**Boids Simulation using Python**

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**Useful Logos:**

1. **Original Boids Explanation [*Craig Reynols]: <http://www.red3d.com/cwr/boids/>***
2. **Implement boids additional behaviors – Steering:** <http://www.red3d.com/cwr/steer/> **and** <http://www.red3d.com/cwr/papers/1999/gdc99steer.pdf>
3. **OpenSteer - Steering Behaviors for Autonomous Characters:** <http://opensteer.sourceforge.net/>
4. **Boids Pseudo code (really useful): <http://www.kfish.org/boids/pseudocode.html>**

**Other Codes (useful as basis to start)**

1. **Ben Dowling's – BASIC Boid implementation in Python using PyGame:** [**http://www.coderholic.com/boids/**](http://www.coderholic.com/boids/)
2. **Andrew Davison 2013 – ADVANCED Python Swarm:** [**http://www.doc.ic.ac.uk/~ajd/SimplePython/swarm.py**](http://www.doc.ic.ac.uk/~ajd/SimplePython/swarm.py)
3. **Modeling flocking behavior (Processing):** <https://github.com/jackaperkins/boids> **and** <https://www.youtube.com/watch?v=QbUPfMXXQIY>
4. **Other:** <http://greenteapress.com/complexity/Boids.py> **and** <http://vpython.org/contents/contributed/boids.py>