

basic flocking

with cone vision
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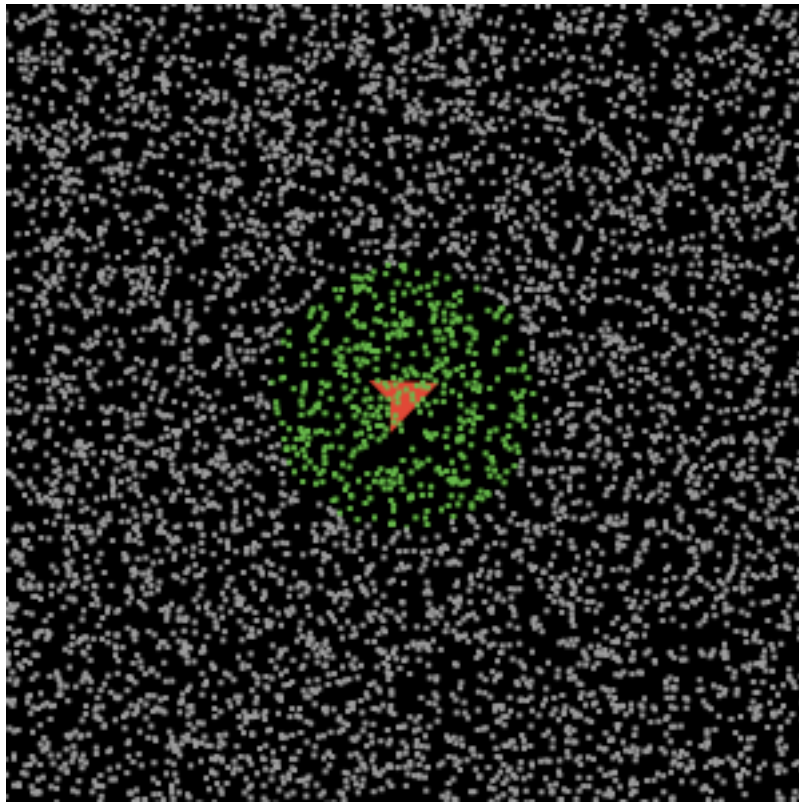
whats covered?

- basic flocking — all-around view, metric
- basic flocking — peripheral view, metric
- influence of angle/cone of vision on shape of swarm

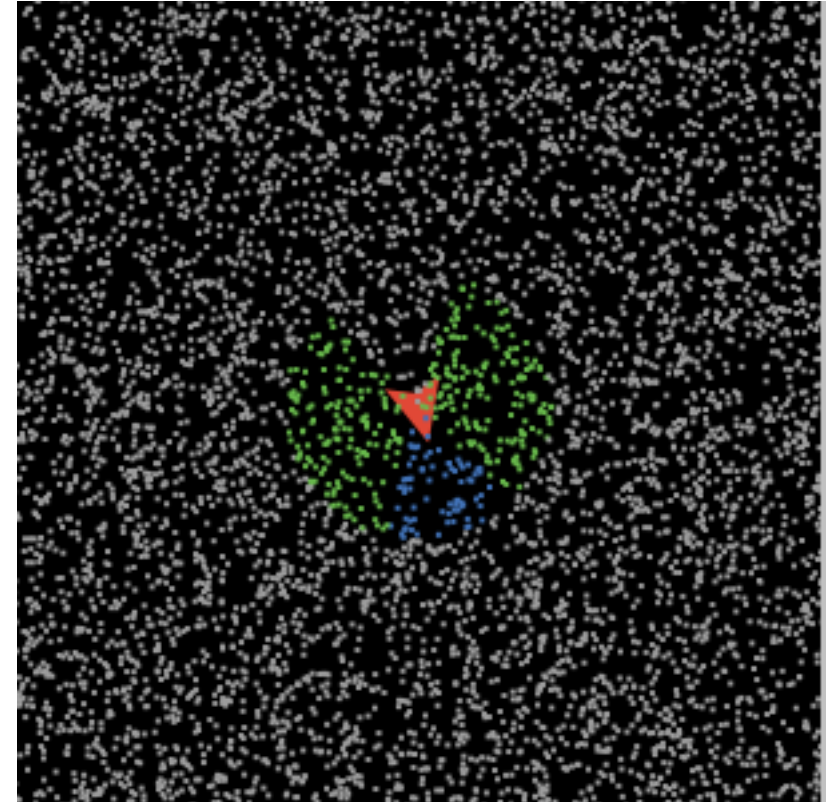
whats not covered?

