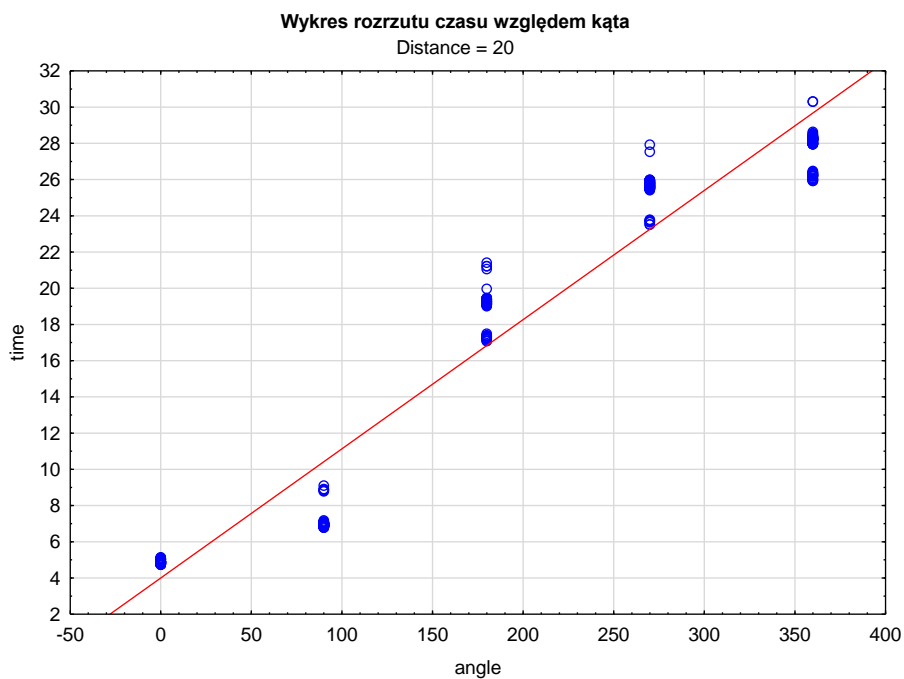
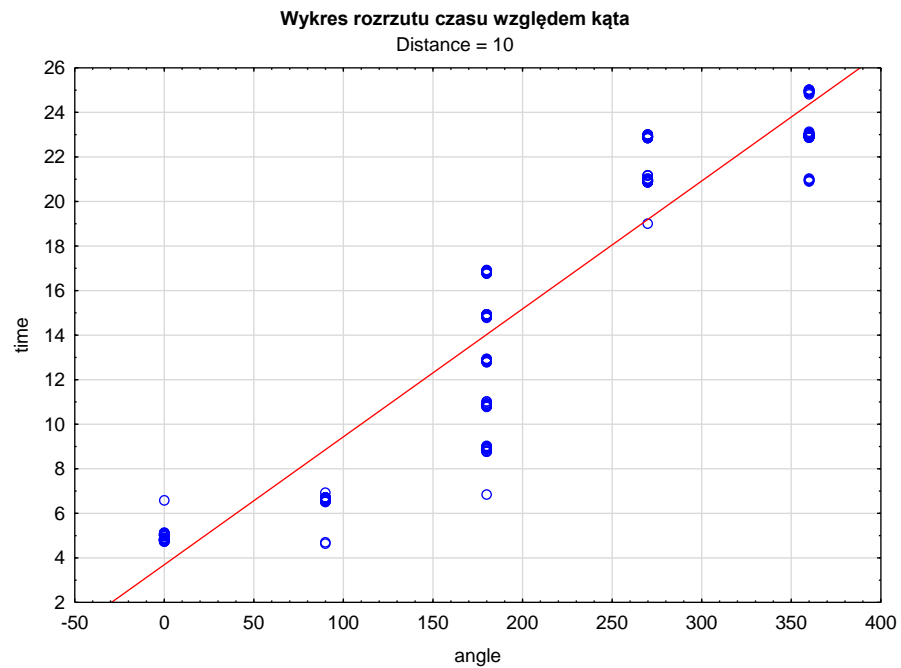


