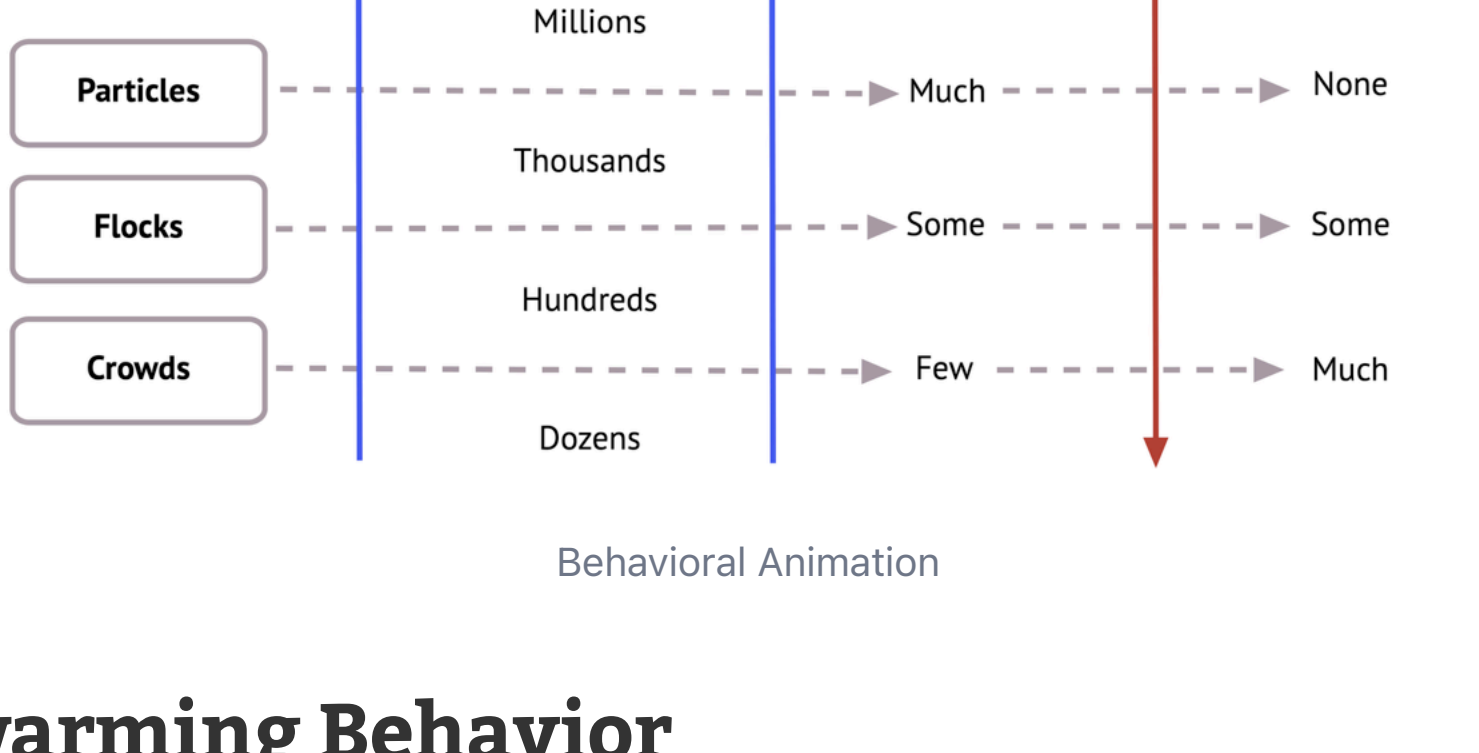


18 Particle Behavior



Flocking

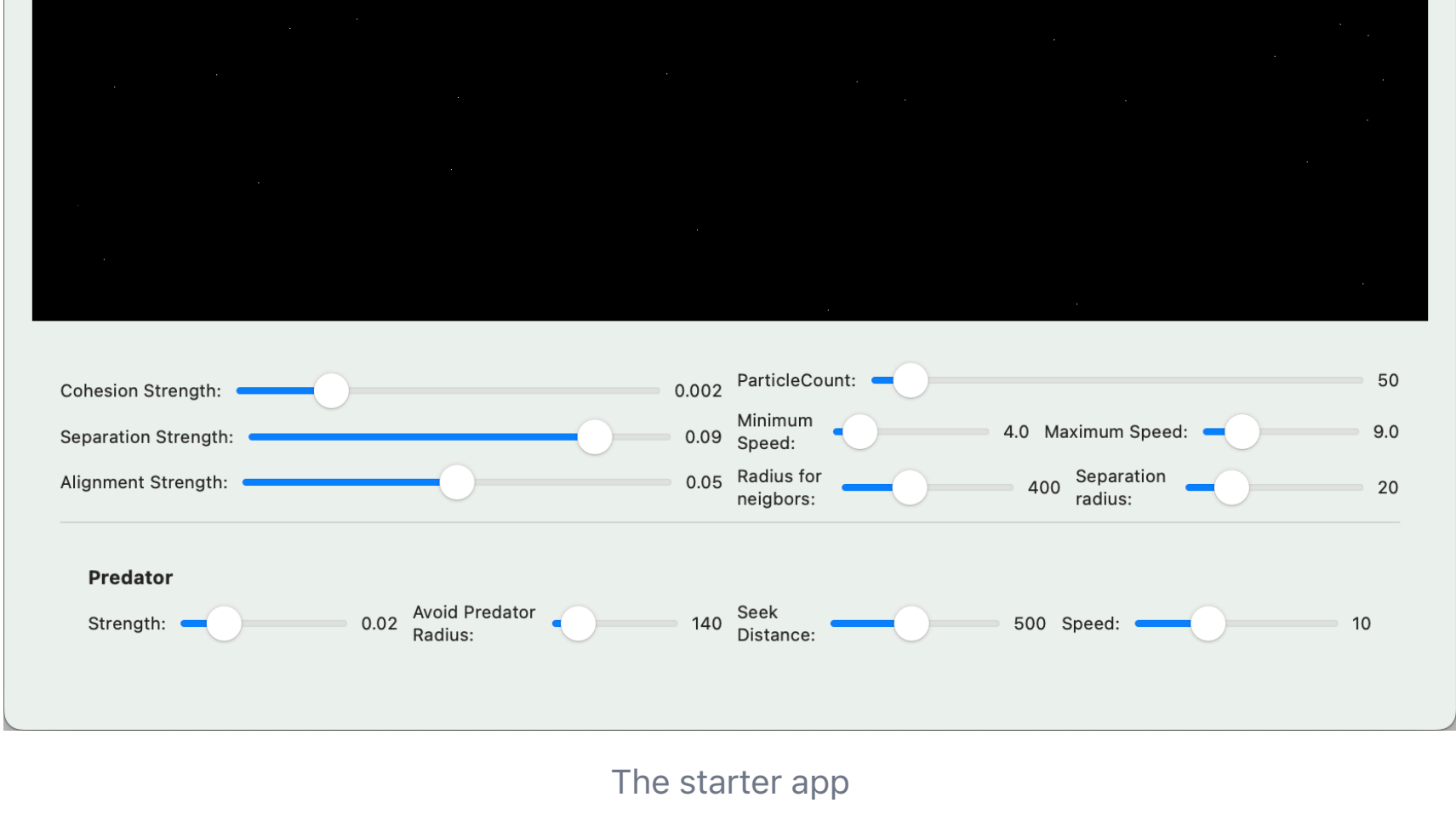
