**Flocking WebGL simulation throw OpenEarth**

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Abstract: This paper aims to obtain a better knowledge of the mechanism of

As a conclusion, this simulation program results an appropriate tool considering that

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1. INTRODUCTION

1.1

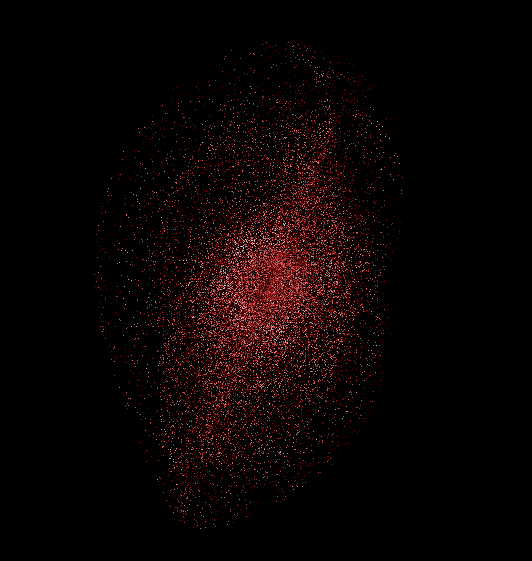


Fig. 1.

1.2

2. METHODOLOGY

2.1

3. CONCLUSIONS

REFERENCES