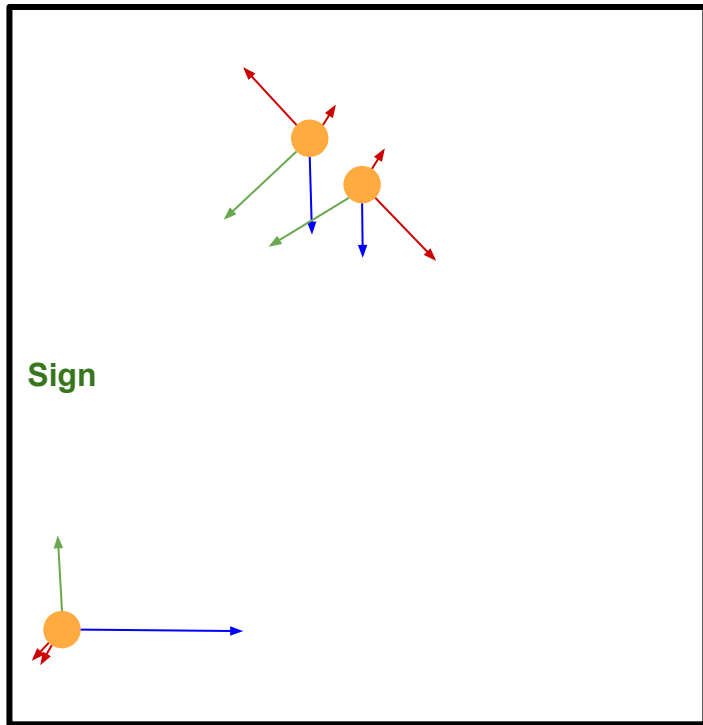


Burning Man

Social Force Model

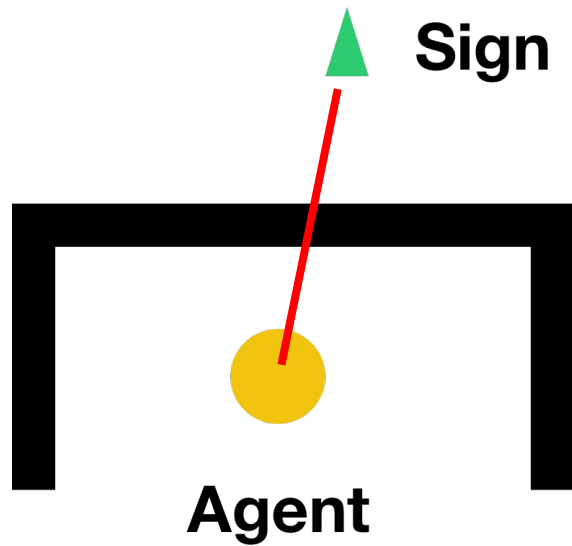


$$f_a = c_1 * e^{\frac{distance}{c_2}}$$

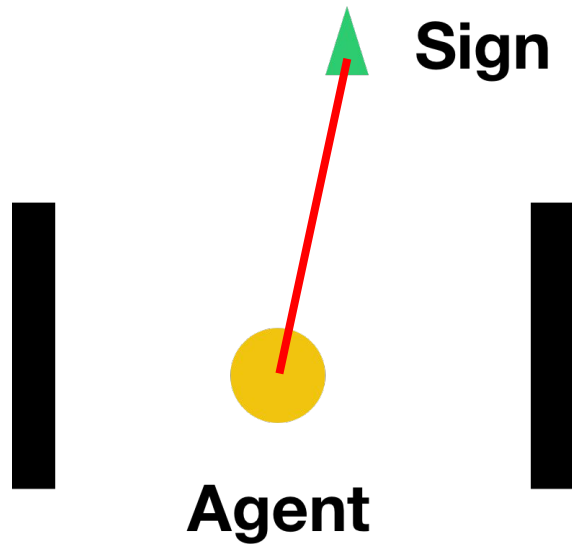
$$f_w = c_3 * e^{\frac{distance}{c_4}}$$