Behavioral Animation



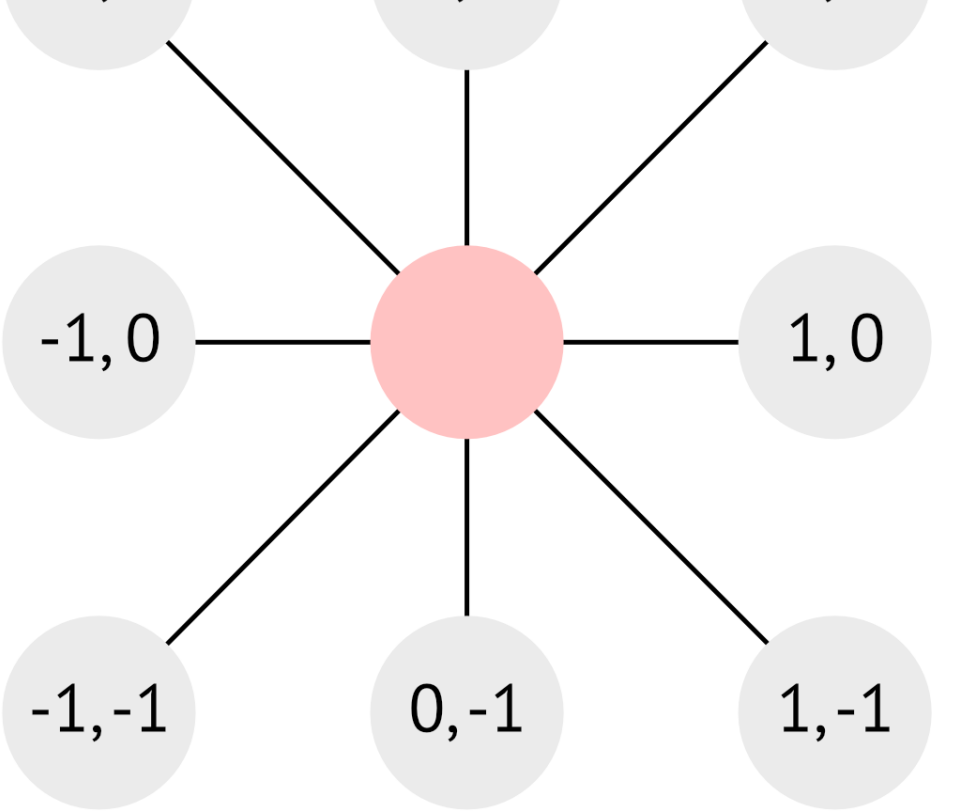
Behavioral Animation

Swarming Behavior

The Starter Project



