

Crowd simulation based
on emergent behaviours

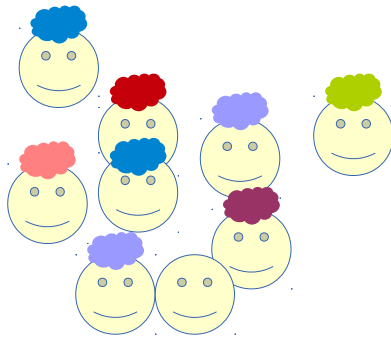
Agent



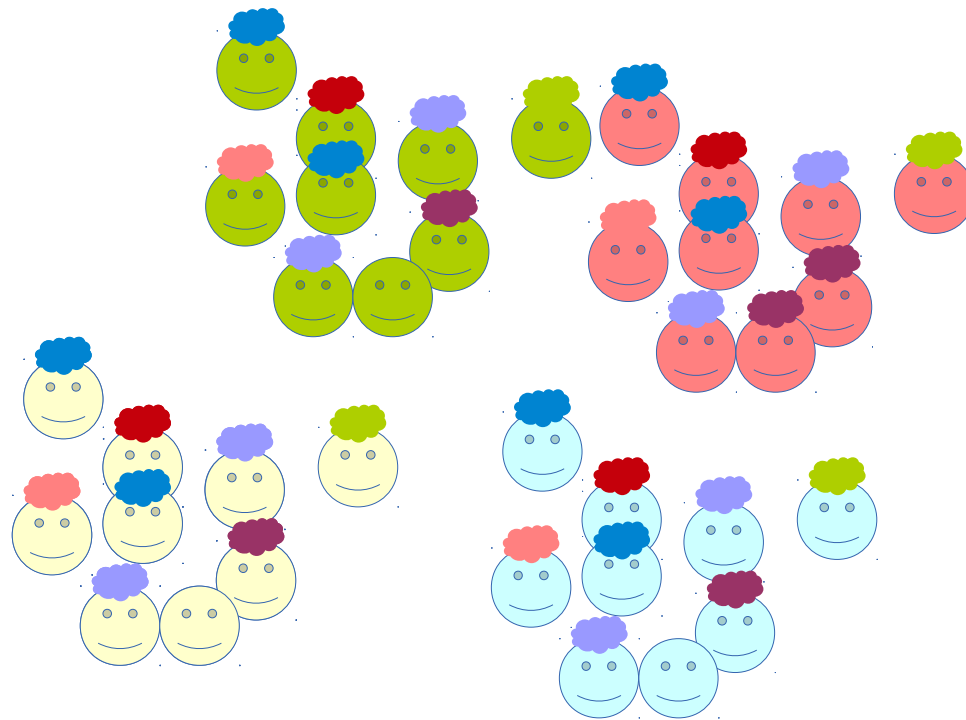
