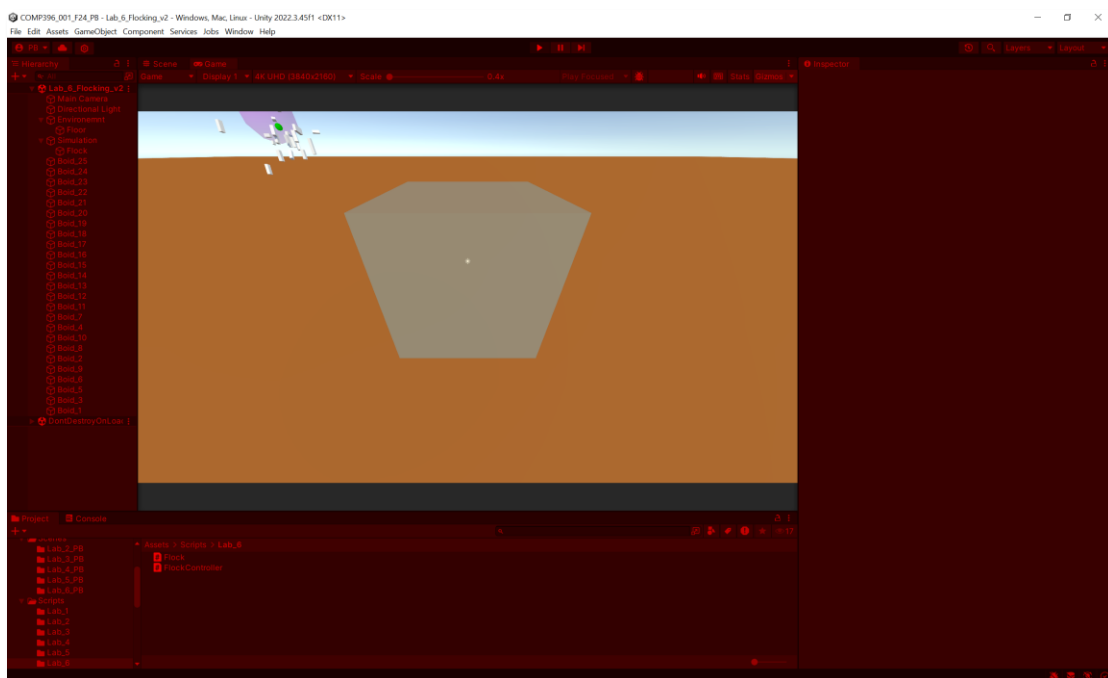


Fig 3.1.1: Screenshot showing running of Flocking Demo scene 1 (Version - 1)

