

Braitenberg Vehivles

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1 Introduction

2 Breve Libraries

OBB Sphere distance

Activators

Constructors with parameters

Sensor rotation/initialization

Multibody collision handlers (Proxies, and Real's parents)

3 Sensors

3.1 Light

3.2 Distance

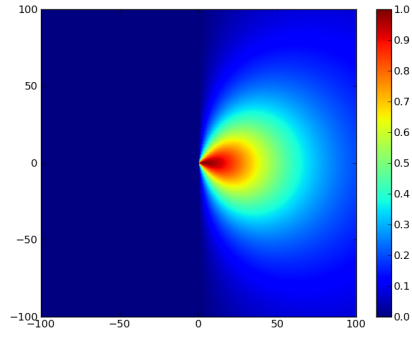


Figura 1: Light: $bias = 50$ $\alpha = \pi/2$

3.3 Proximity

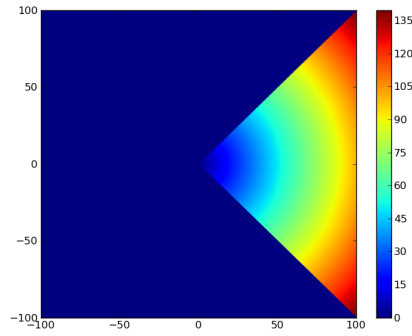


Figura 2: Distance: $\alpha = \pi/4$

3.4 Smell

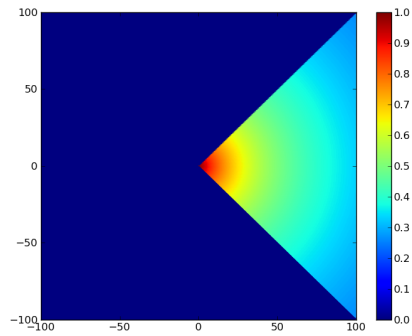


Figura 3: Proximity: $bias = 50$ $\alpha = \pi/4$

3.5 Sound

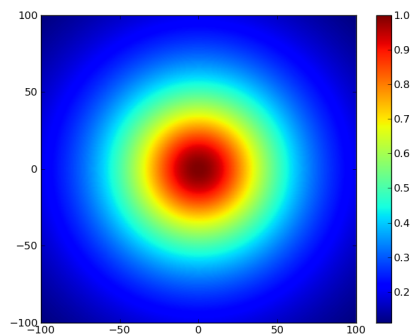


Figura 4: Smell: $bias = 50$

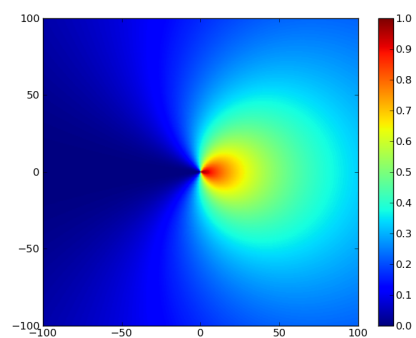


Figura 5: Sound: $bias = 50$

4 Vehicles

4.1 Eight

4.2 Ellipse

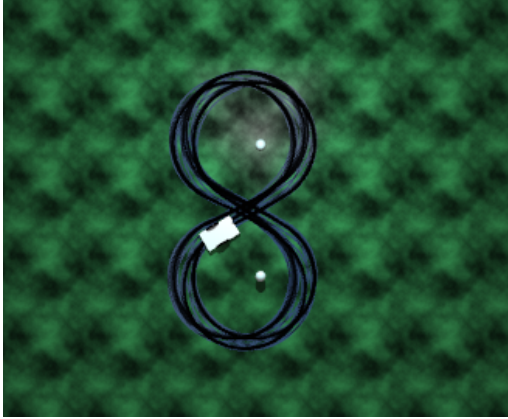


Figura 6: Trail of the eight vehicle

4.3 Braitenberg 3c



Figura 7: Trail of the ellipse vehicle

5 Project