The starter app

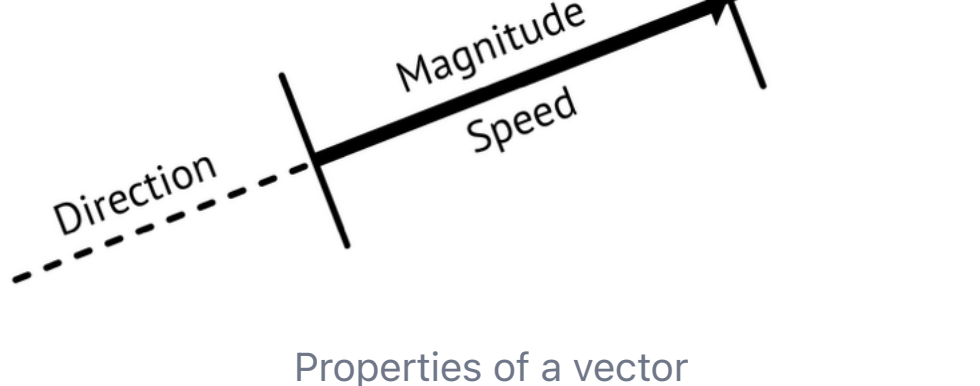


Painting the pixels around the boid

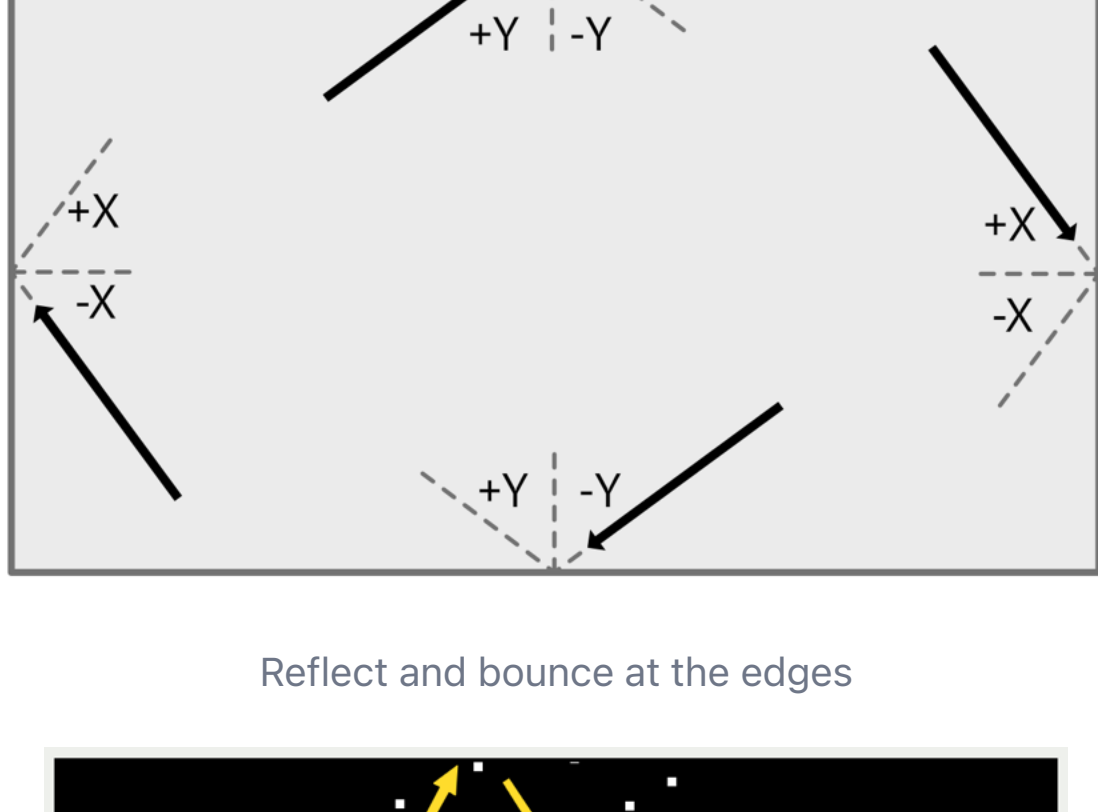


Larger boids

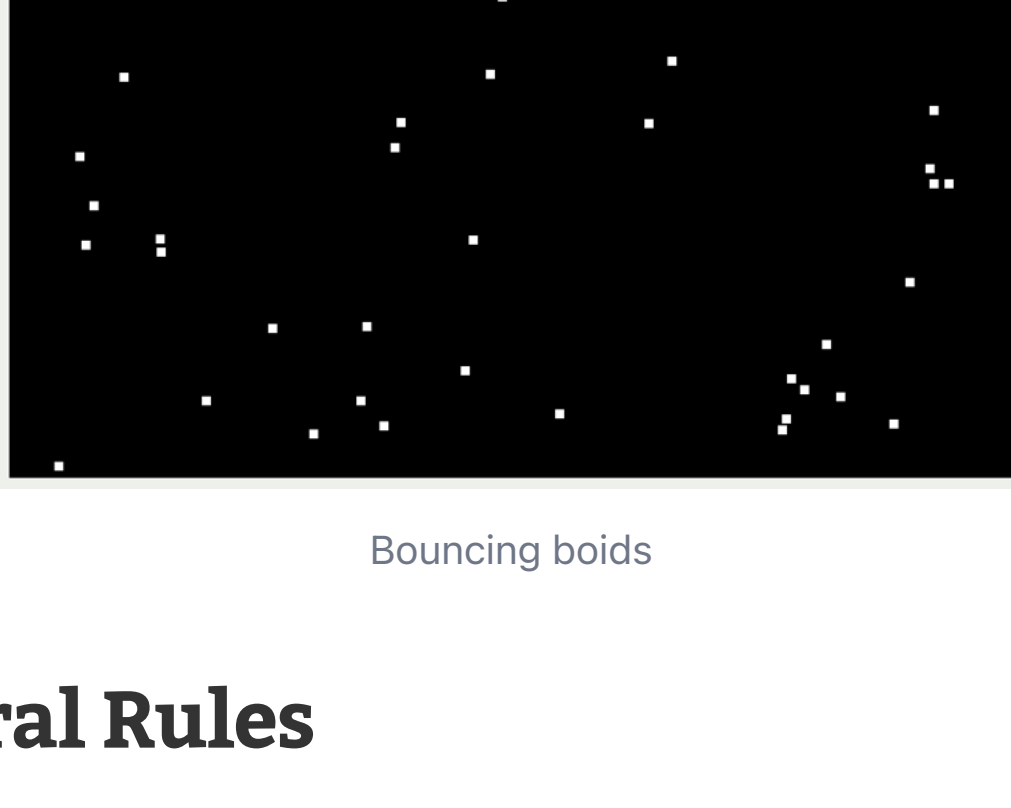
Velocity



Properties of a vector



