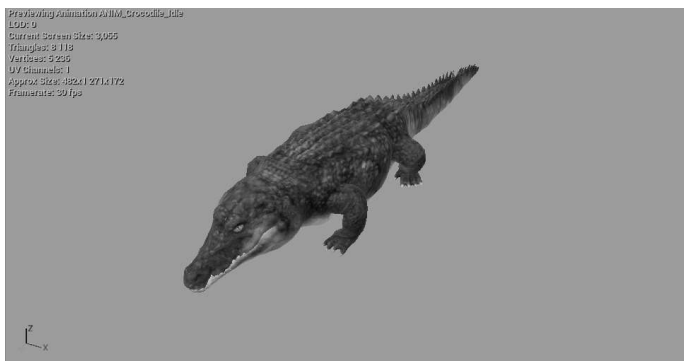
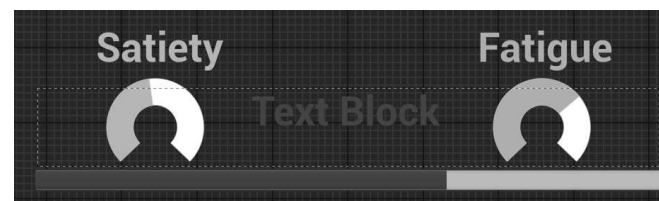


Модель виртуального агента "Крокодил"



### 3D Widget виртуального агента "Крокодил"

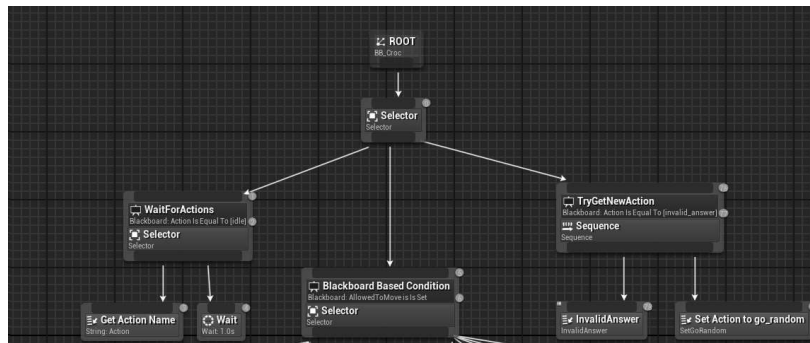
[illegible]

[illegible]

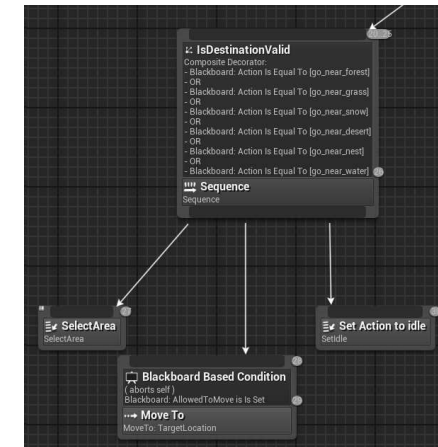
And. N° nördl.	Nord u. östl.	Brum. und. N°	And. N° nördl.

[illegible]

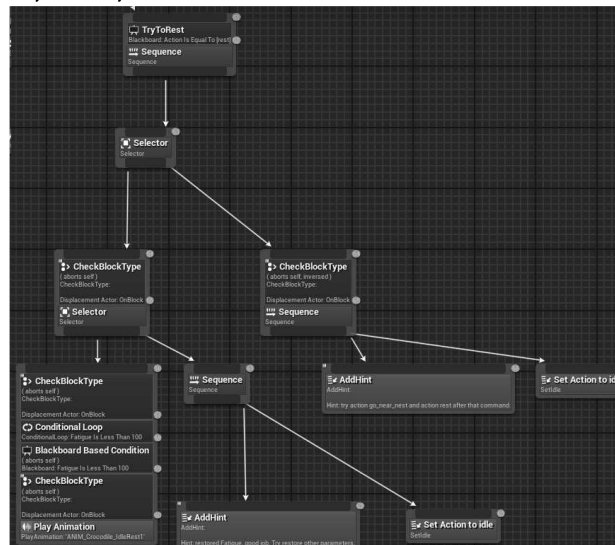
*Верхняя часть дерева поведения  
для виртуальных агентов*