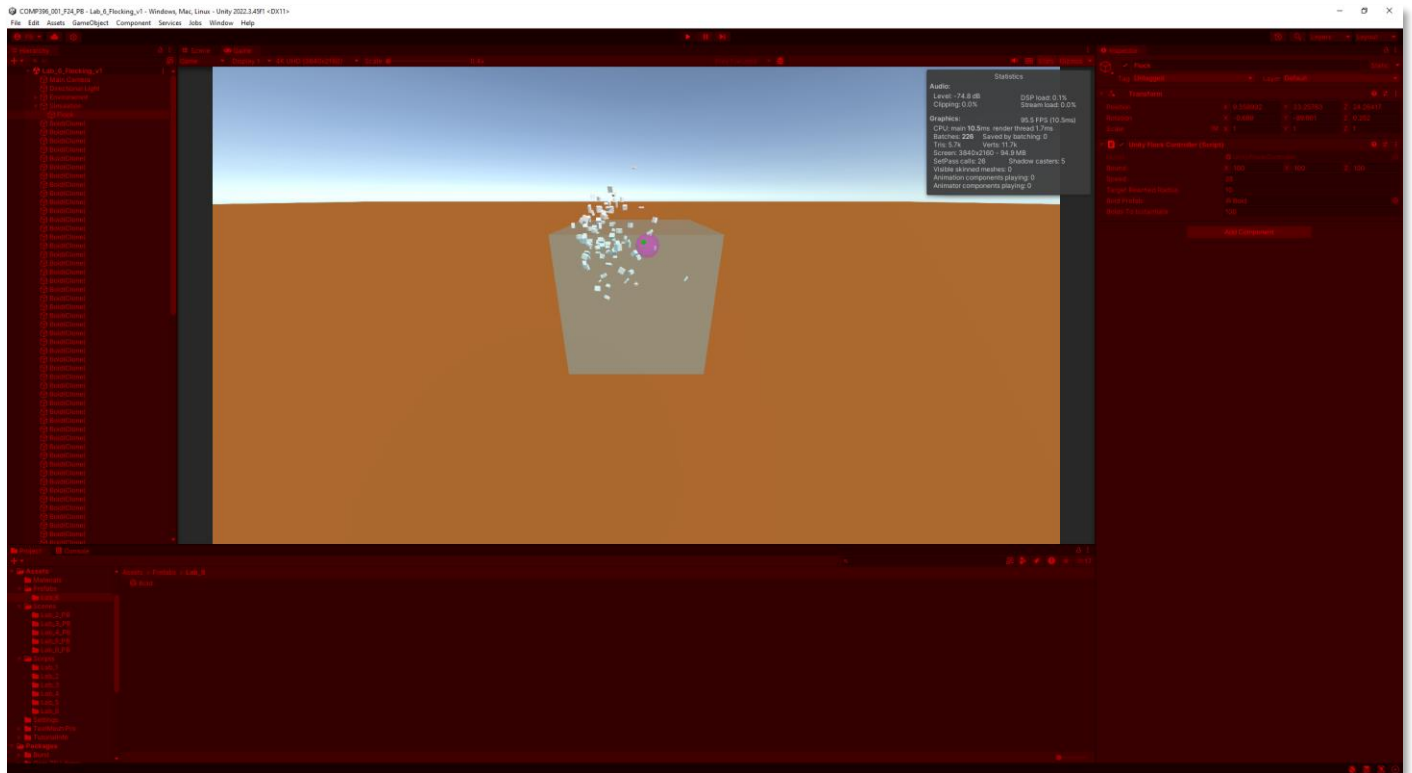


Fig 3.1.2: Screenshot showing running of Flocking Demo scene 1 with prefabs and random dimensions (Version - 1)