Individual behaviour: Brain



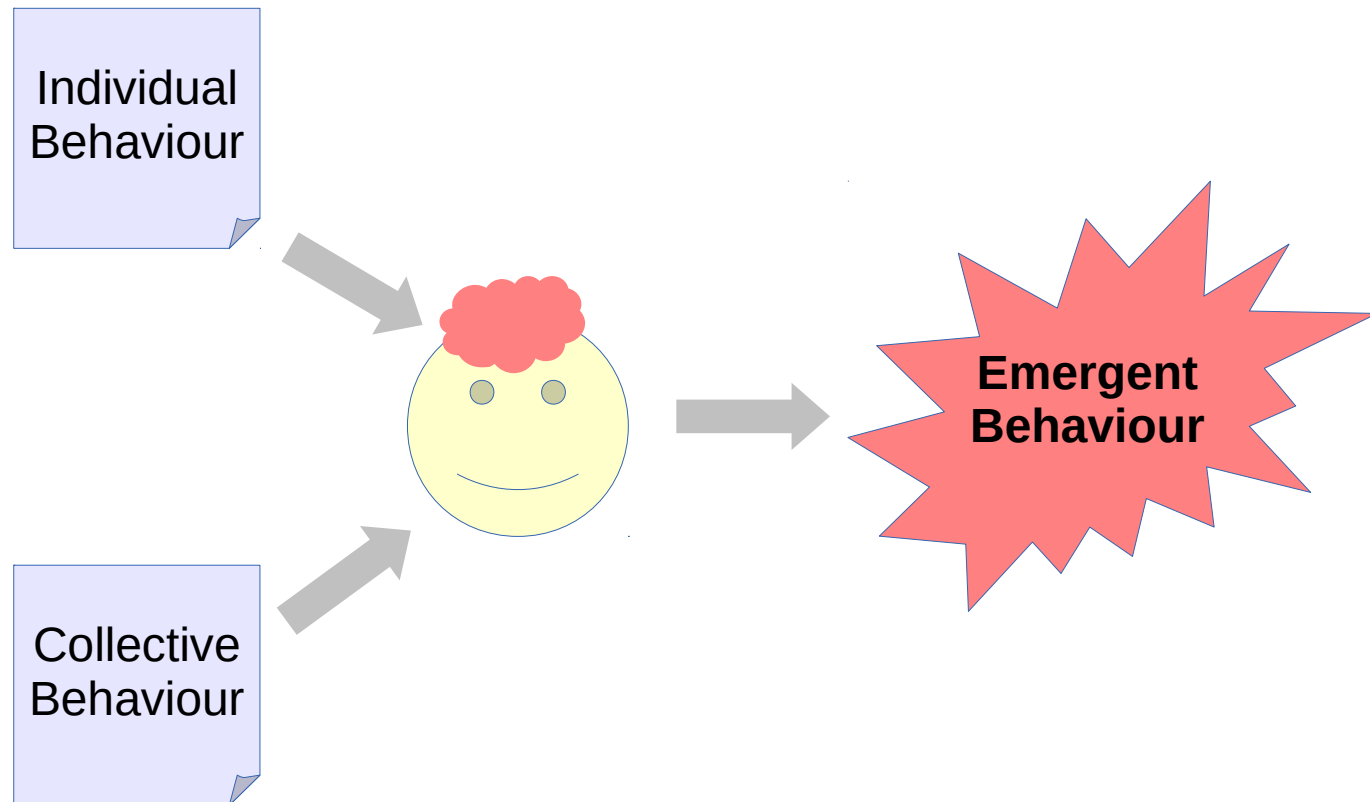
Collective behaviour: Flock



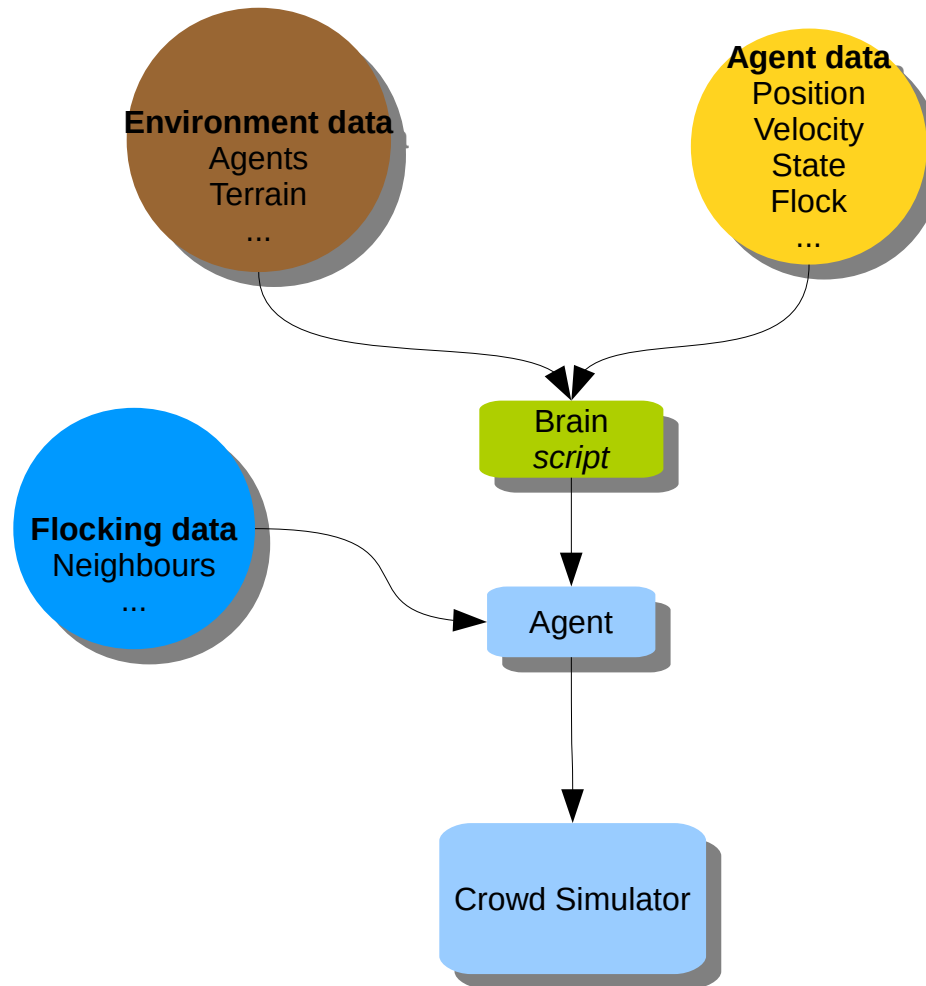
