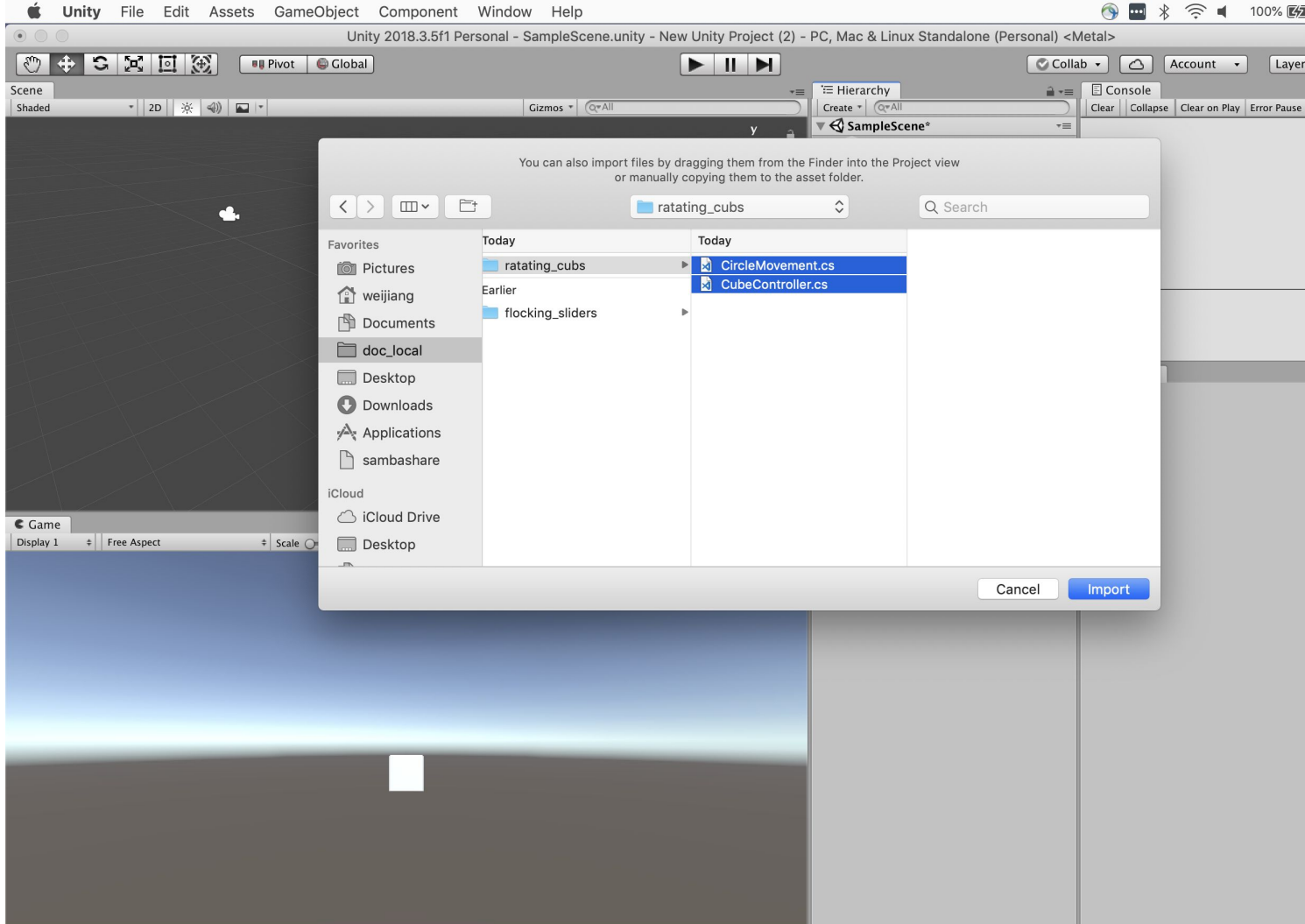


Flocking

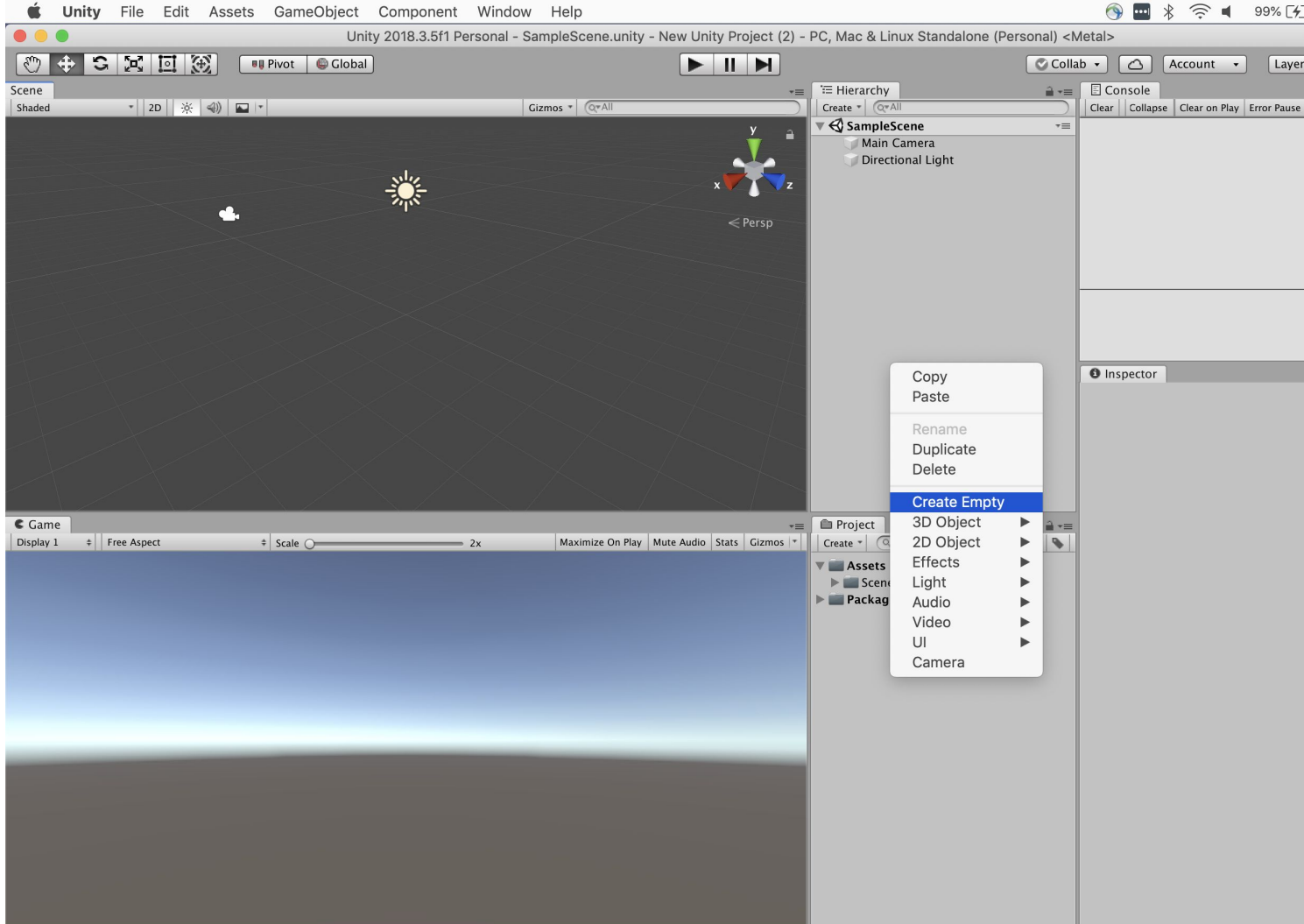
CSC305 Labs

Unity stuff

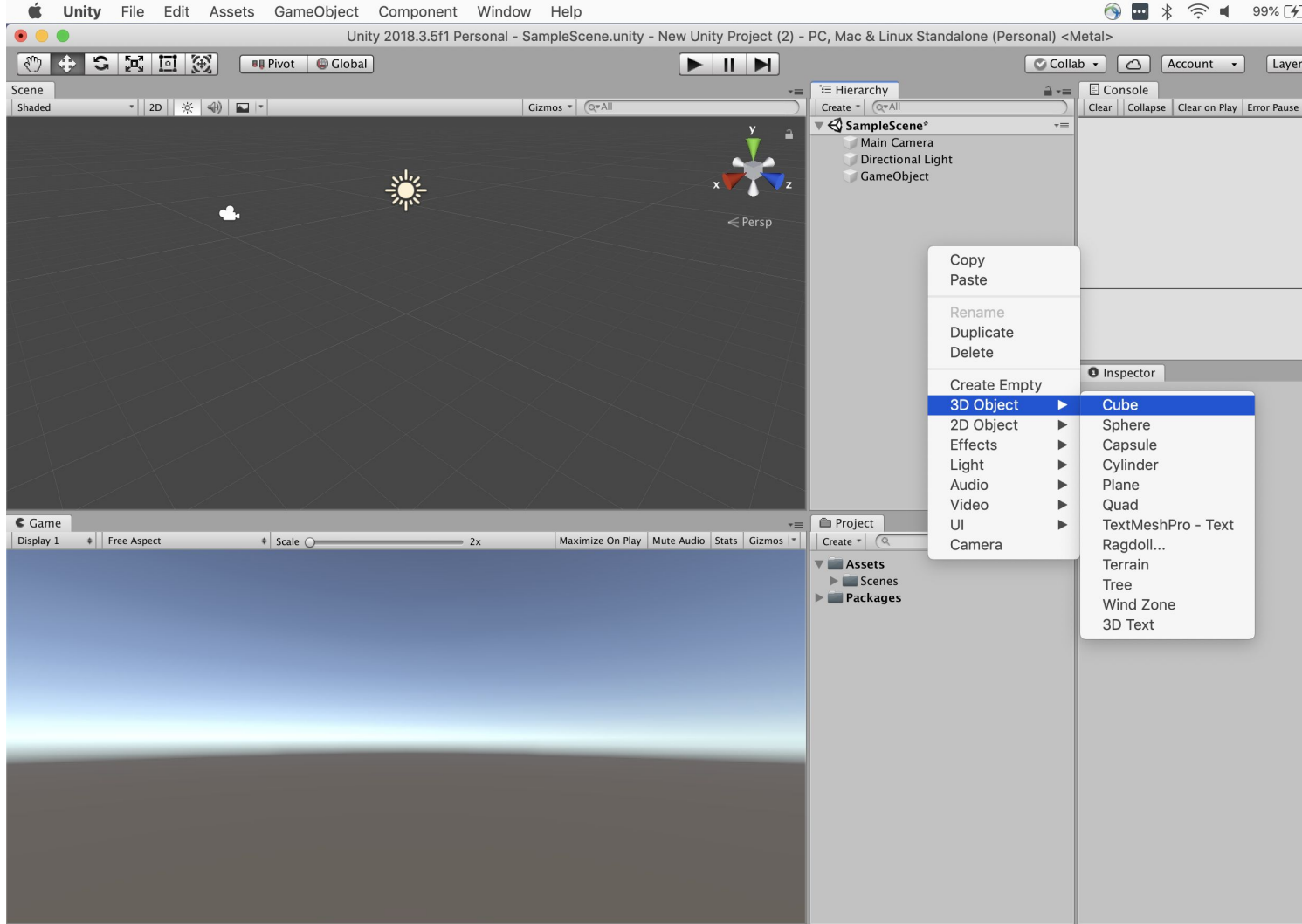
Import scripts



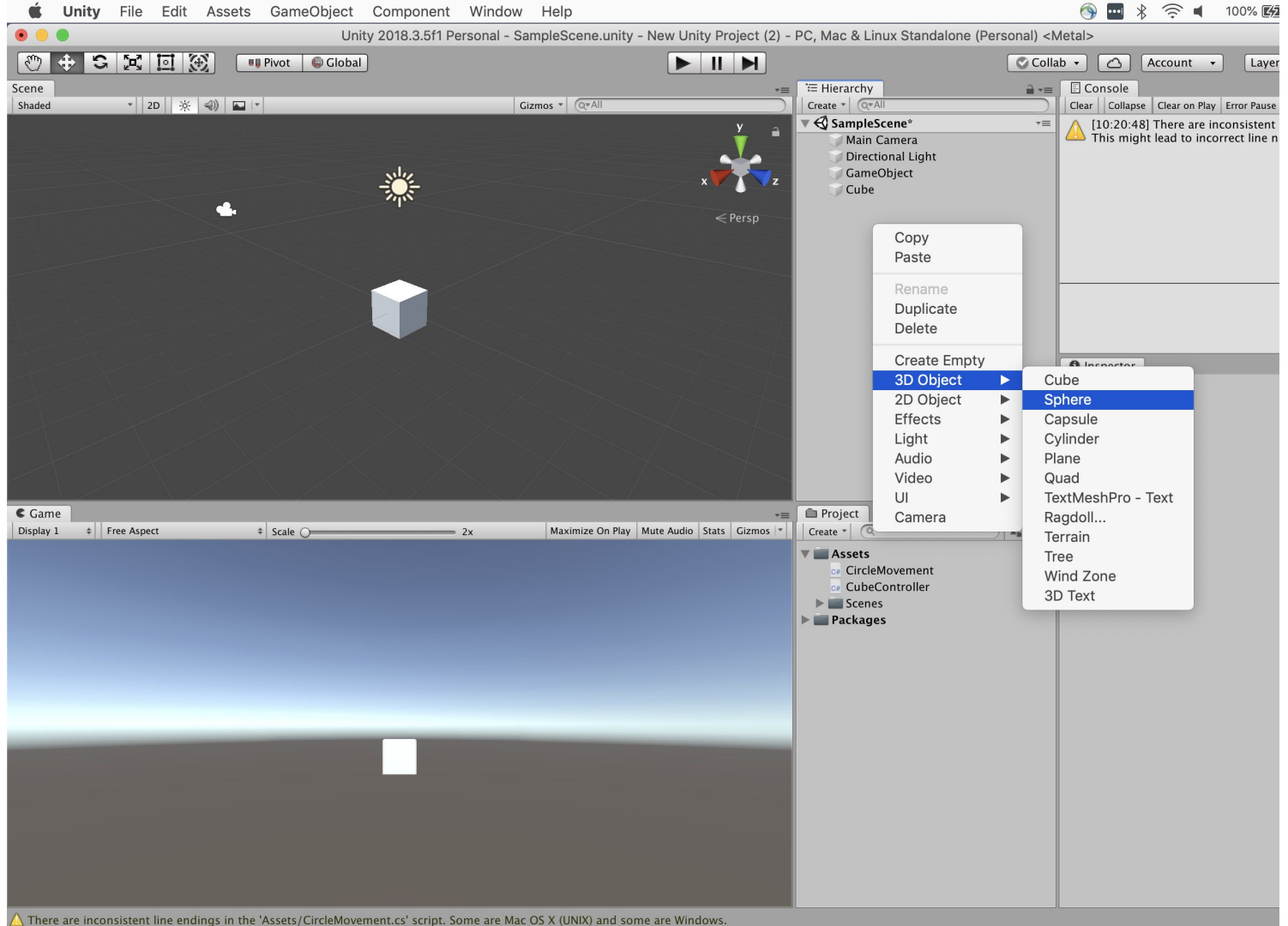
