

3 FPS

Main | Advanced

### Crowd

Load Brains

Load Crowds

### Simulation

☒ Velocity Vector

☐ Vision Radius

☐ Strength

Shader

Phong

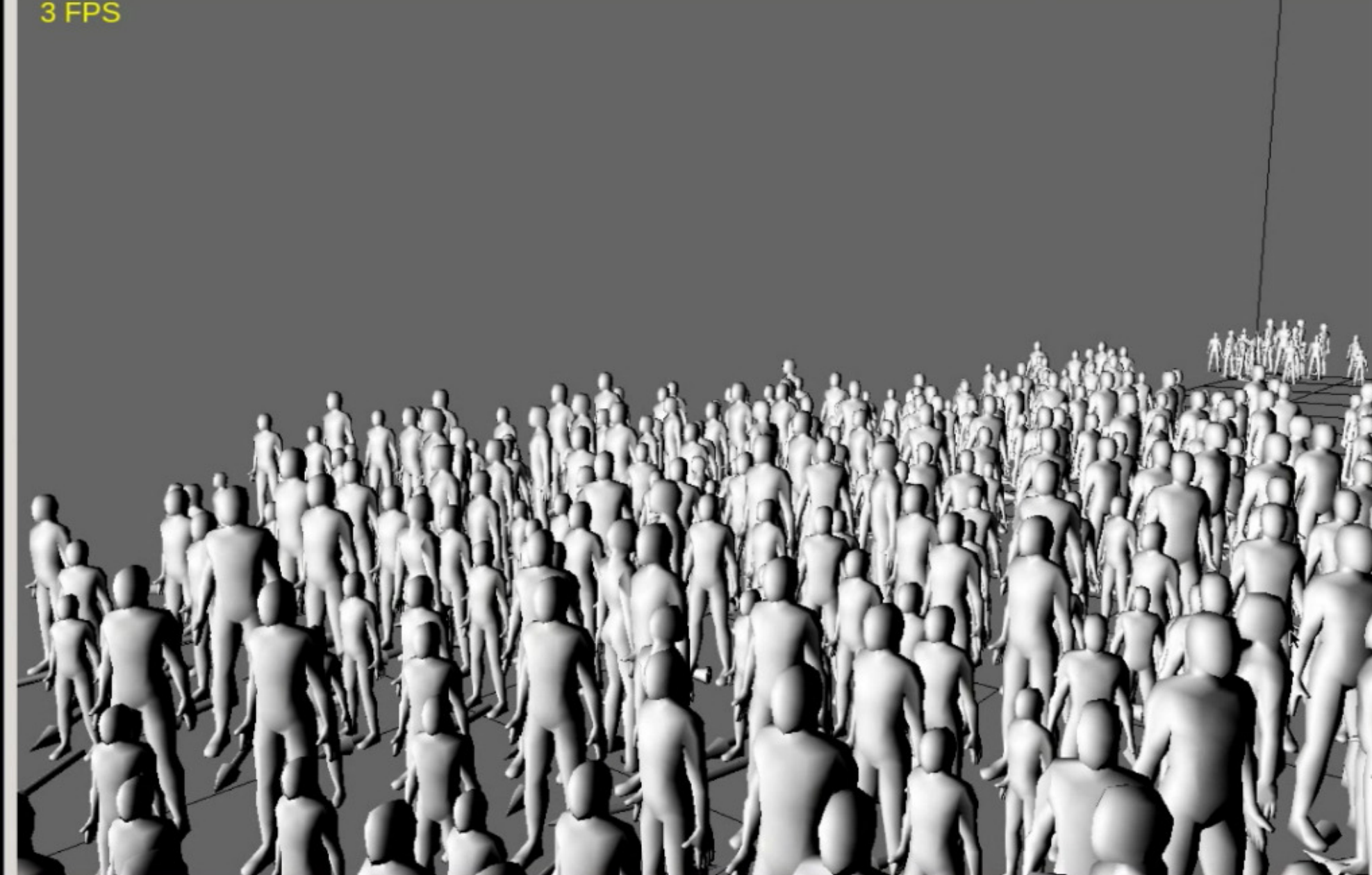
Dummy

Human

Simulate

Restart

Clear



Step (units)

Timer (ms)

0.2

20