

## ▼ Boid Brain

Rule Ev **Fuzzy**

Rule Fuzziness: 0.500

Separate

**Goal**

Flock



Goal

Avoid

Avoid Collision

Separate

Flock

Follow Leader

Average Speed

Fight


Goal

Object:  target

☐ Predict

## ▼ Render

Material: 1

Parent: 

☒ Emitter

☐ Unborn

☐ Parents

☐ Died

None

Halo

Line

Path

**Object**

Group

Billboard

Dupli Object:  Monkey

☐ Use Global

Size: 0.250

Random Size: 0.000