$$f_{steer} = \frac{v_{desired} - v_{physical}}{c_5}$$

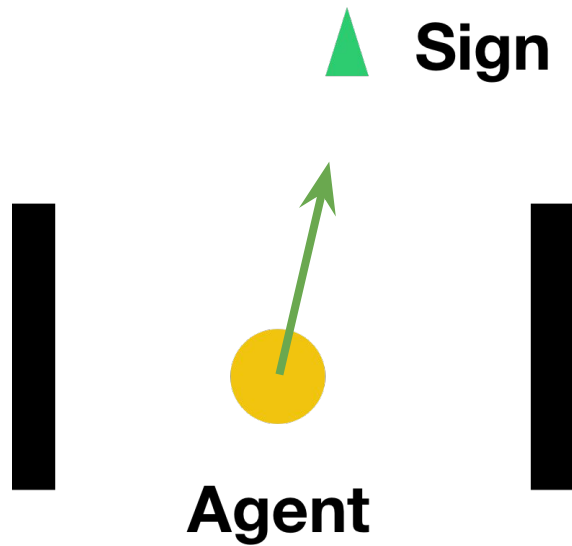
Implementation: Raytracing

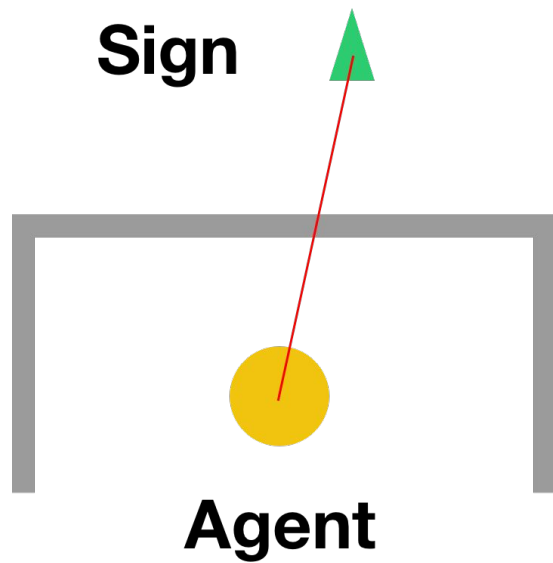


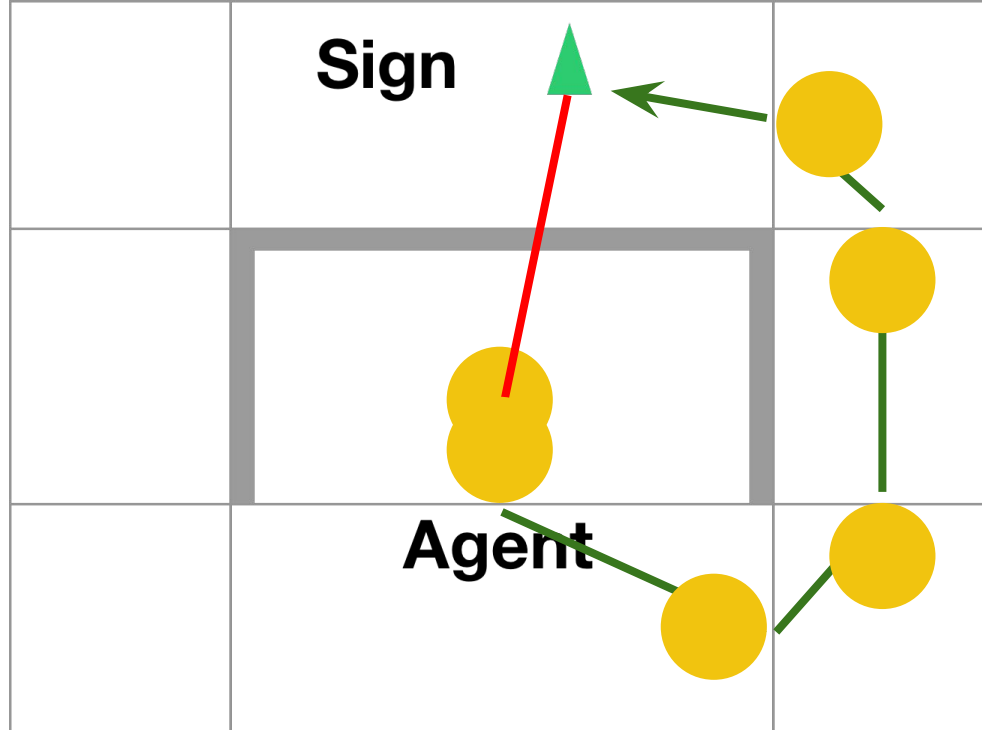
Implementation: Raytracing



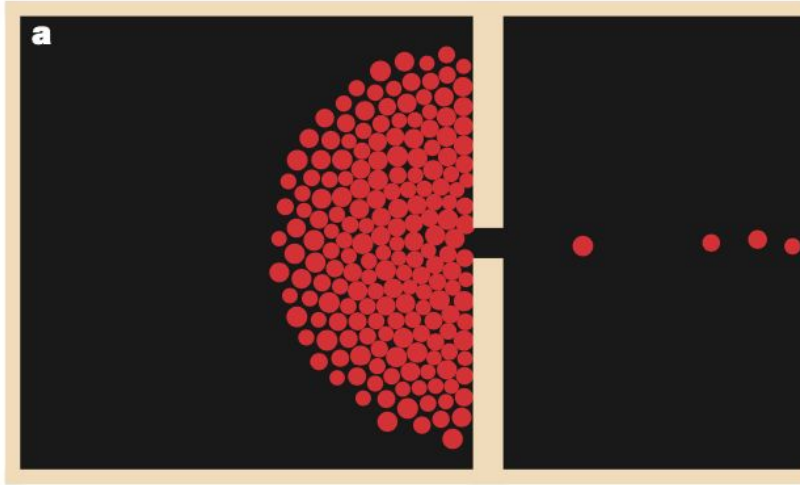
Implementation: Raytracing



