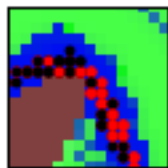


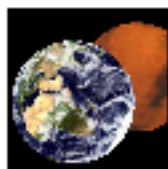
Click Thumbnail for Image



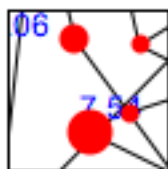
HeatBugs is a classic multiagent example popularized by the **Swarm** multiagent simulation toolkit.



Ants is an ant colony foraging simulation using two pheromones.



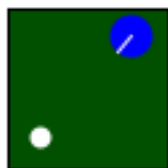
Solar System (Tutorial 6) is a simple (indeed simplistic) demo of planets orbiting the Sun.



Balls and Bands (Tutorial 5) simulates Hooke's Law with balls connected by rubber bands of different strengths.



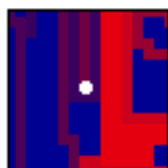
Woims is another **Boids** example. [Quicktime Movie.](#)



Keepaway simulates a Keep-Away Soccer game. At present the robots have stupid "go to the ball and kick it" behaviors.



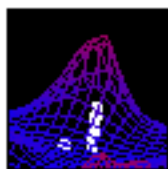
Conway's Game of Life, a classic cellular automata, here as a simple demo seeded with the b-heptomino.



The LightCycles Game is a discretized version of the old game popularized by the movie Tron.



Bouncing Particles is a tutorial



HeatBugs shown in wireframe 3D. [Quicktime Movie.](#)



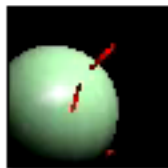
Flockers is an implementation of Craig Reynolds' **Boids** algorithm. 2000 flockers shown.



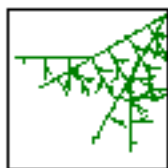
HexaBugs is HeatBugs on a hex grid, inspired by the **RePast** simulation toolkit. (Shown zoomed in).



Mouse Traps and Ping Pong Balls
When a ball hits a trap, it pops the ball back up, plus another ball. [Quicktime Movie.](#)



Woims in 3D shows the Woims in 3D space. [Quicktime Movie.](#)



L-system is a deterministic, bracketed context-free L-system generator with basic turtle graphics.



Cooperative Observation implements a k-means clustering method for cooperative observation of randomly-moving targets.



MAV is a basic platform for simulating simple Micro-air Vehicle behaviors.



Virus is a simple platform for