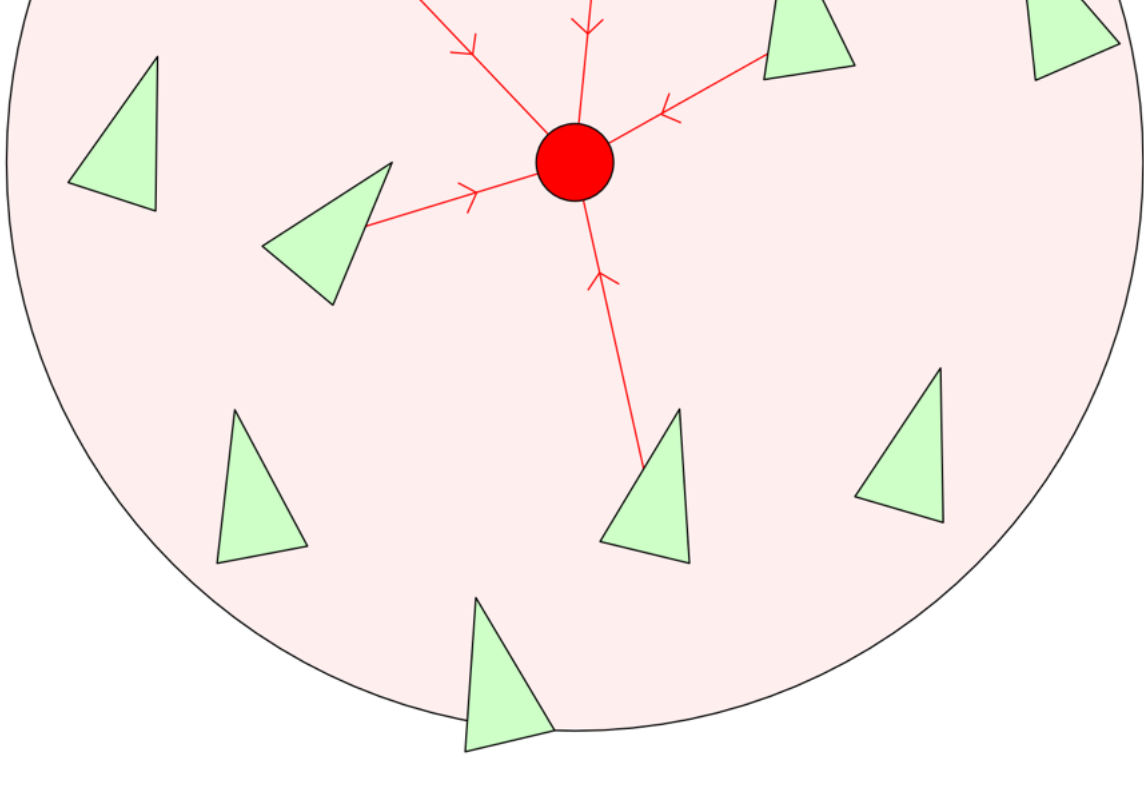
Reflect and bounce at the edges



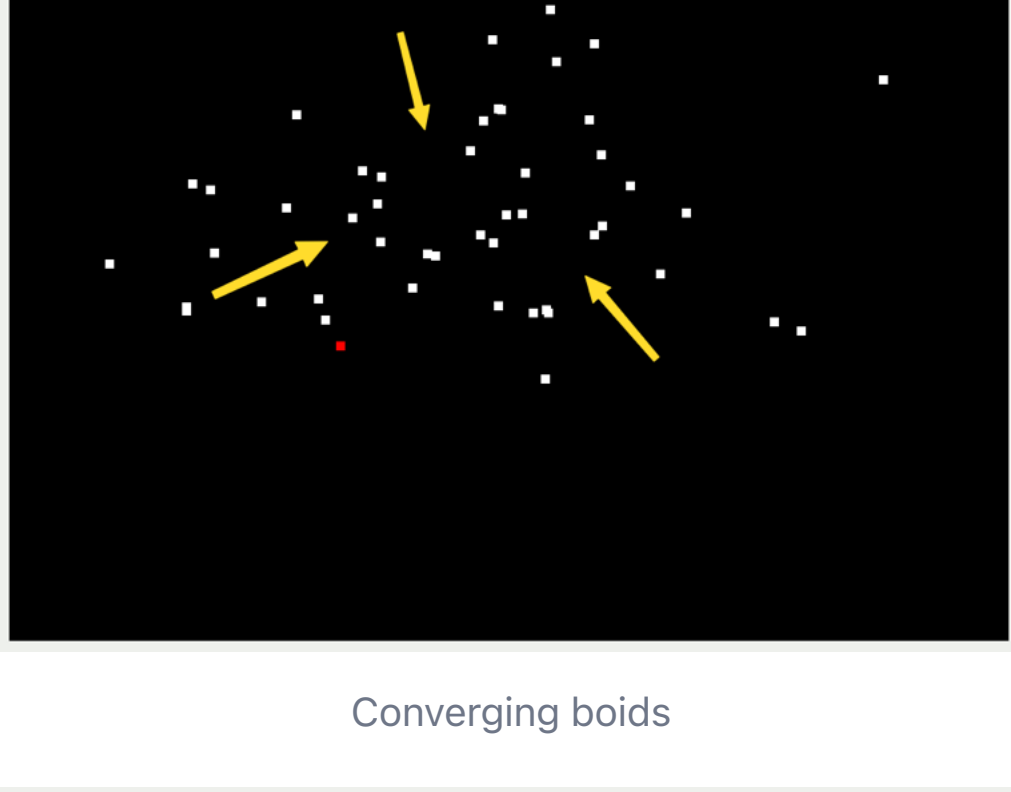
Bouncing boids