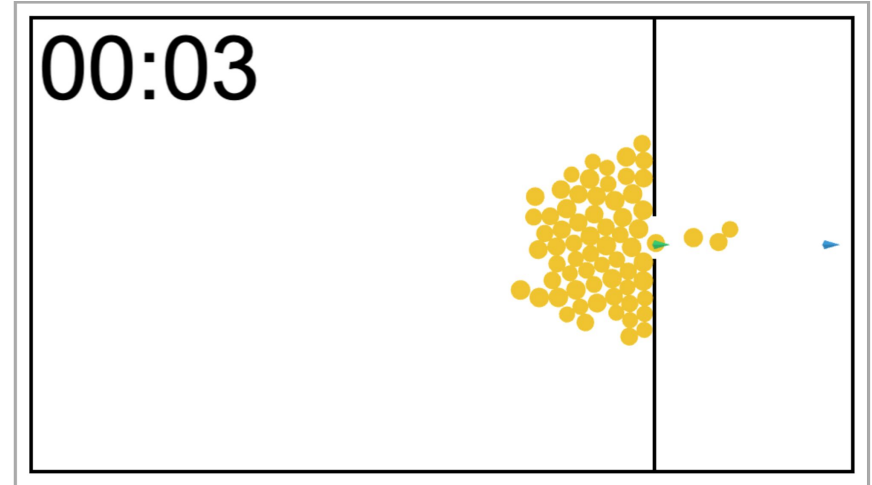




Experiment 1: small door

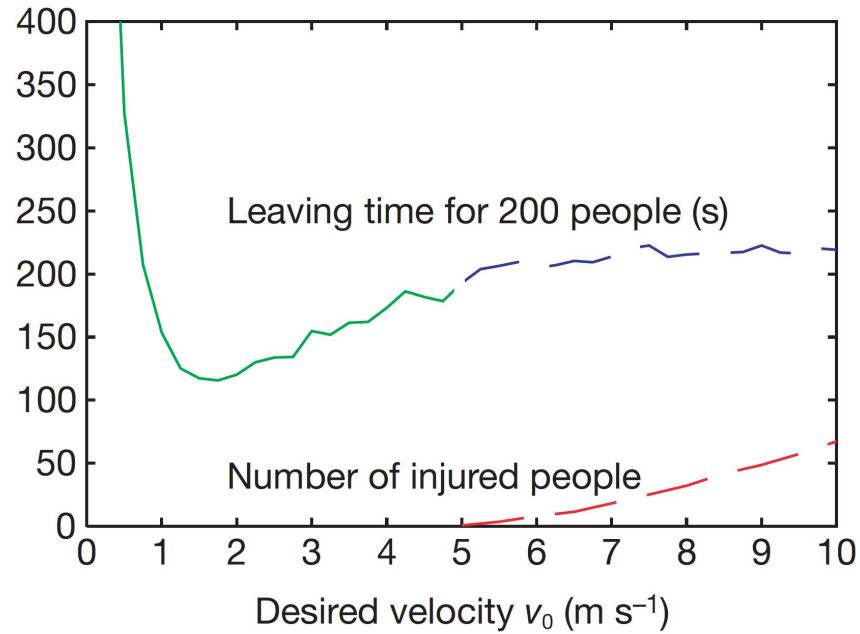


Experiment from the paper “Simulating dynamical features of escape panic”¹



Experiment 1 from our Complex System Model

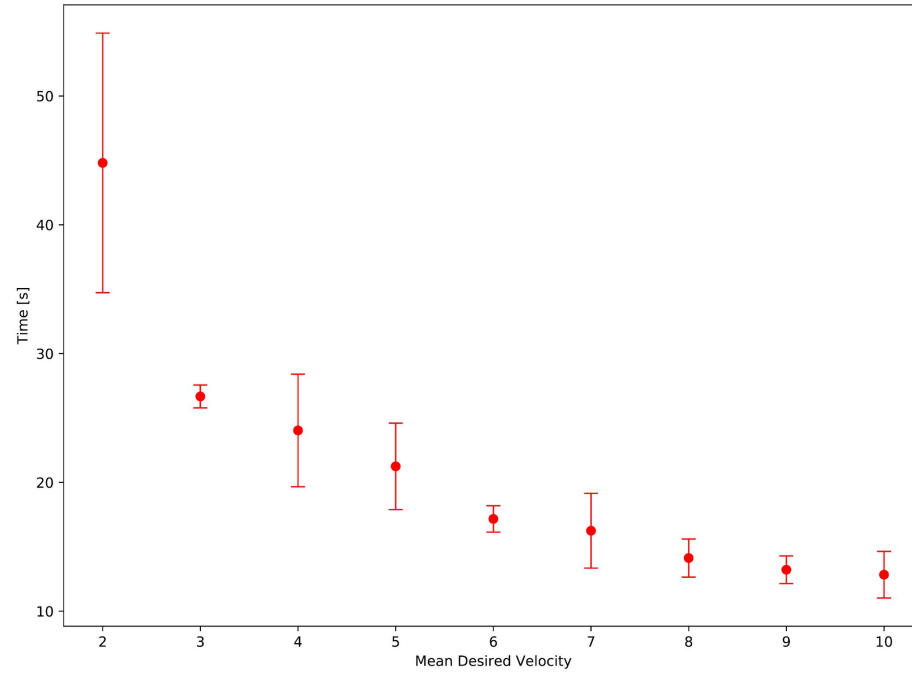
[1] Dirk Helbing, Illes Farkas, and Tamas Vicsek. Simulating