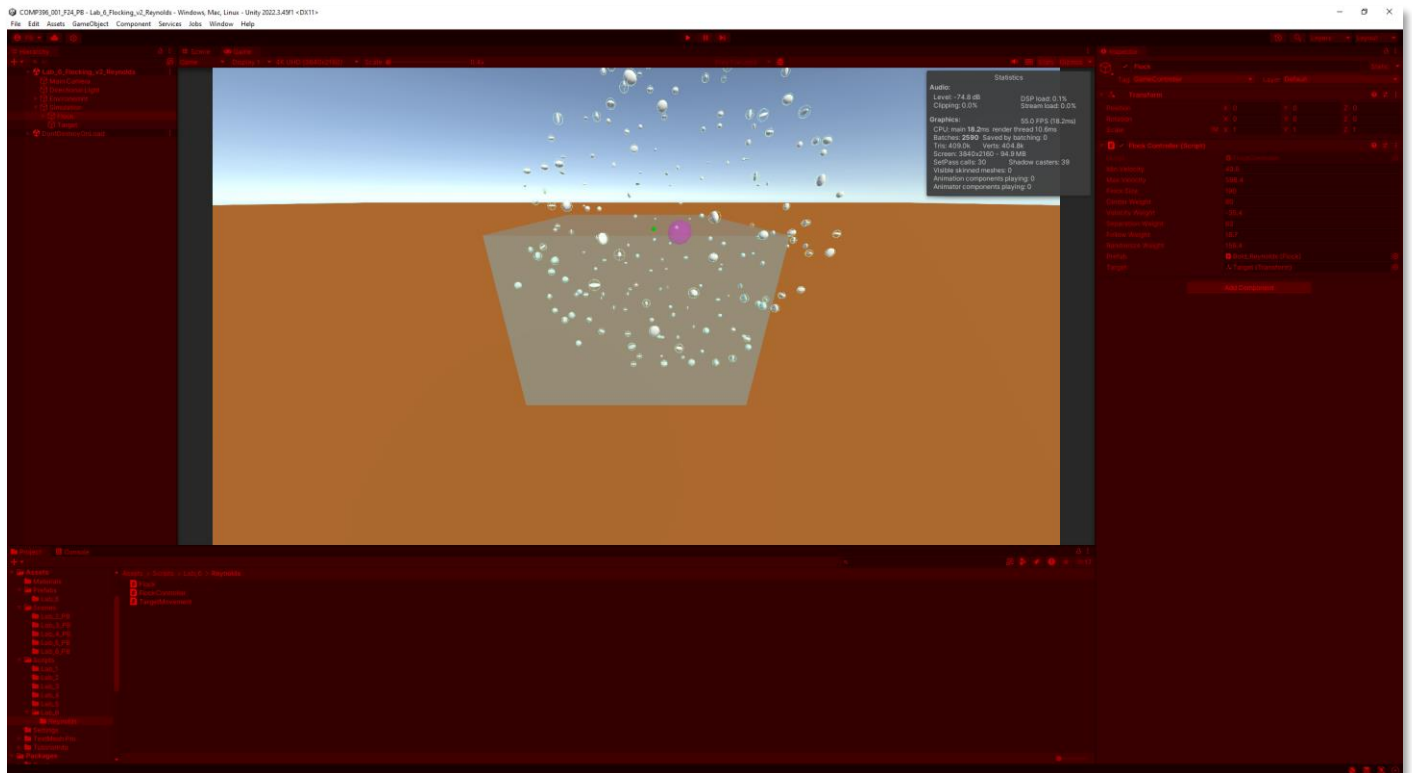


Fig 3.1.3: Screenshot showing running of Flocking Demo scene 2 with prefabs and random dimensions (**Reynold's Version**) (Version – 2) (Values Tuned to behave like Mosquito swarm)

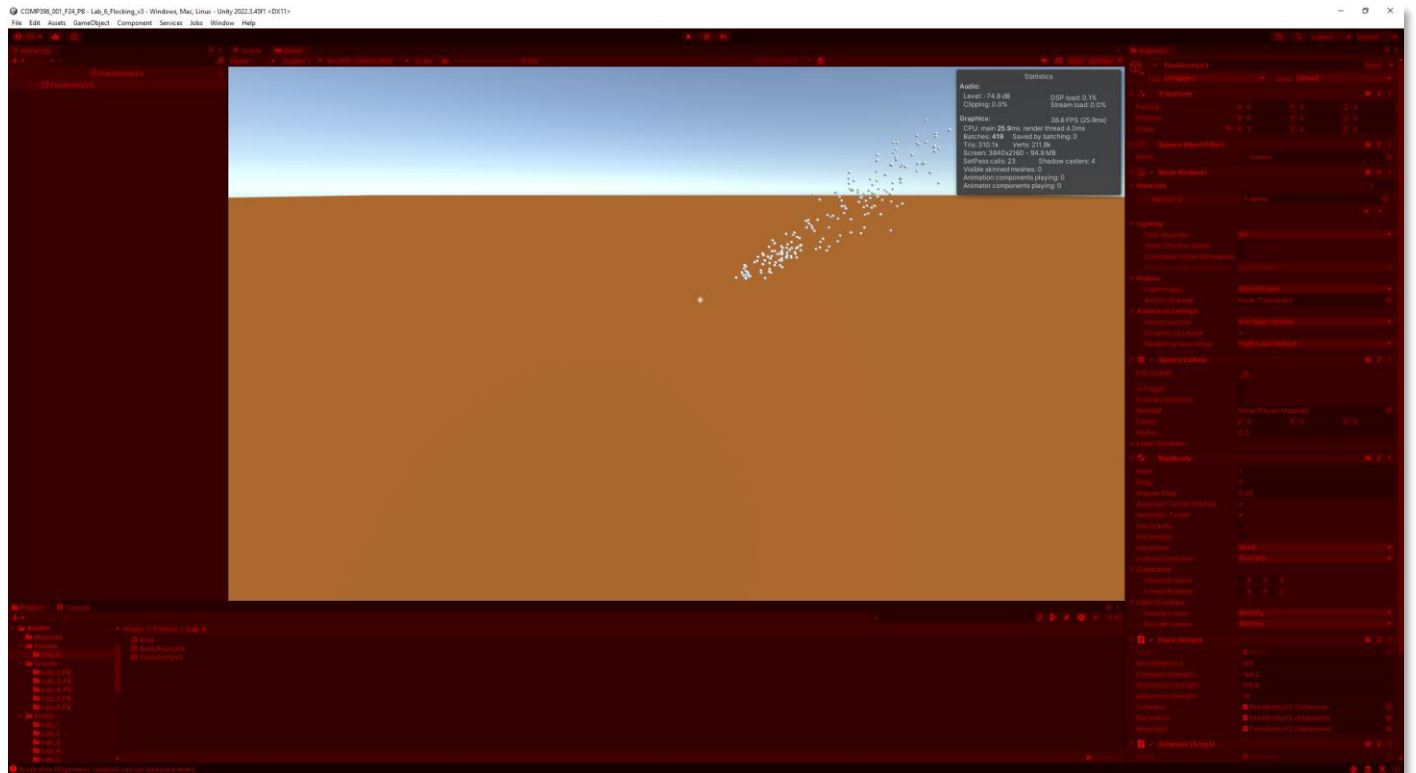


Fig 4.1.3: Optional Code (A little jittery at the moment – still WIP)