- alignment angles analysis
- basic flocking — density influenced (non metric)
- basic flocking — influenced by fake agent (social threshold value)
- angle of view — intersection
- aggressor — swarm derangement

all-around vision, metric vs peripheral vision, metric



all-around



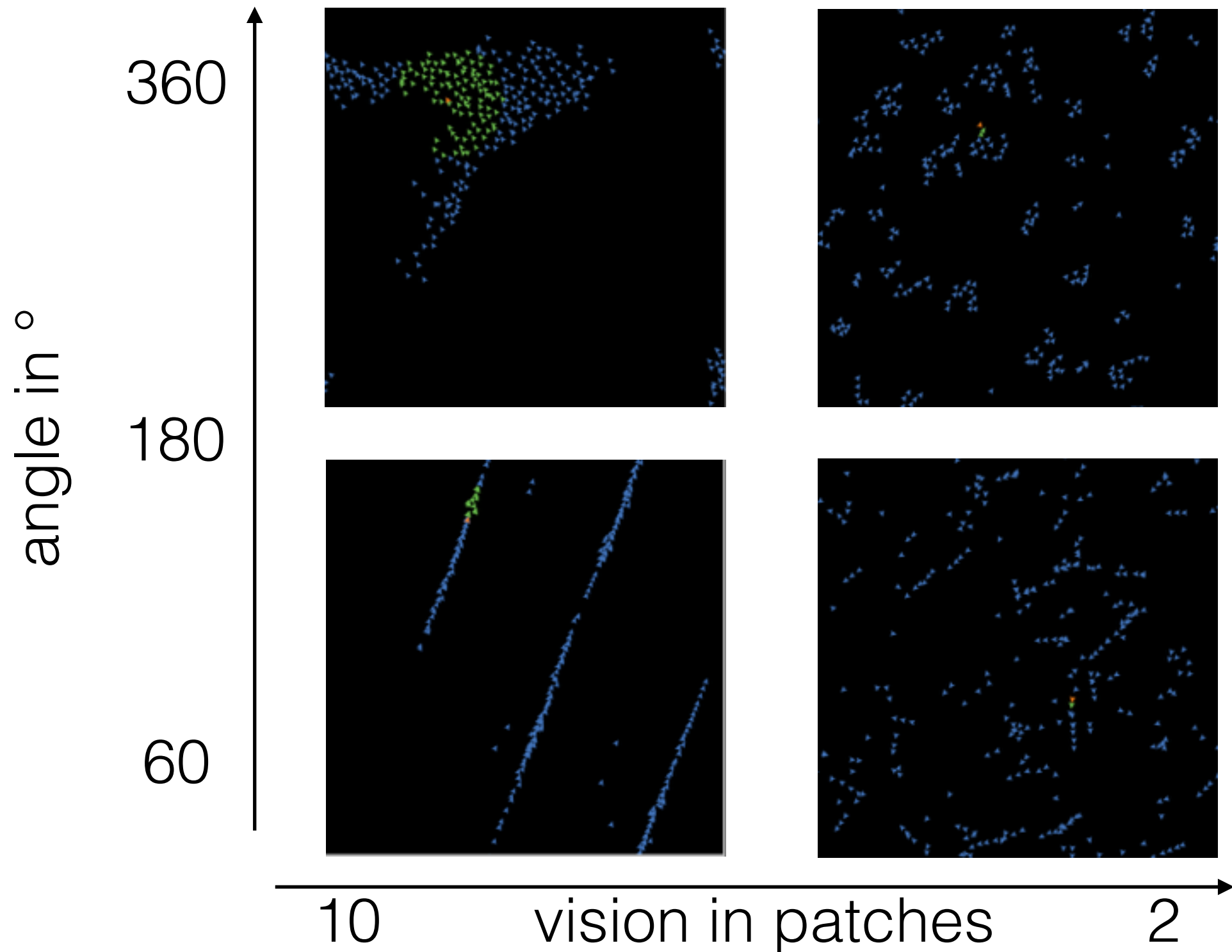
peripheral

basic flocking — all-around view, metric