Create Empty



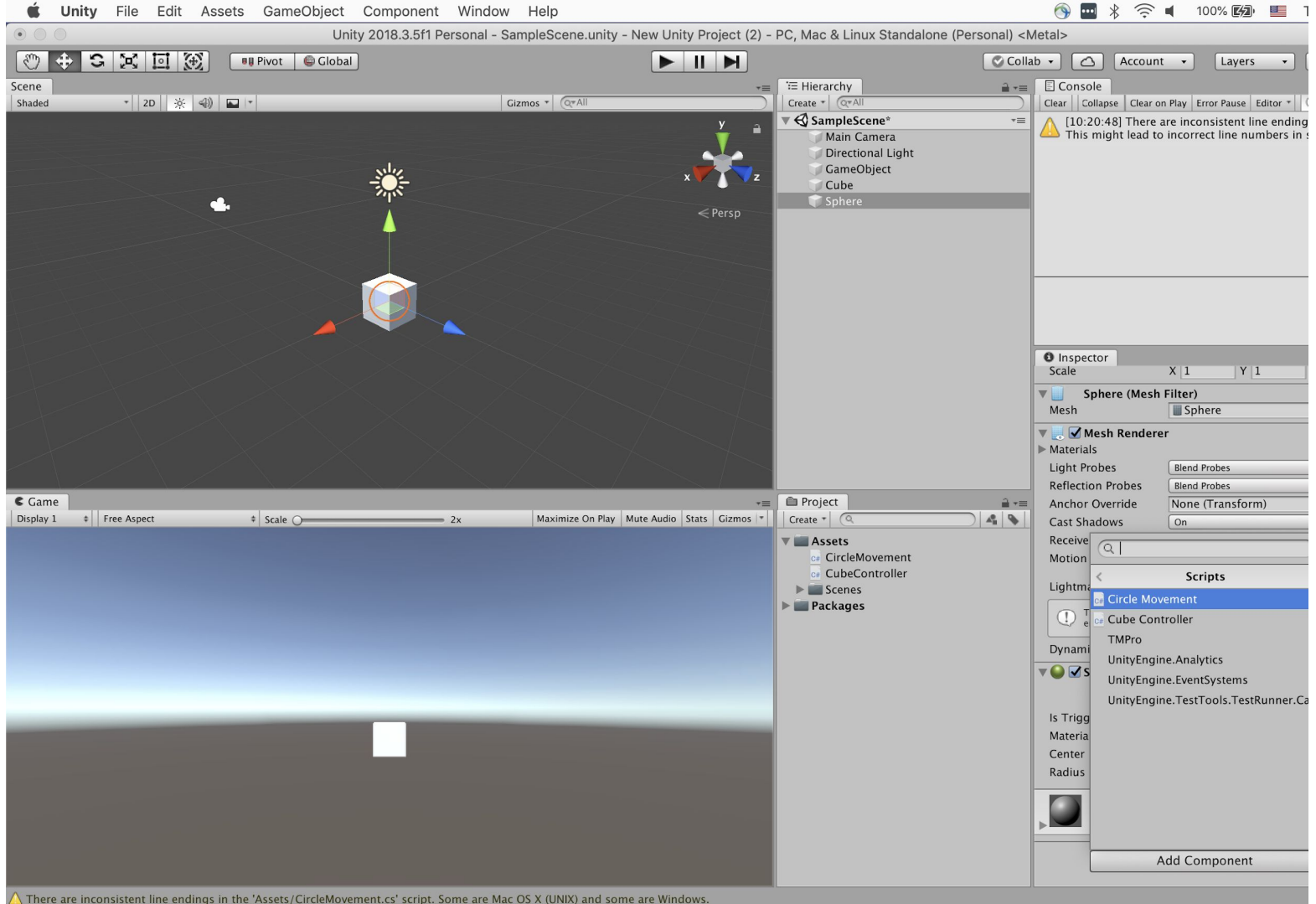
Create Cube



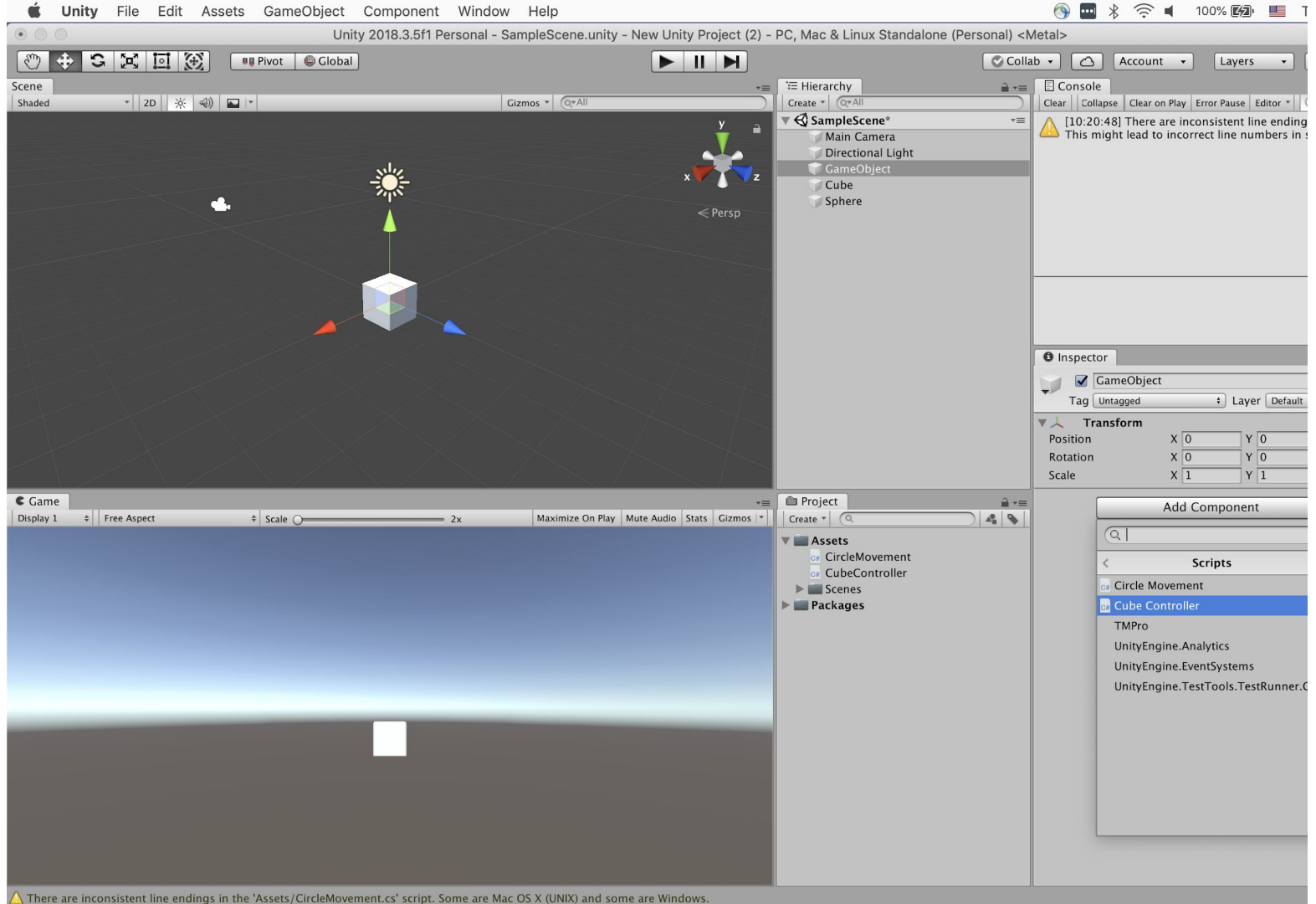
Create Sphere



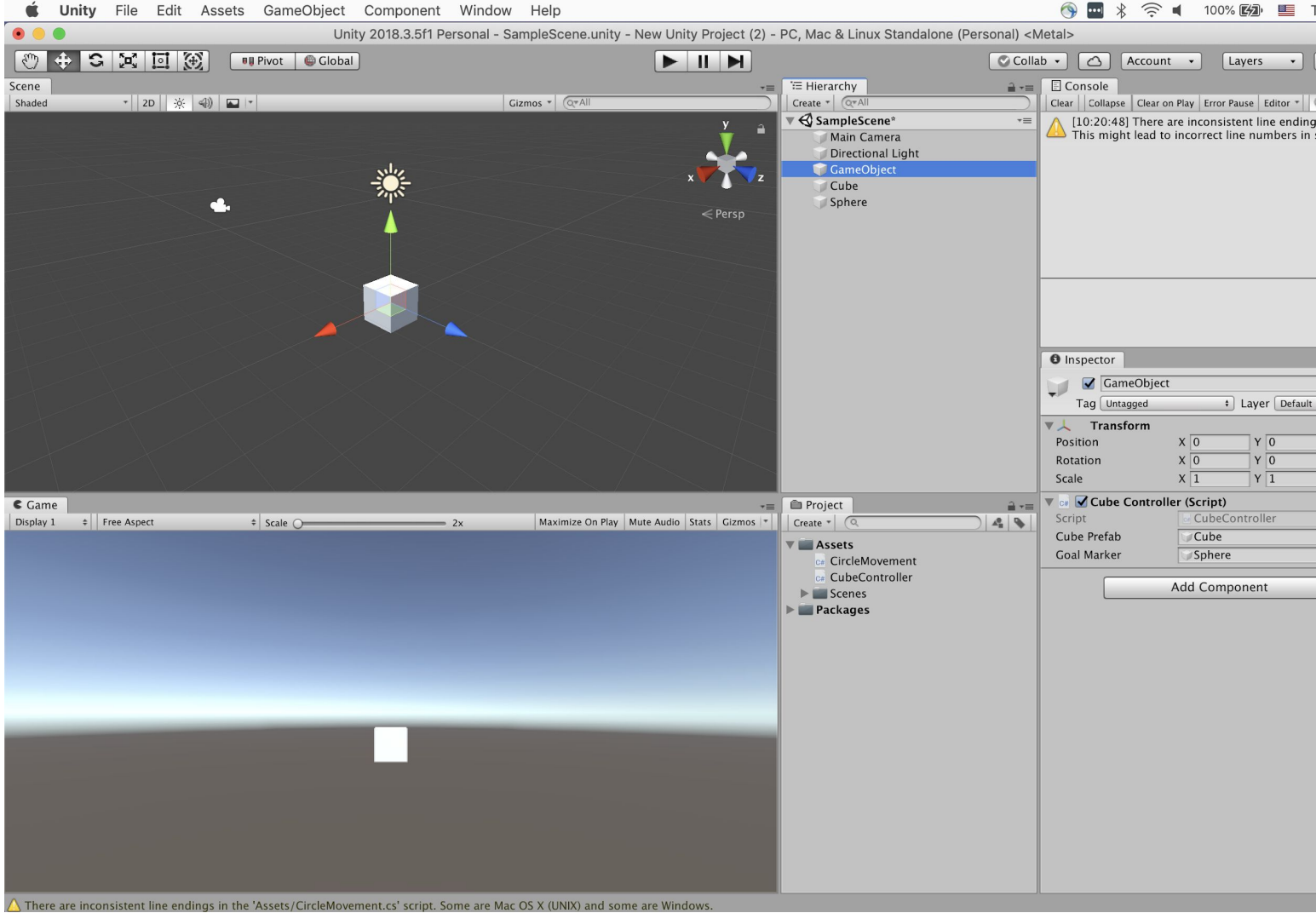
Attach CircleMovement To Sphere