Behavioral Rules

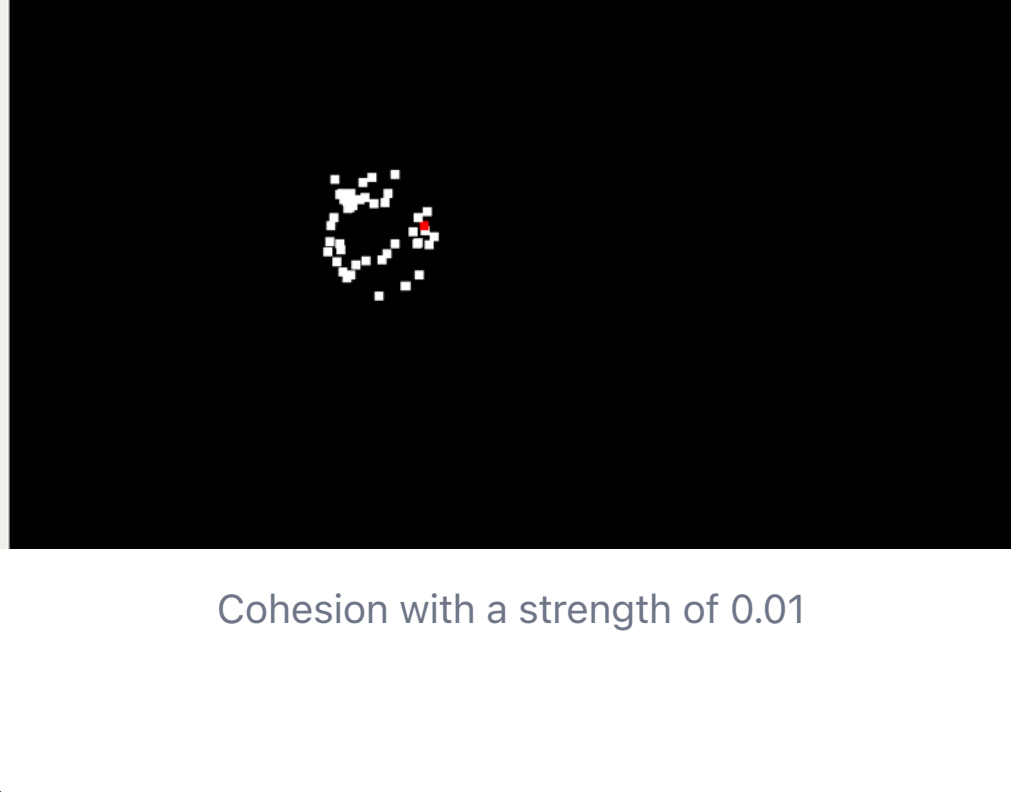
Cohesion



Cohesion

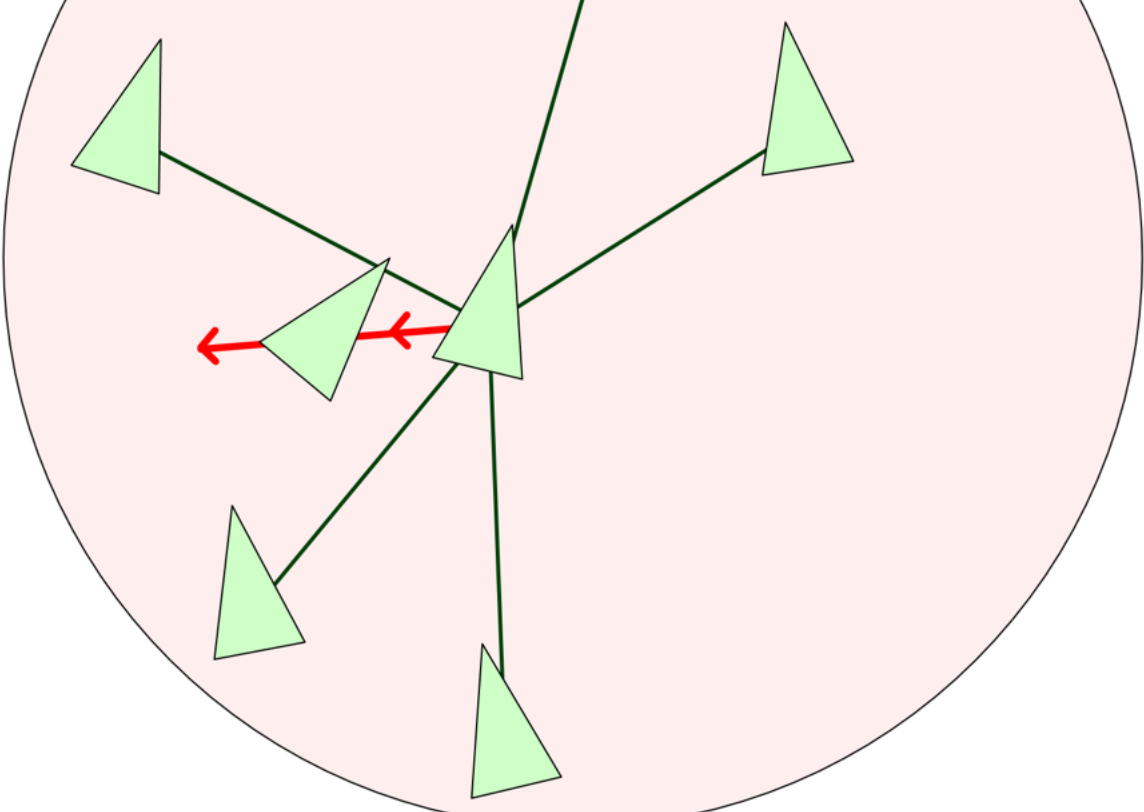