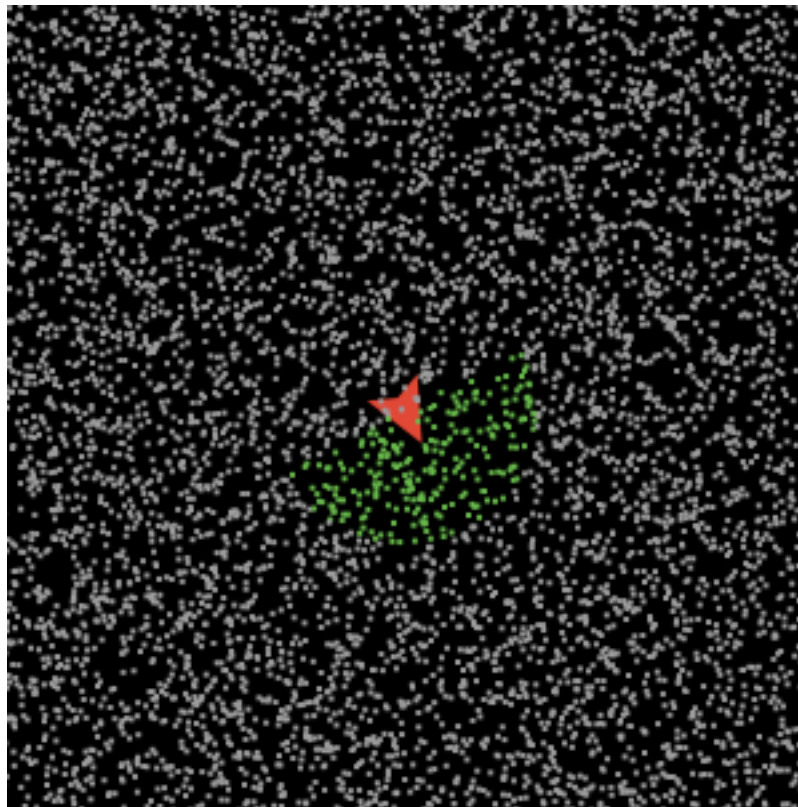
| angle/vision | 10 | 8 | 6 | 4 | 2 |
|--------------|-----|-----|------|-----------|-----------|
| 360 | 55 | 73 | 101 | 143 | 180+ |
| 300 | 69 | 64 | 113 | 187 | 350+ |
| 240 | 78 | 100 | 118 | 224 | 500+ |
| 180 | 74 | 102 | 134 | 251 | 600+ |
| 120 | 106 | 143 | 191 | 450+ | pointless |
| 60 | 198 | 229 | 350+ | pointless | pointless |