dynamic features of escape panic. Nature, 407:487-490, 09 2000



Statistical plot from the paper Simulating dynamical features of escape panic¹

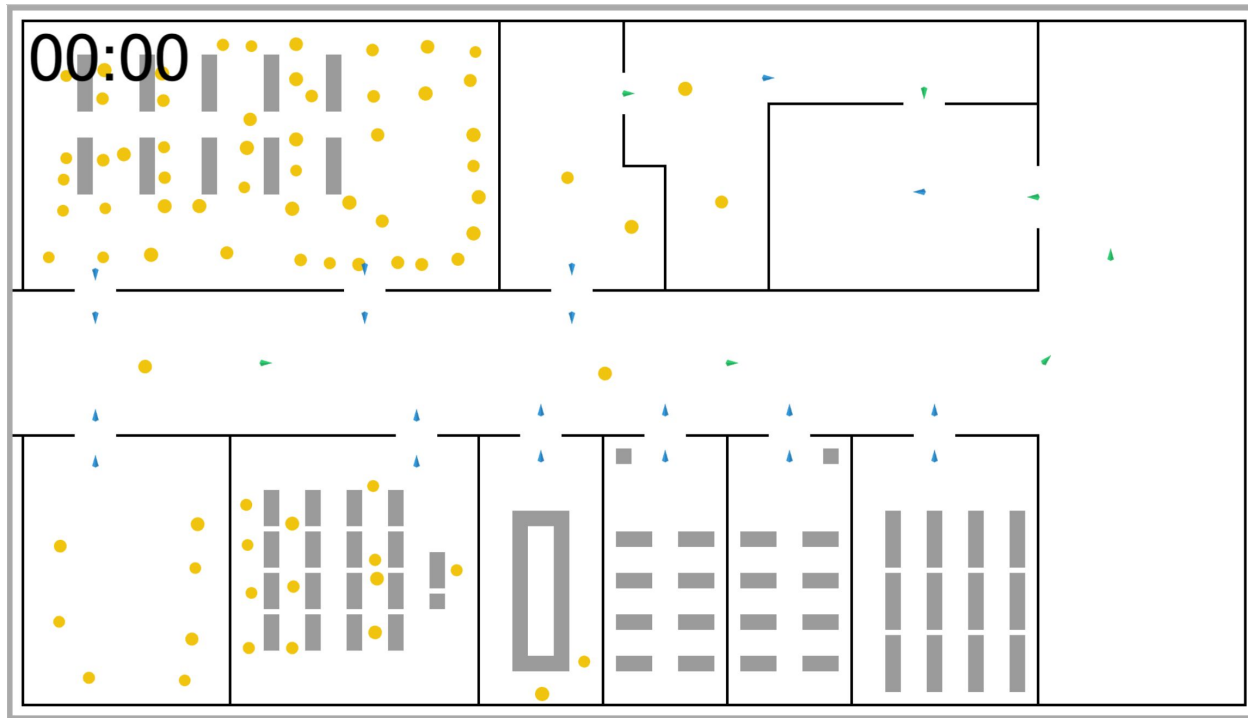
[1] Dirk Helbing, Illes Farkas, and Tamas Vicsek. Simulating dynamic features of escape panic. Nature, 407:487-490, 09 2000