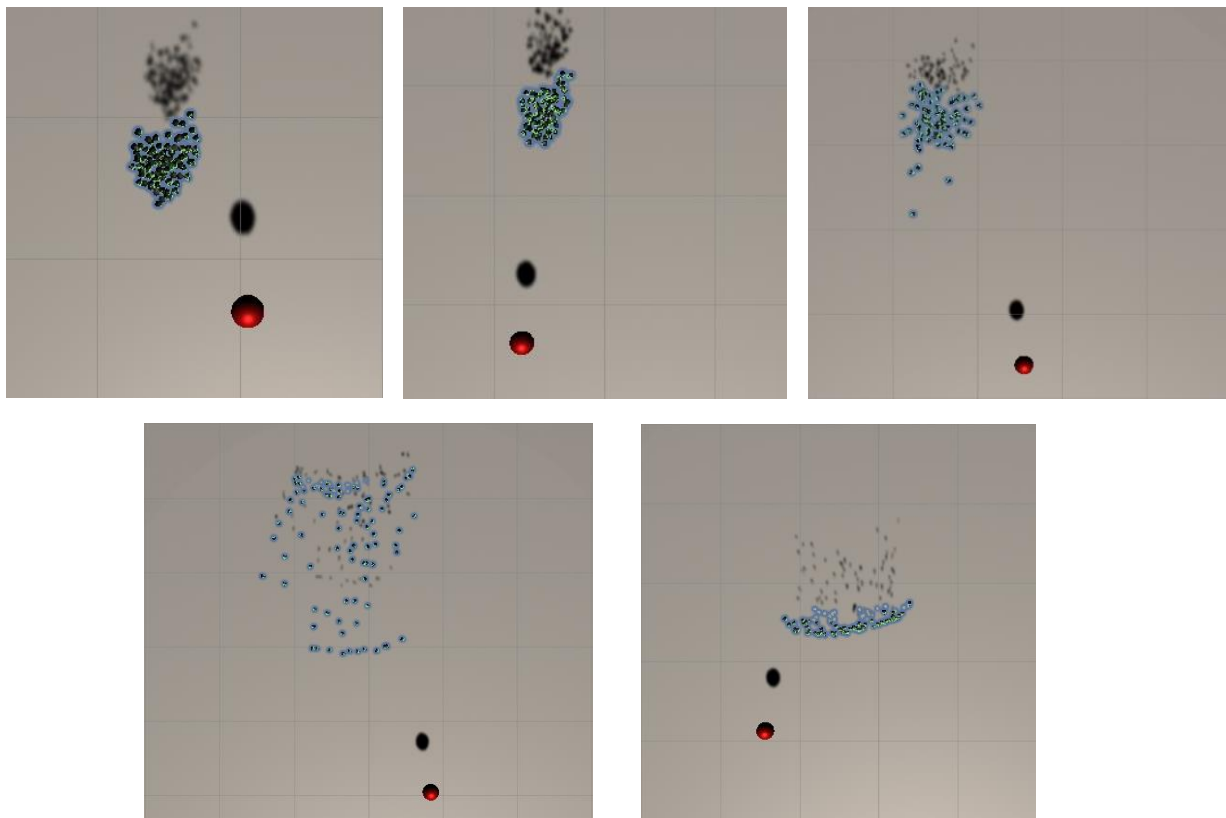
RESEARCH

Visualization of boids algorithm in Unity

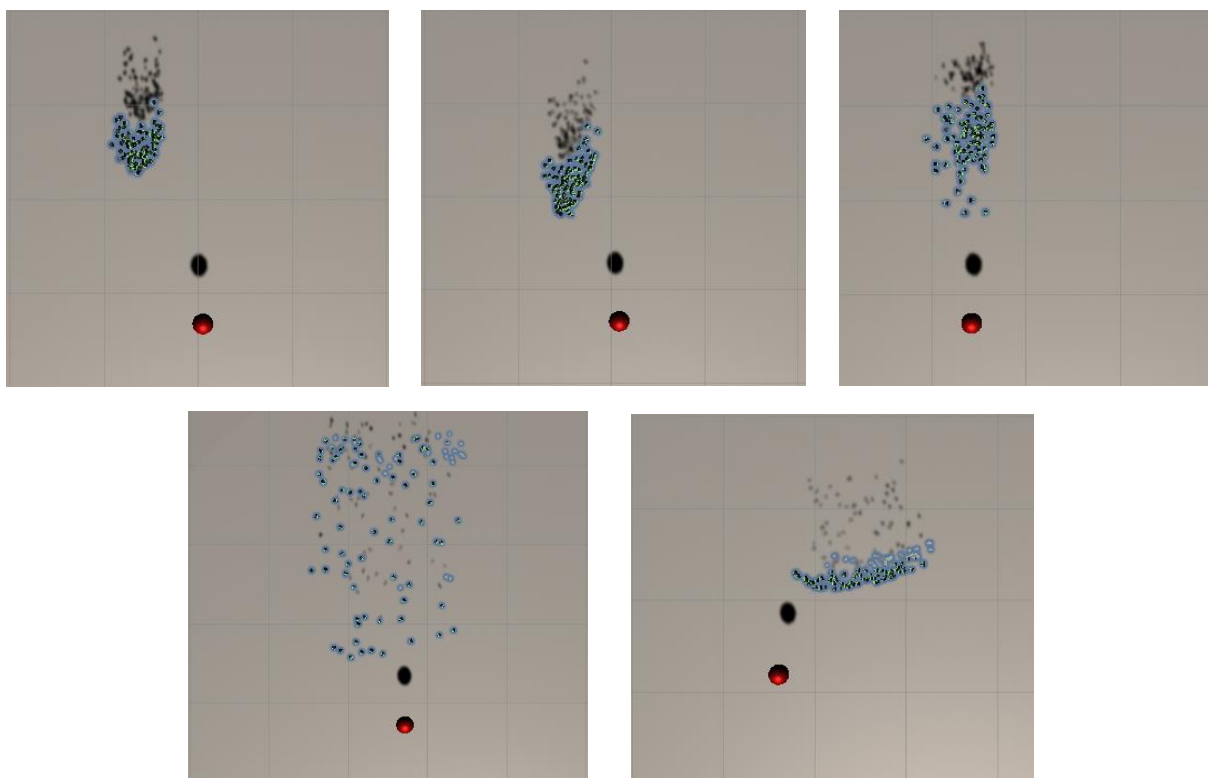
I examined how field of view affects flock. All measurements are in excel file. Here I show some results:



Distance\Angle	360	270	180	90	0
10	23,0888	21,9138	13,6414	6,5958	4,9065
20	27,6938	25,6003	18,9762	7,049	4,8734



Distance=10, Angles: 360,270,180,90,0



Distance=20, Angles: 360,270,180,90,0