interpretation

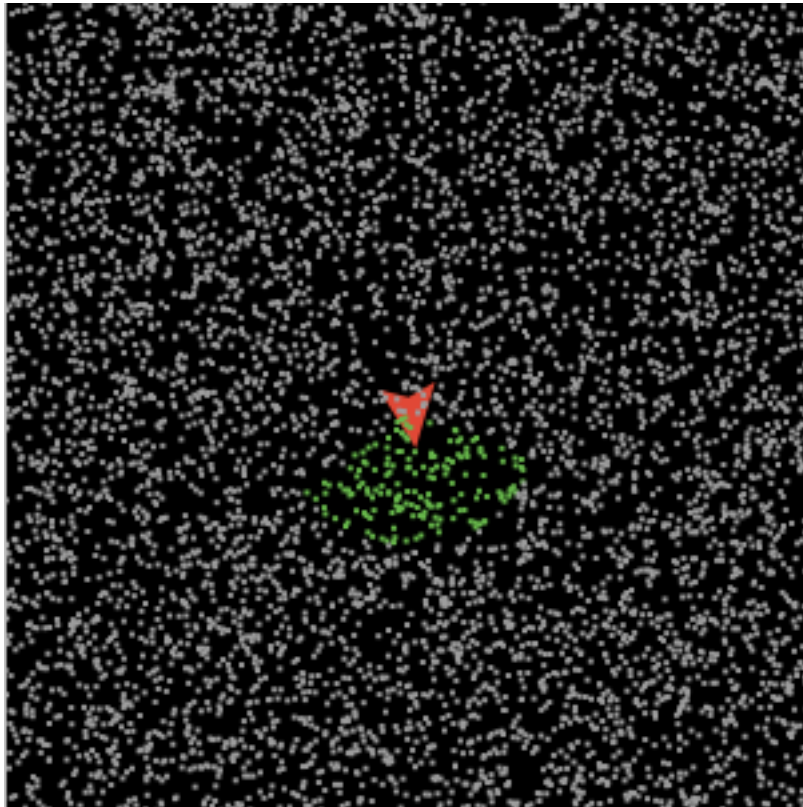
all-around view, metric



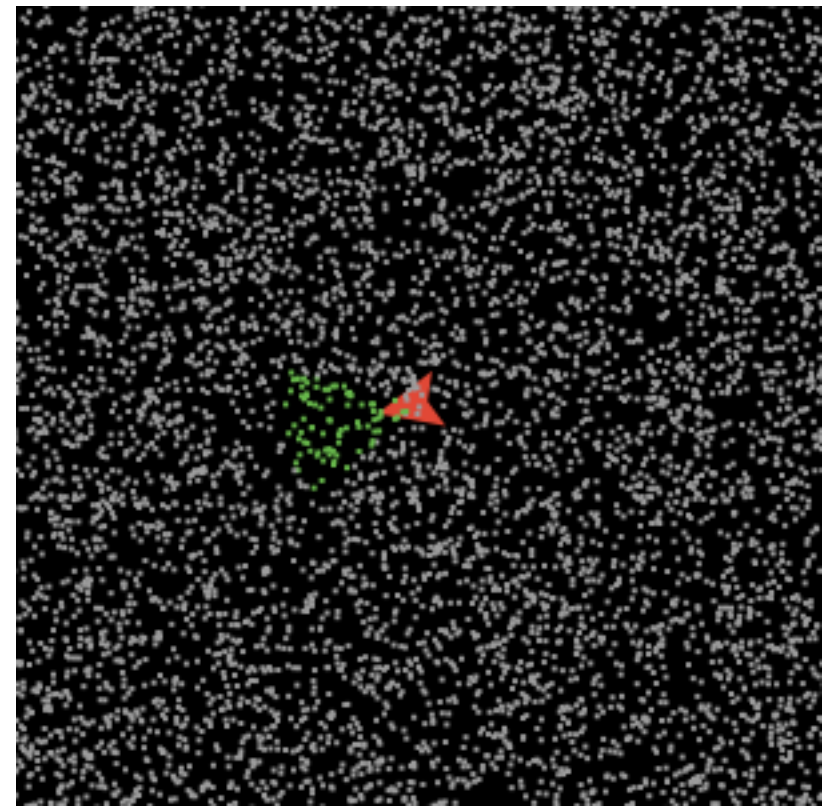
basic flocking — all-around viewing angles, metric