Поддержка поведения для действия `go_near`

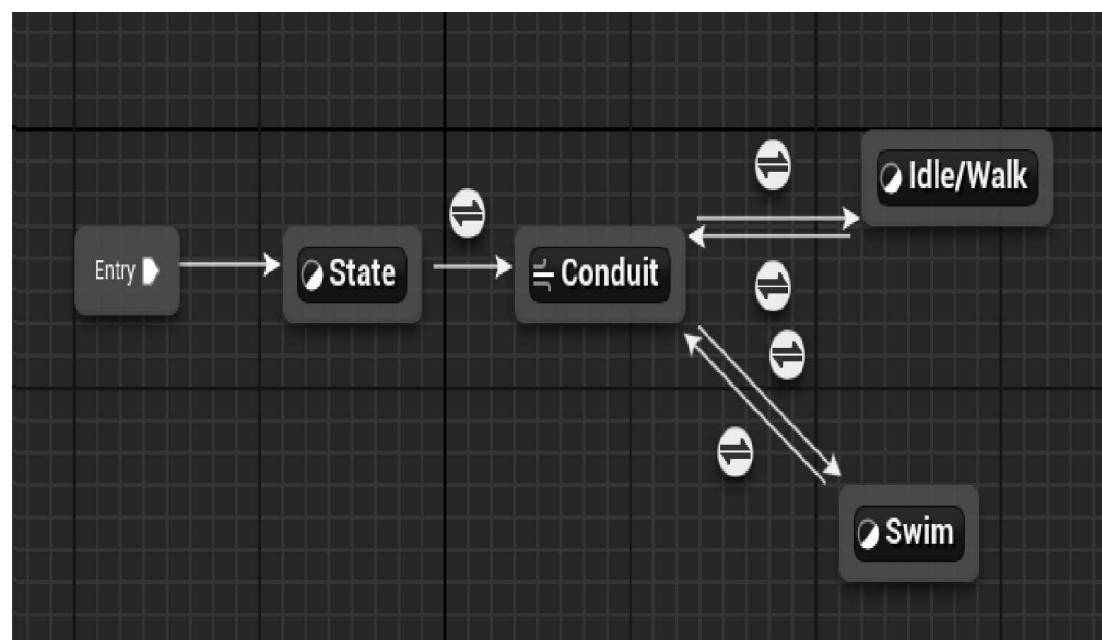


*Пример сложного действия (отдых)*

[illegible]

A 3D rendering of a scene on a checkered floor. The scene contains several objects: a white cube, a dark cube, a small dark object, a potted plant, a textured cube, and a white cube. The objects are arranged in a way that demonstrates the rendering capabilities of the system, including handling of different materials and geometry.

[illegible]



[illegible]

Character name is Zebra\_2  
Parameters of Zebra\_2:  
Your HP is 15/75  
Your Satiety is 0/100  
Your Thirst is 75/100  
Your Fatigue is 0/100  
Your Temperature is 81/100  
Zebra\_2 is on area called GrassBlock

Character name is Zebra\_3  
Parameters of Zebra\_3:  
Your HP is 1/75  
Your Satiety is 0/100  
Your Thirst is 75/100  
Your Fatigue is 0/100  
Your Temperature is 81/100  
Zebra\_3 is on area called GrassBlock

Character name is Zebra\_2  
Parameters of Zebra\_2:  
Your HP is 15/75  
Your Satiety is 0/100  
Your Thirst is 75/100  
Your Fatigue is 0/100  
Your Temperature is 81/100  
Zebra\_2 is on area called GrassBlock

Character name is Zebra\_3  
Parameters of Zebra\_3:  
Your HP is 1/75  
Your Satiety is 0/100  
Your Thirst is 75/100  
Your Fatigue is 0/100  
Your Temperature is 81/100  
Zebra\_3 is on area called GrassBlock

```
"name": "Crocodile_1" "action": "rest" "name": "Crocodile_2" "action": "eat"
"name": "Zebra_1" "action": "rest" "name": "Zebra_2" "action": "drink"
"name": "Zebra_3" "action": "go_random"
```

```
"name": "Crocodile_1" "action": "rest" "name": "Crocodile_2" "action": "eat"
"name": "Zebra_1" "action": "rest" "name": "Zebra_2" "action": "drink"
"name": "Zebra_3" "action": "go_random"
```

ForestBlock\_6  
Temperature:25  
Wood:12

[illegible]

[illegible]