Exp_1_Plot_1

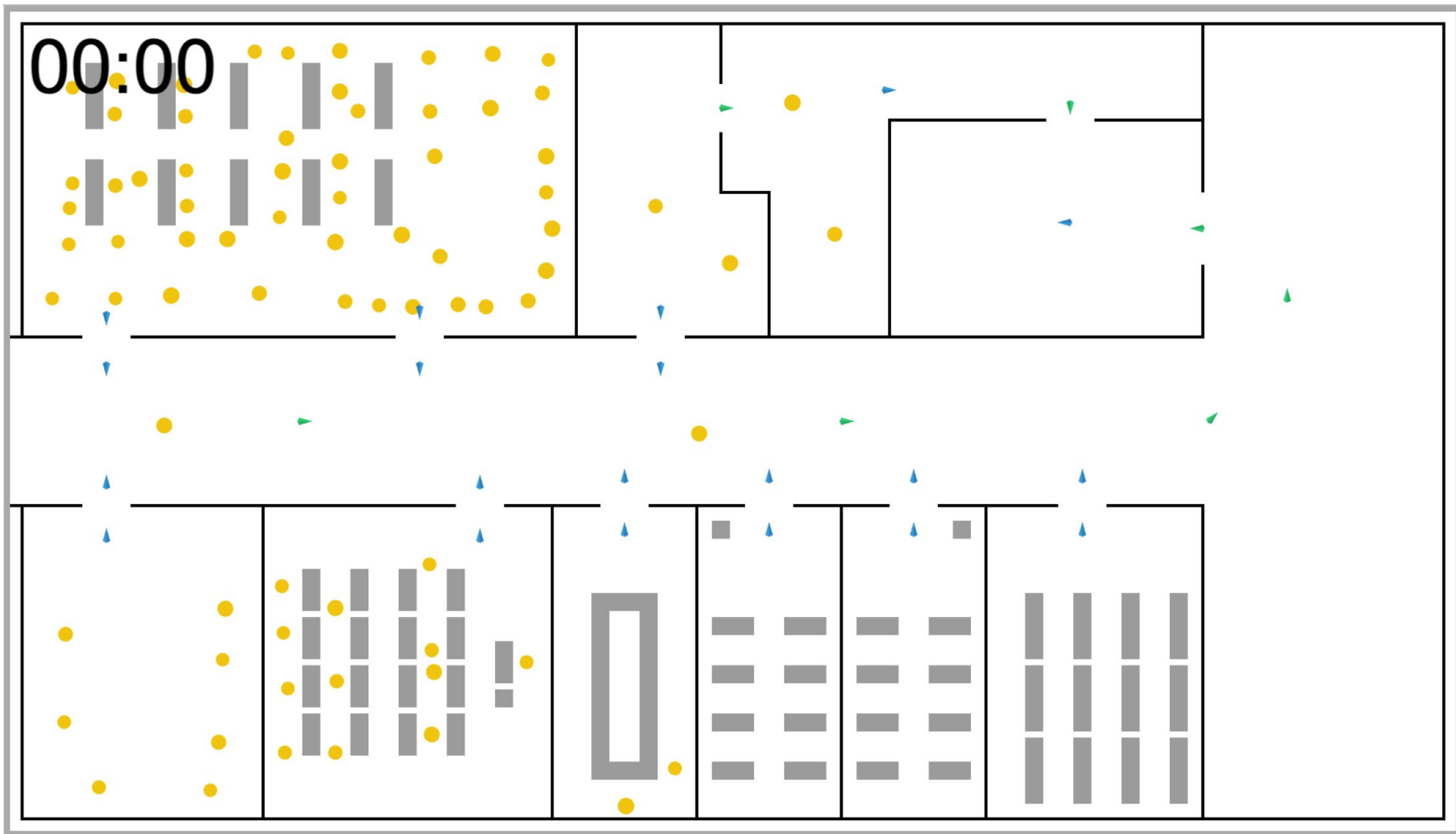


Statistical plot from the paper Simulating dynamical features of escape panic¹