180°



120°

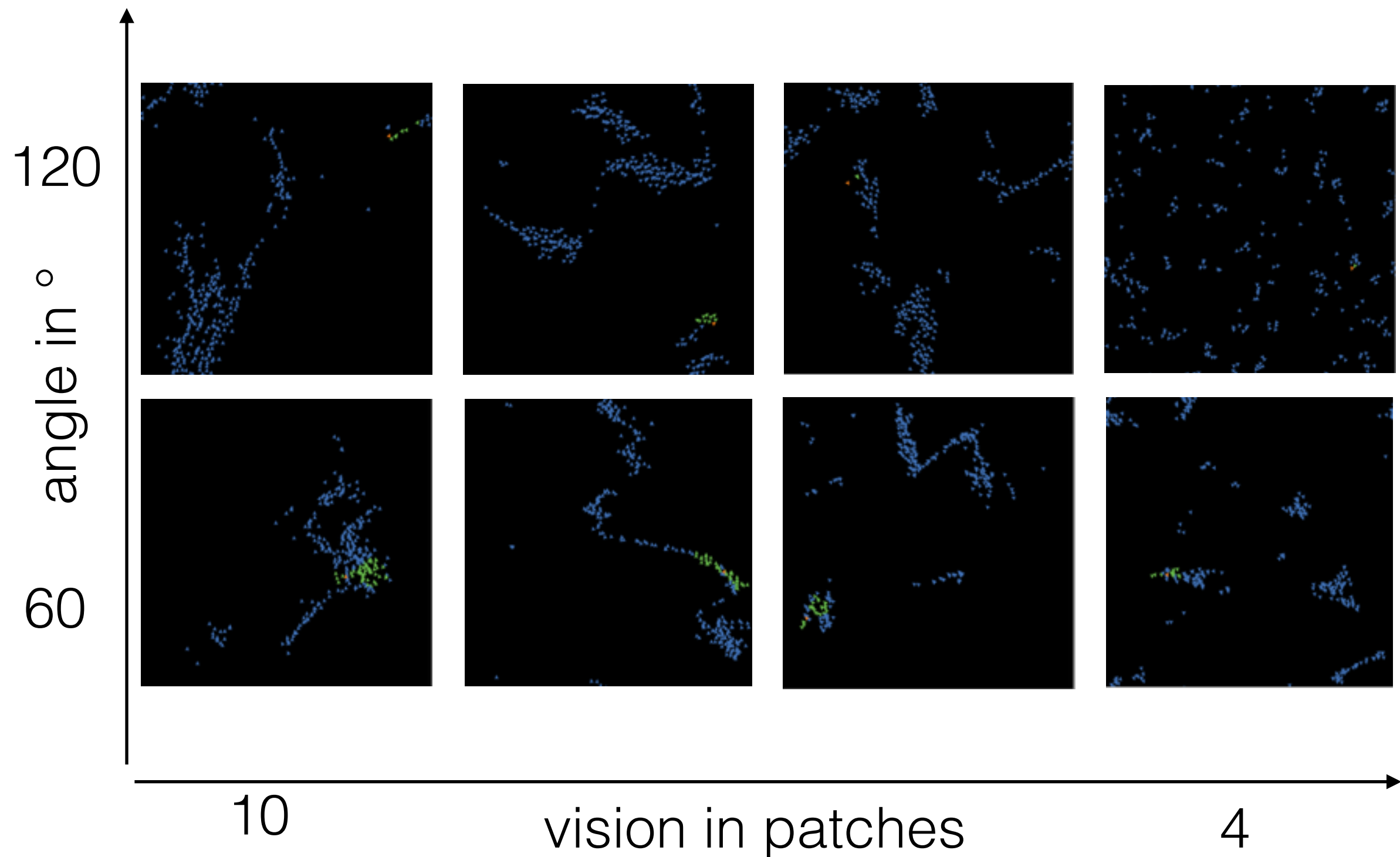


60°

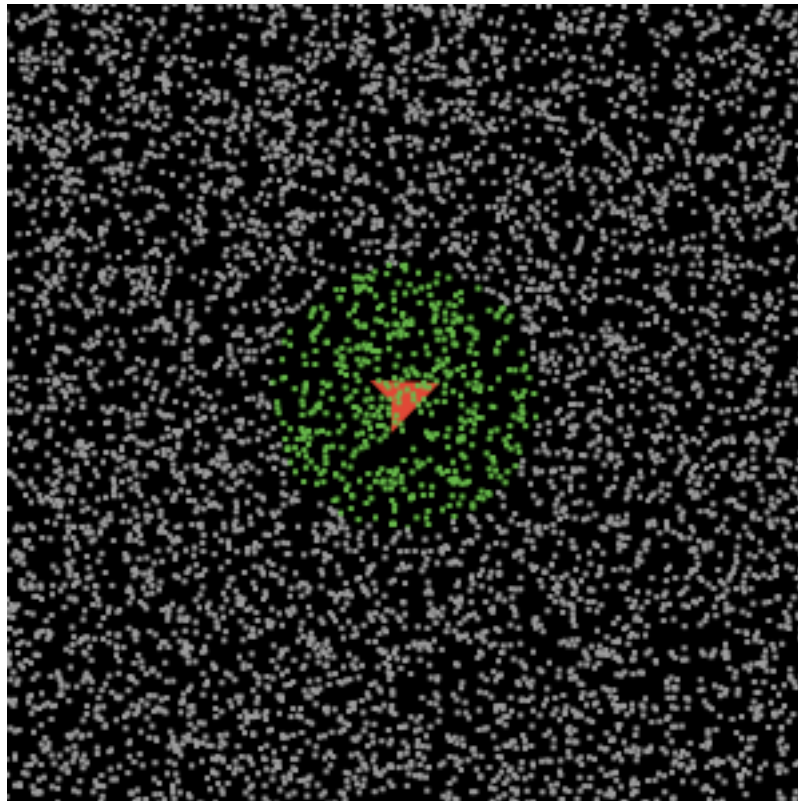
basic flocking — all-around view and cone view, metric