Converging boids

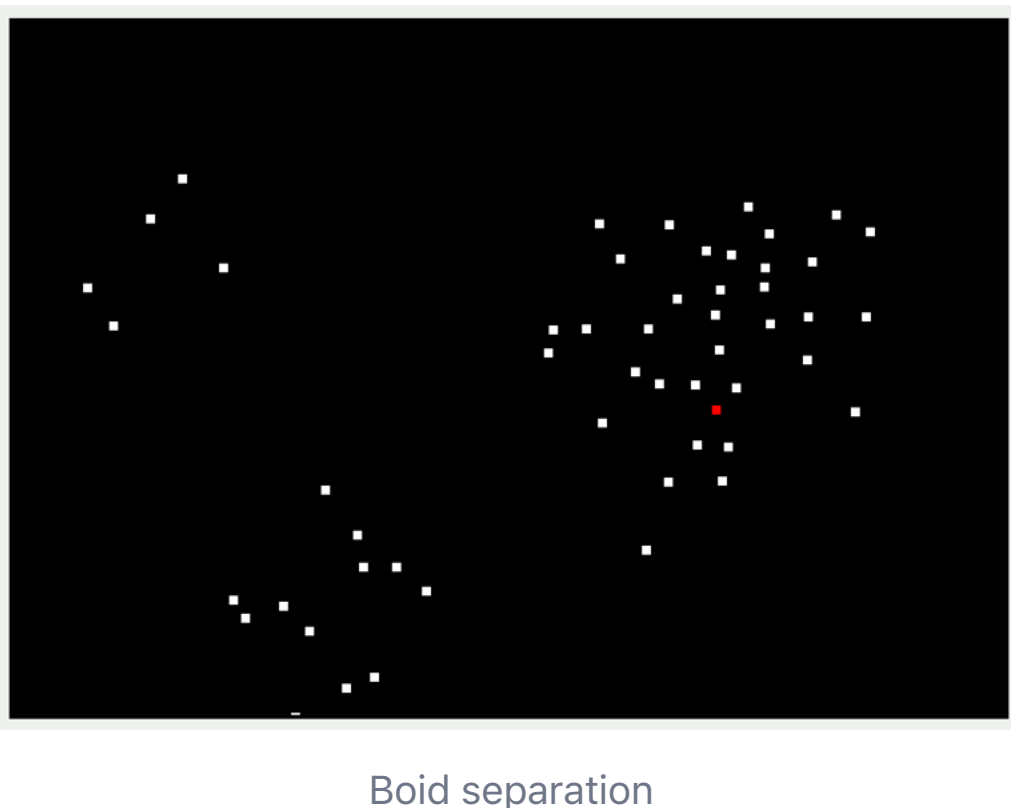


Cohesion with a strength of 0.01

Separation

