

50 FPS  
64 agents

Main | Advanced

### Crowd

Load Brains

Load Crowds

### Simulation

☒ Velocity Vector

☒ Vision Radius

☐ Strength

☒ State Colour Code

Shader

Phong

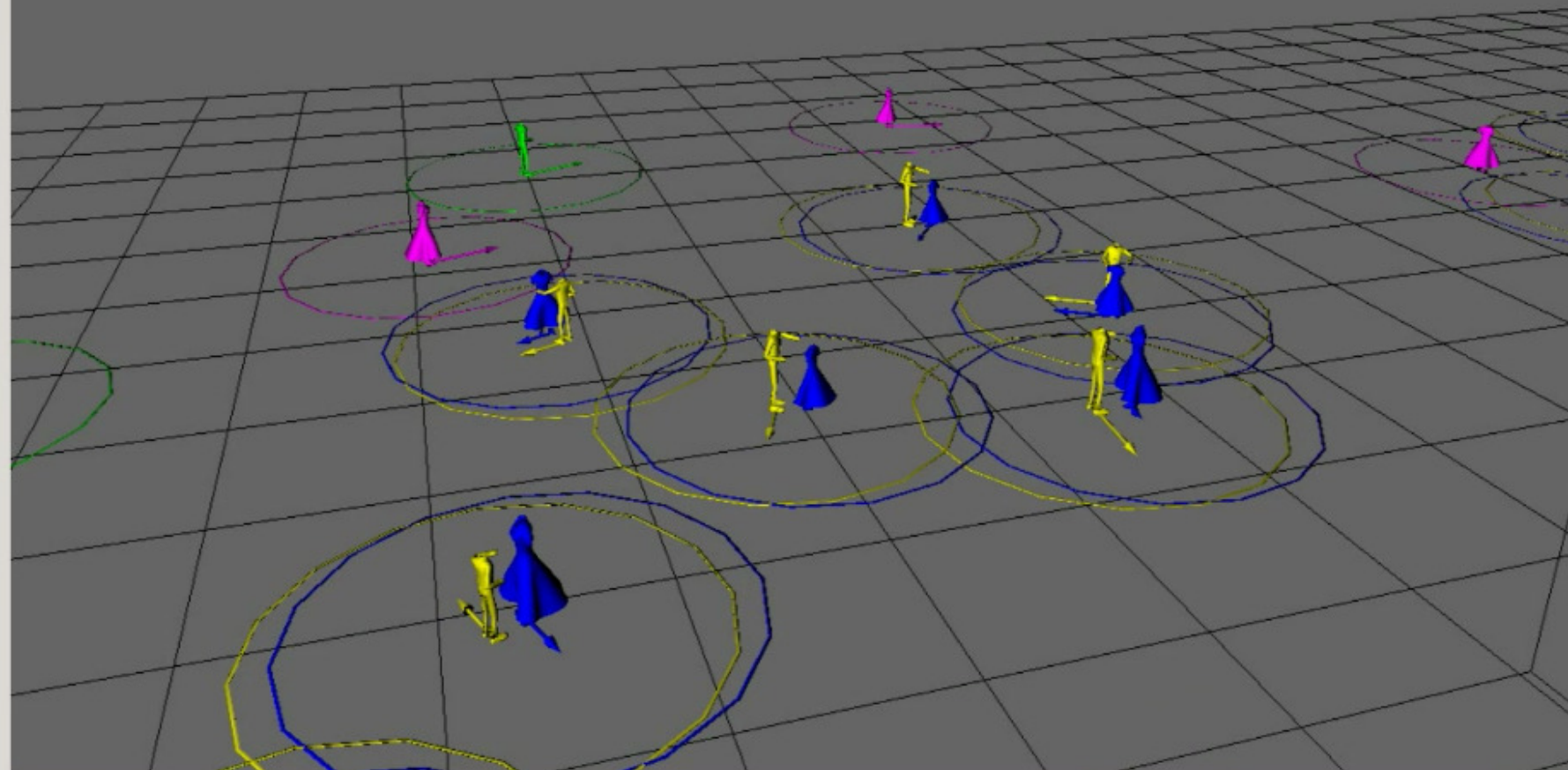
Dummy

Customized

Simulate

Restart

Clear



Step (units)

Timer (ms)

0.05

20