

PARTICLE SWARM SIMULATION

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Basic Swarm Simulation

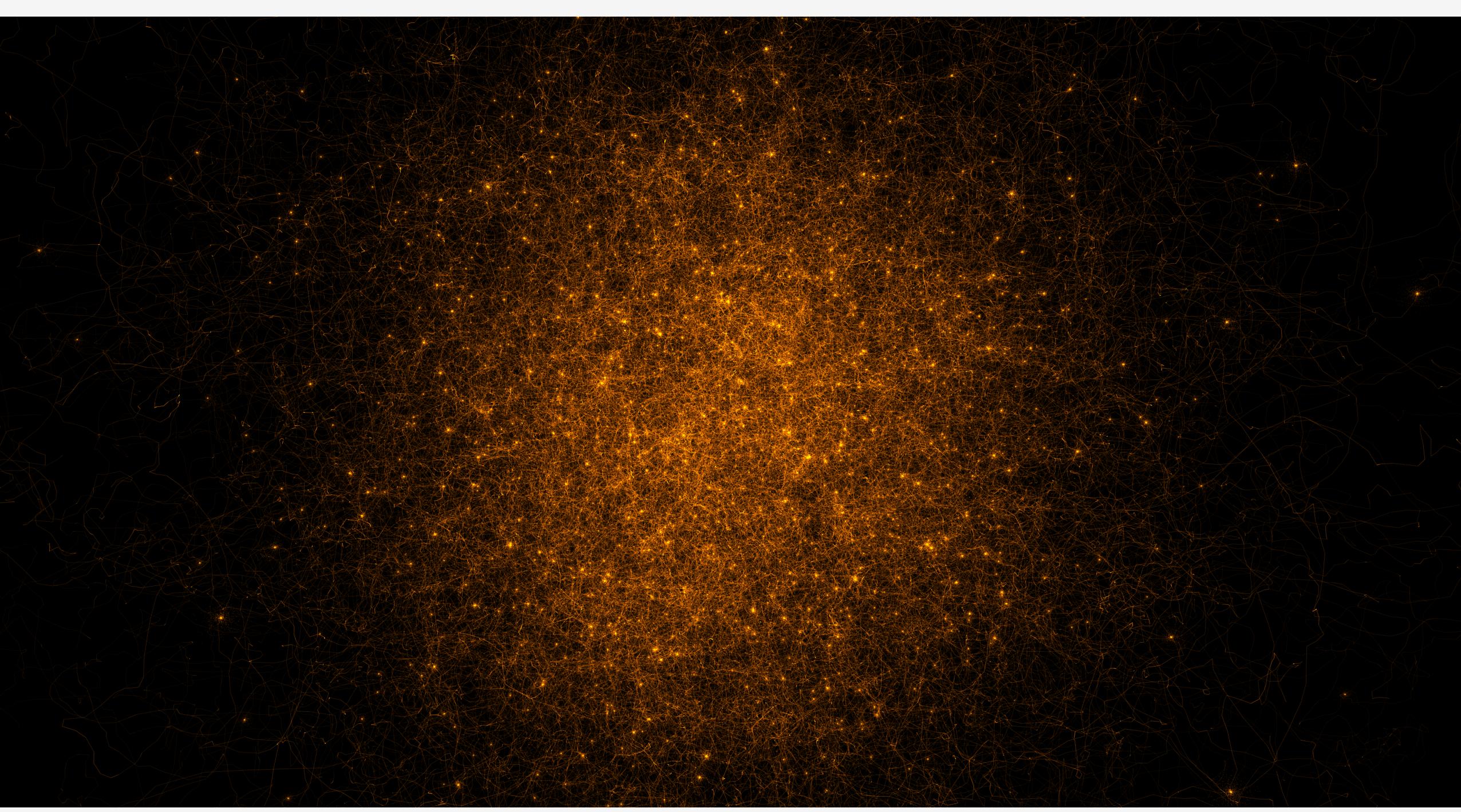
- Basic flocking algorithm based on Craig Reynolds
 - Cohesion
 - Alignment
 - Separation
- Visualize in 3d space

Flocking Demo



Enhanced Swarm Simulation

- Alignment on different figures (2d / 3d)
- Alignment on drawings by the user
- Object detection
- Path finding
- Other ideas
- **Design**



Editor

- Edit parameters
- Create new particles
- Create new objects
- Draw own alignment graphics
- Steer Boids



Particle Swarm Simulation

Triangle ▾ Align To

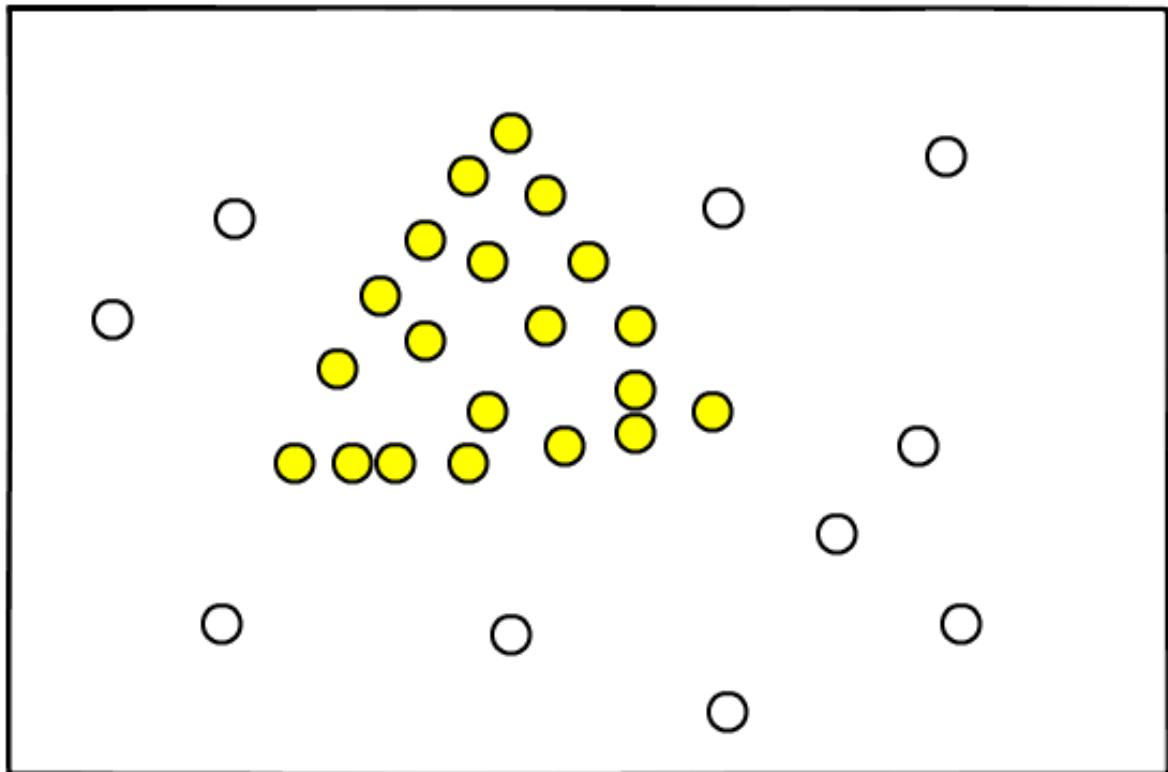
Parameter

Cohesion

Alignment

Separation

Shape Color ▾



Questions?