Global behaviour: Crowd



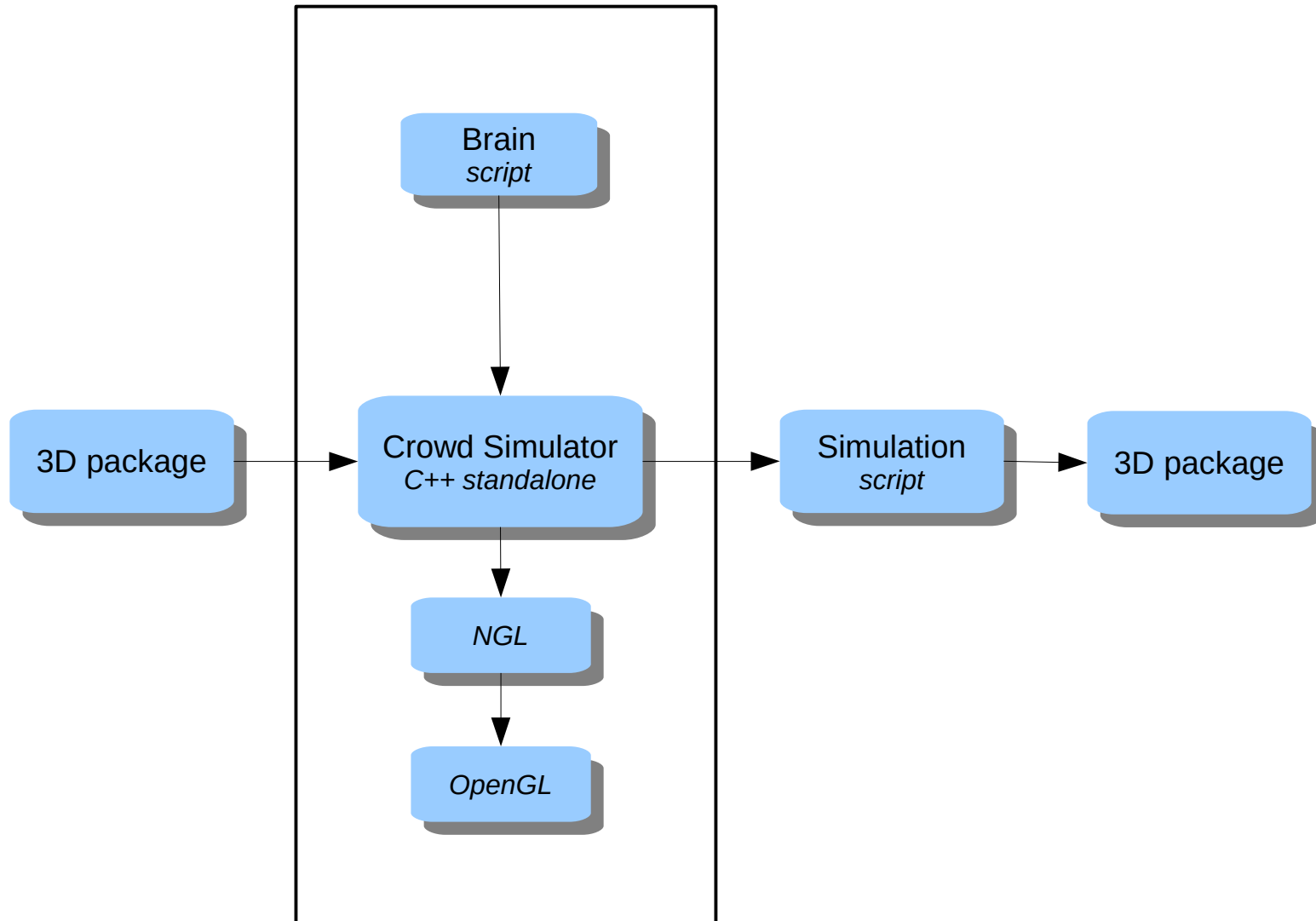
Emergent behaviour



Data flow for an agent



Pipeline



Class Diagram (so far)