| angle/vision | 10 | 8 | 6 | 4 | 2 |
|--------------|-----|-----|------|-----------|-----------|
| 360 | 55 | 73 | 101 | 143 | 180+ |
| 300 | 69 | 64 | 113 | 187 | 350+ |
| 240 | 78 | 100 | 118 | 224 | 500+ |
| 180 | 74 | 102 | 134 | 251 | 600+ |
| 120 | 106 | 143 | 191 | 450+ | pointless |
| 60 | 198 | 229 | 350+ | pointless | pointless |
| | 10 | 8 | 6 | 4 | 2 |
| 180 | 61 | 86 | 94 | 164 | 170+ |
| 120 | 93 | 145 | 171 | 245 | 350+ |
| 60 | 180 | 300 | 400 | 550 | pointless |

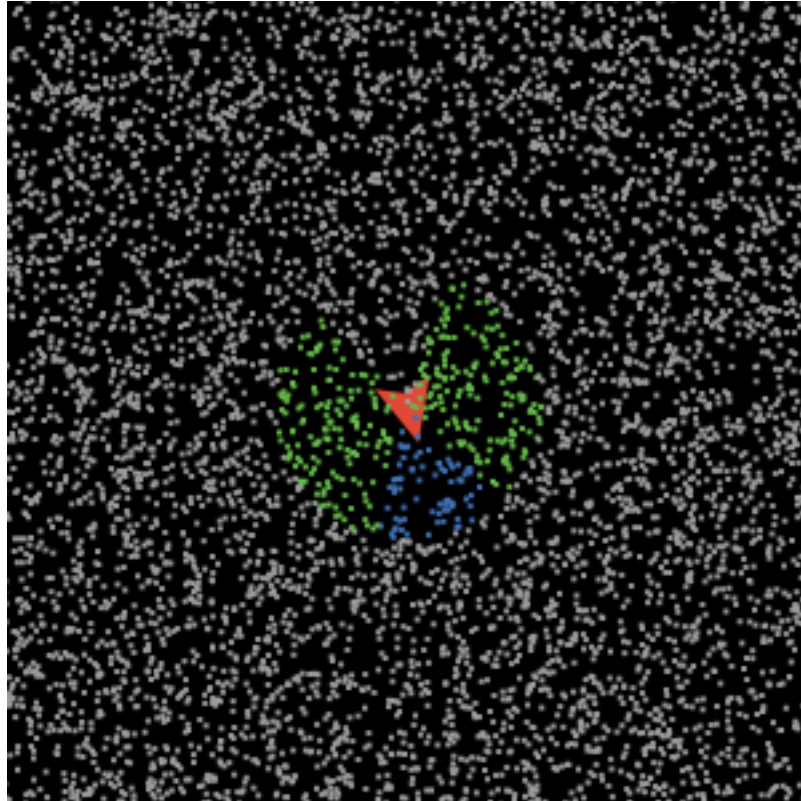
interpretation peripheral view, metric



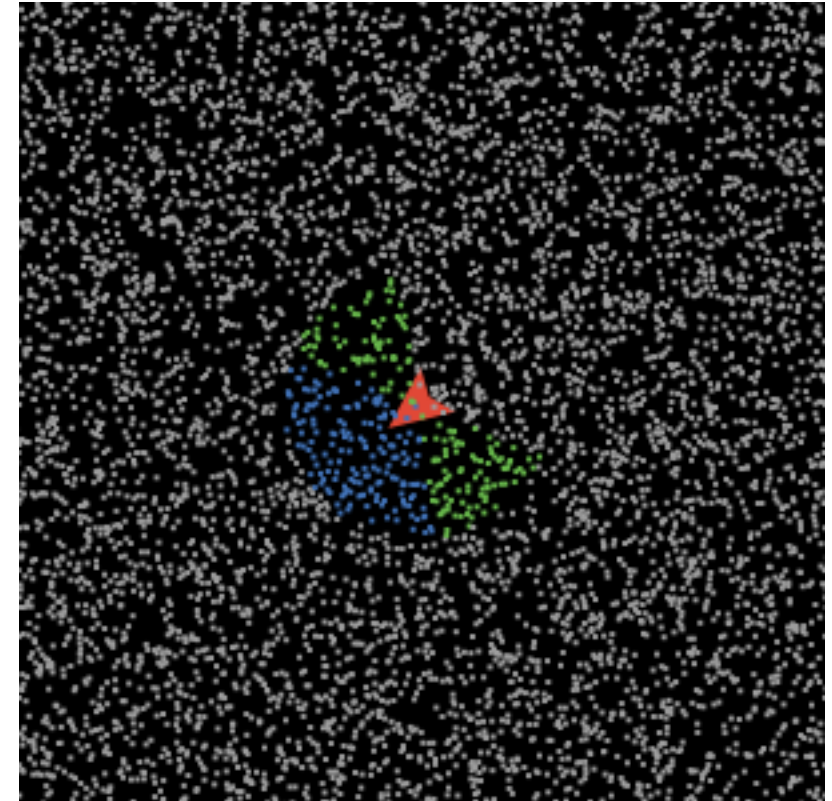
basic flocking — peripheral view, metric