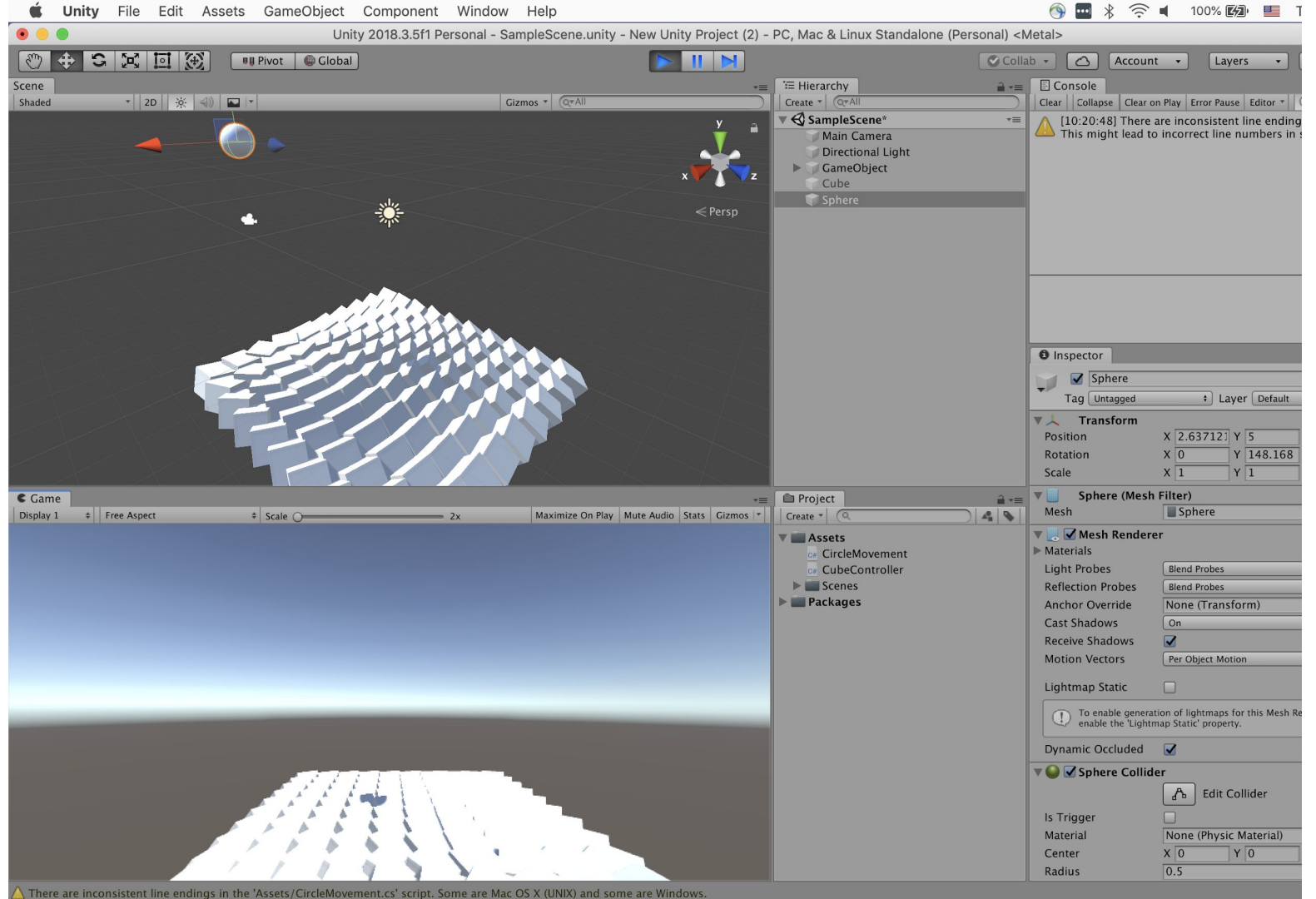
Attach CubesController To Cube



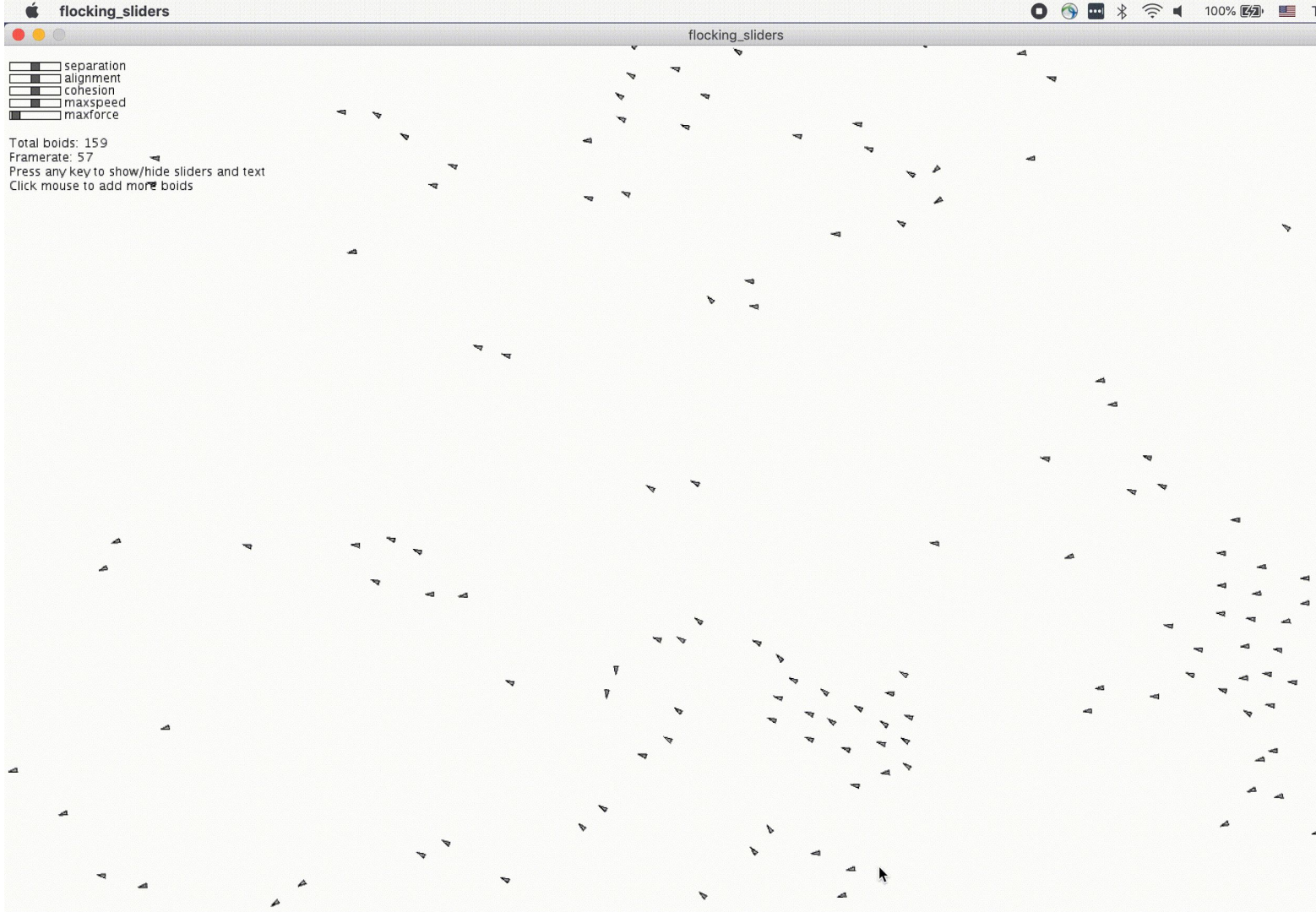
Drag cube to
CubePrefab,
Drag sphere to
GoalMarker



Play



Algorithm stuff

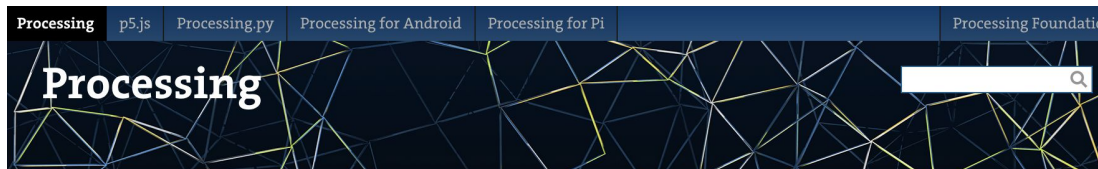