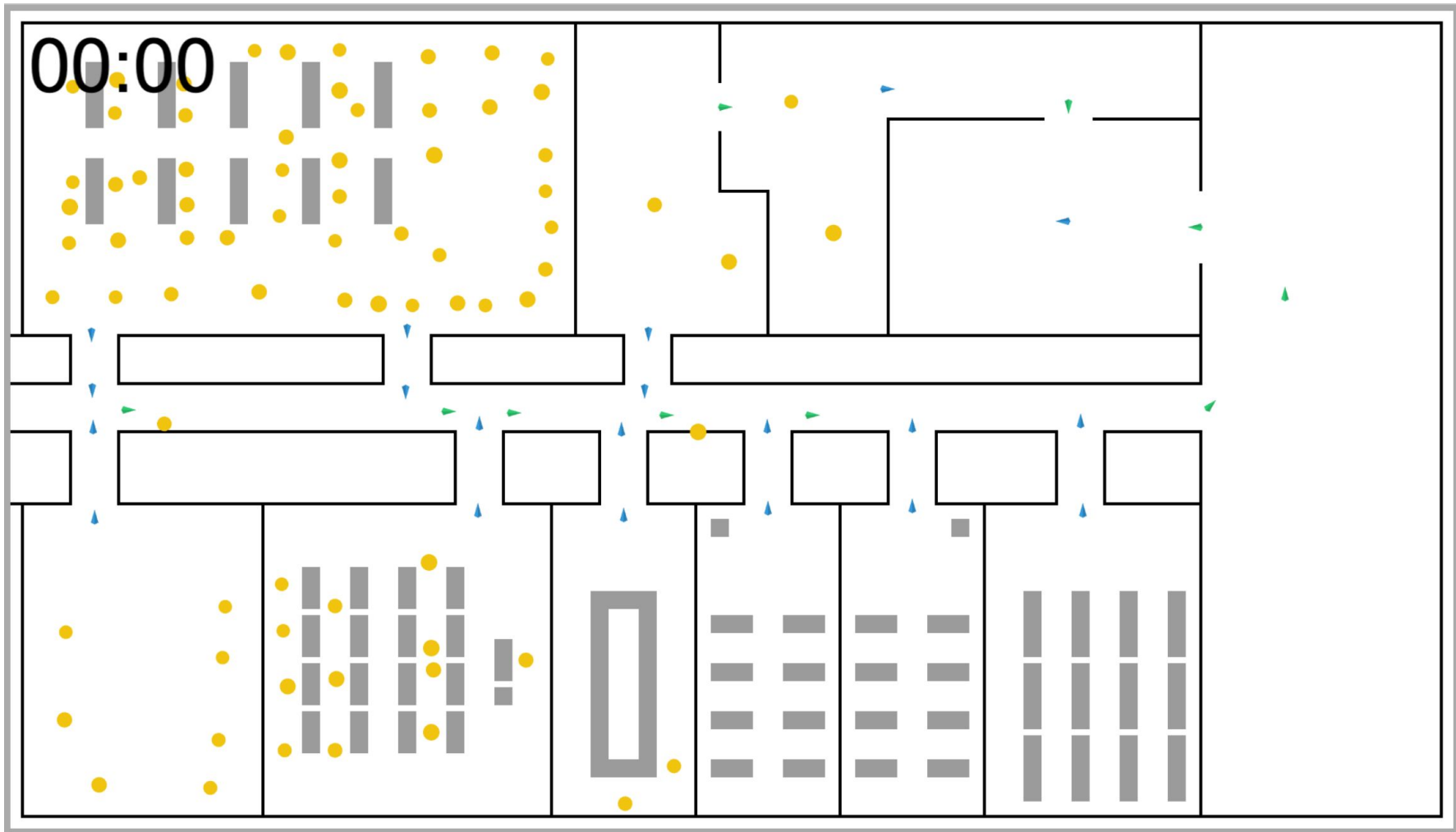
Experiment 2: Polysnack



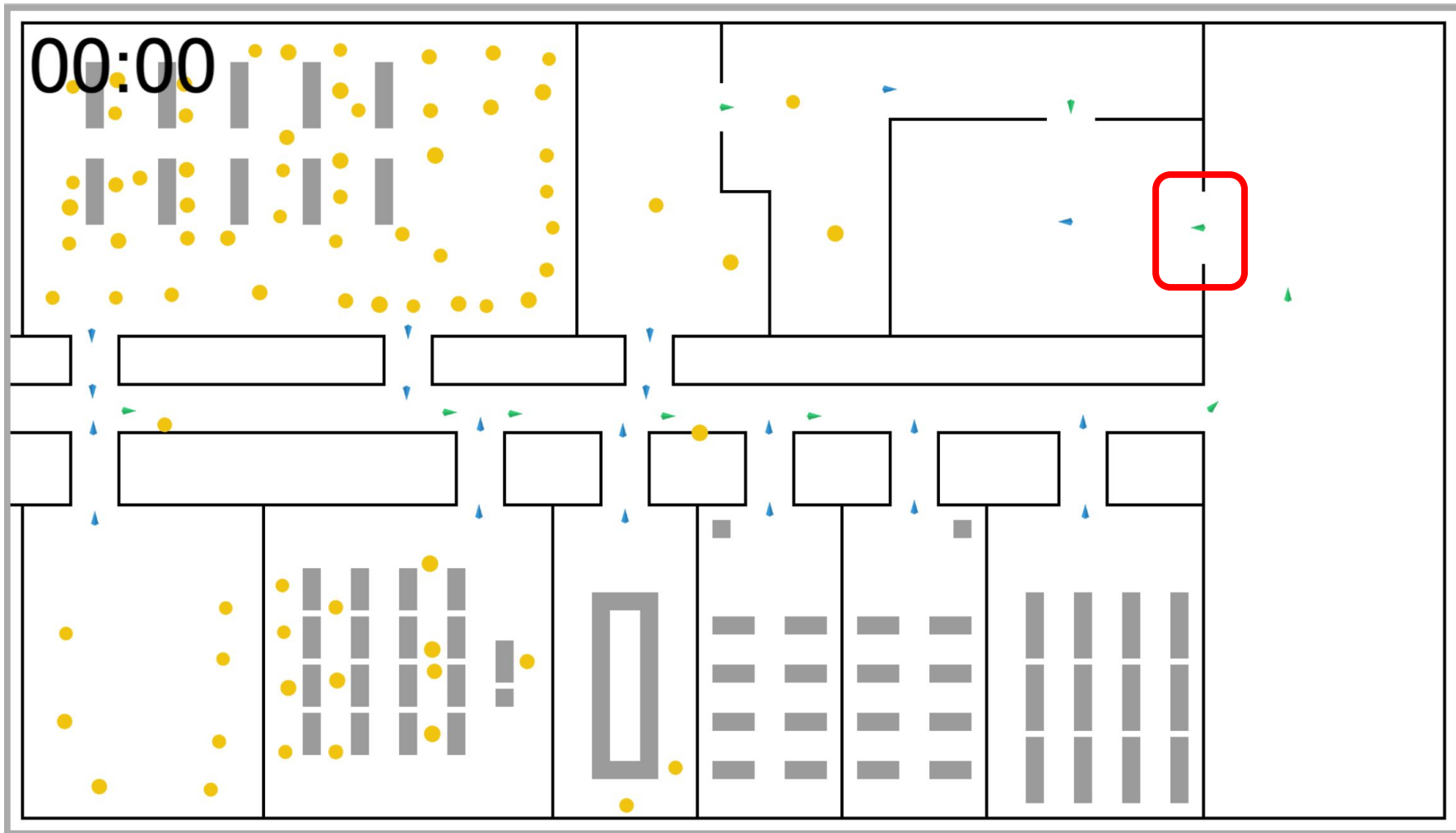
