Application of vector algebra and physics in steering behaviours of autonomous agents for realistic display in 2 dimensions

Autonomous character or autonomous agent is an arbitrary entity of biological, mechanical or software origin, which is able to make decisions based on assigned instructions and consecutive stimulus from the environment . In this article I want to focus on problematics of steering behaviours of autonomous characters in software and display methods. The importance of this topic hides in usability in animation, film effects and mainly in games. If we want the user to have the best realistic experience from movement of the objects possible, we have to obey specific rules of algebra and physics and also take their atributes into consideration.

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