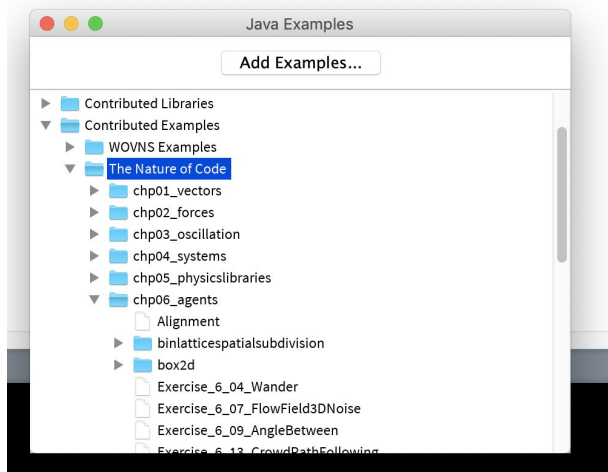


Processing language

An easy to use language based on JVM.
You don't have to learn Processing, but the example code should provide enough information for you.

Check the examples:

/The Nature of Code/ch06_agents



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Welcome to Processing 3! Dan explains the new features and changes; the links Dan mentions are on the [Vimeo page](#).

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Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts. Since 2001, Processing has promoted software literacy within the visual arts and visual literacy within technology. There are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning and prototyping.

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To contribute to the development, please visit [Processing on GitHub](#) to read instructions for downloading the code, [building from the source](#), [reporting and tracking bugs](#), and [creating libraries and tools](#).

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