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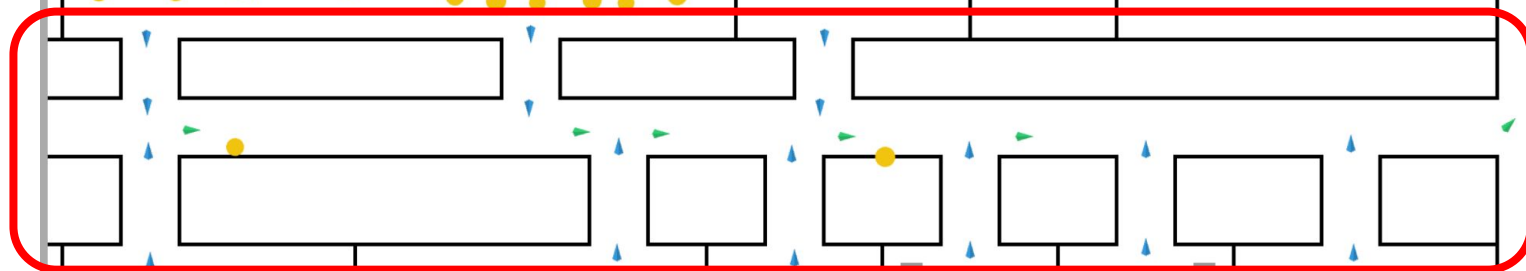
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