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 black-square	Update README.md	f3f6bd1 on Nov 1, 2013	78 commits
Assets	FIX: Load Defaults hangs on second time	8 years ago	
ProjectSettings	FullScreen checkbox, instances order changed	8 years ago	
.gitignore	Lighting and lightmaps were tuned up	8 years ago	
LICENSE	Initial commit	8 years ago	
README.md	Update README.md	8 years ago	

README.md

BirdFlock

BirdFlock is a real-time 3D visual simulation of birds' group behavior created in C# and Unity 3D. Virtual birds, like real ones, gather in flocks, avoid collisions with obstacles and with other birds, fly to attraction point, etc. Algorithm demonstrates "natural" behavior of flock in three different environments: flight along predefined points, behavior in a confined space and flight without aims and obstacles.

[Live In-Browser Demo and more info >>>](#)

Screenshots



[Live In-Browser Demo and more info >>>](#)

About

Bird Flocking Simulation (Unity3D)

black-square.github.io/birdflock/

Readme

MIT License

Releases 1

First release Latest on Oct 29, 2013

Packages

No packages published

Languages

C# 100.0%