180°



120°



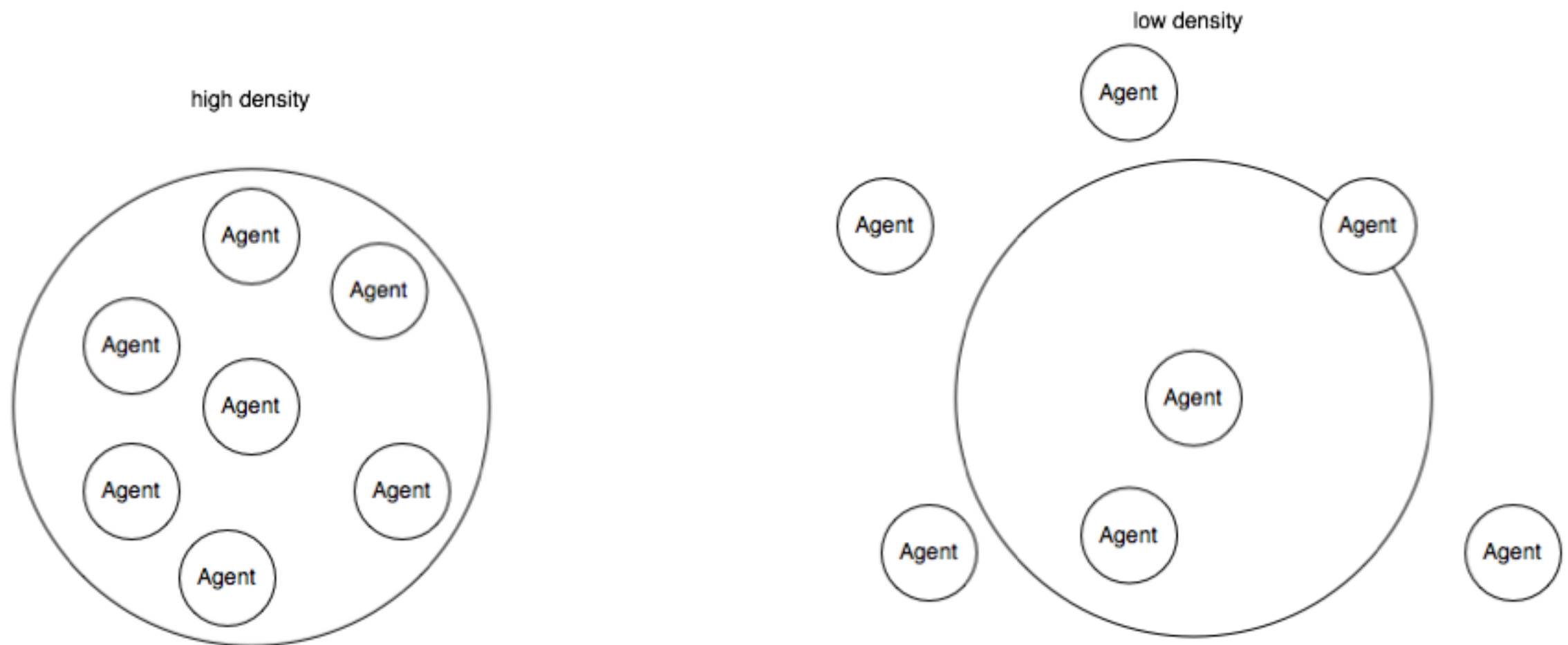
60°

to be done

- alignment angles analysis
- basic flocking — density influenced (non metric)
- basic flocking — influenced by fake agent (social threshold value)
- angle of view — intersection
- aggressor — swarm derangement

basic flocking — density influenced (non metric)

(Sturnus vulgaris)



angle of view — intersection