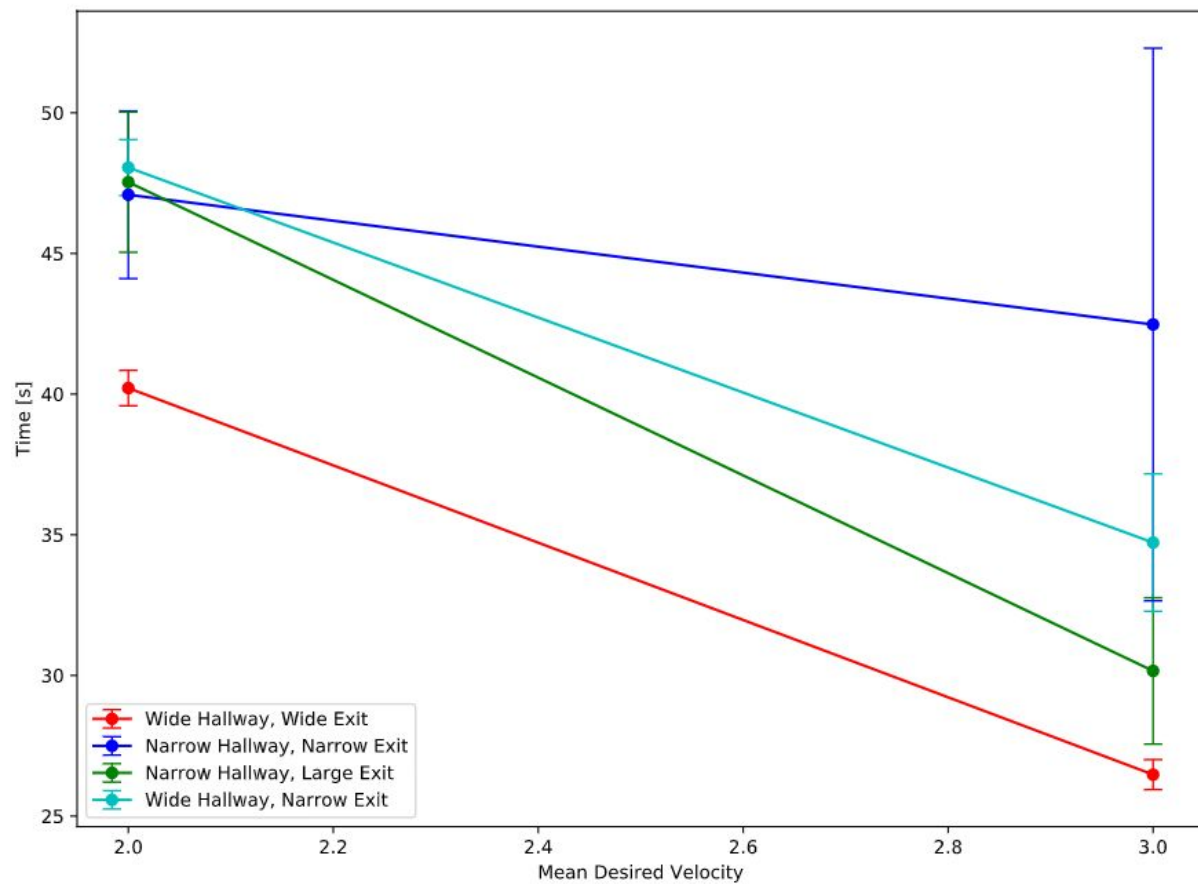


00:00



00:00





Further Development

Further Development



Further Development



Further Development