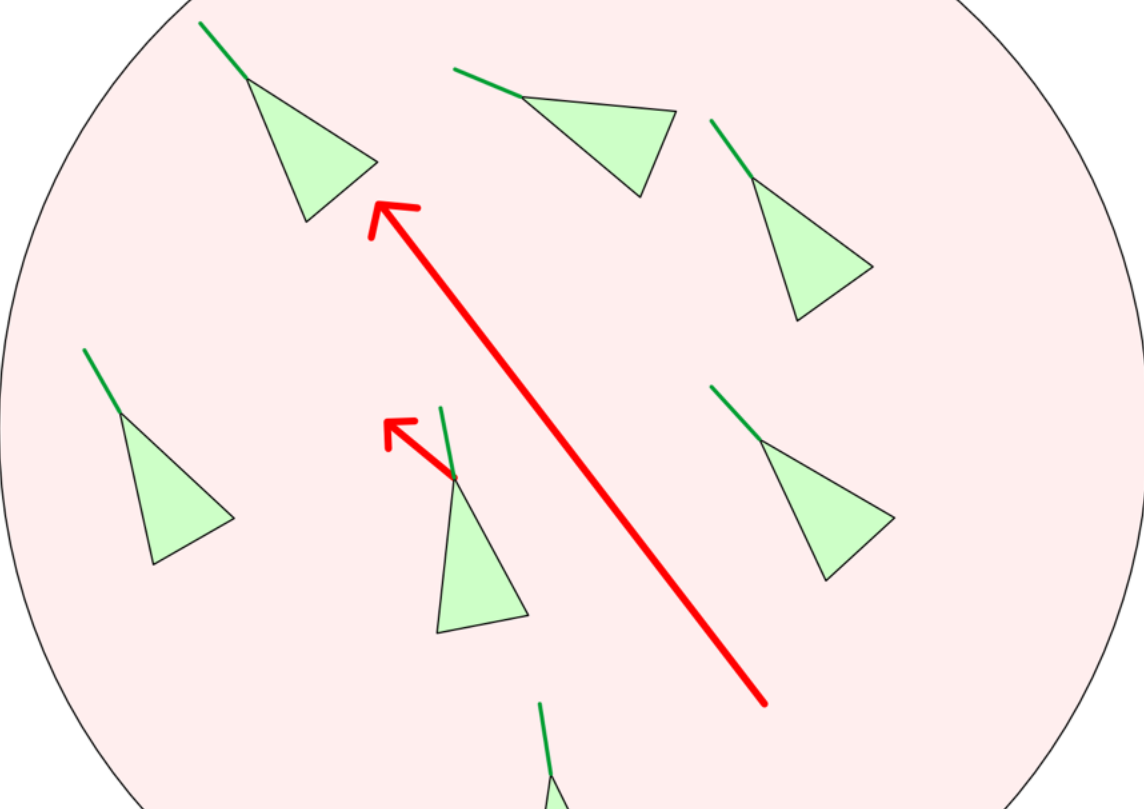


Separation

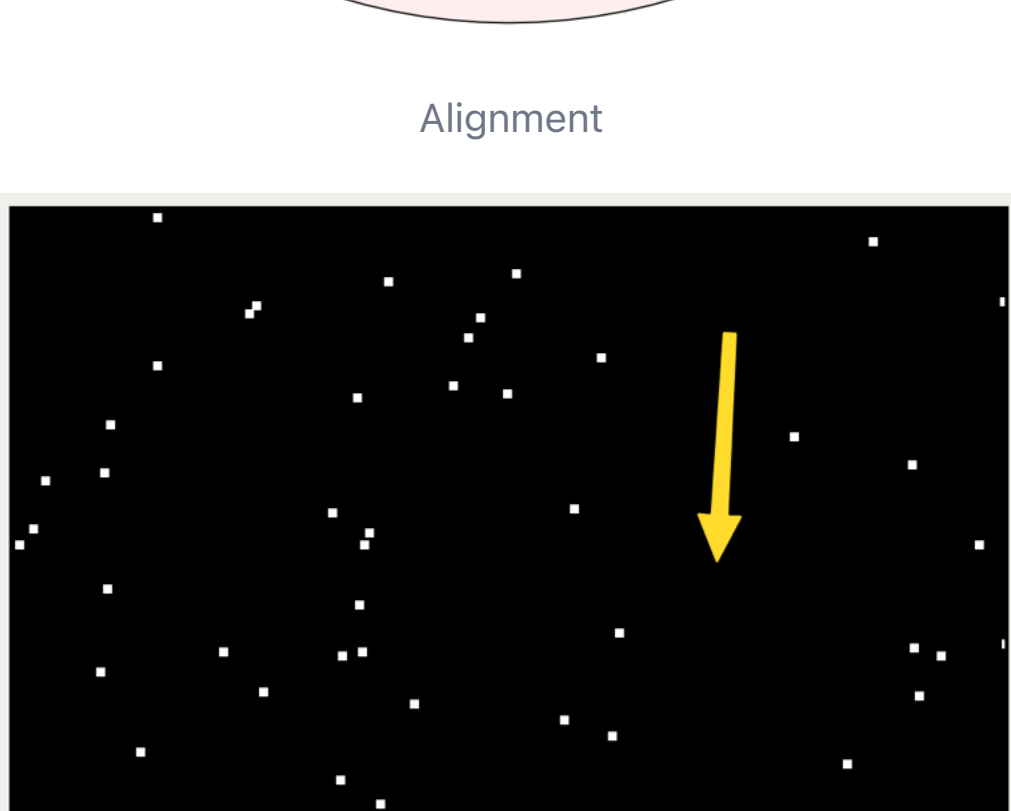


Boid separation

Alignment

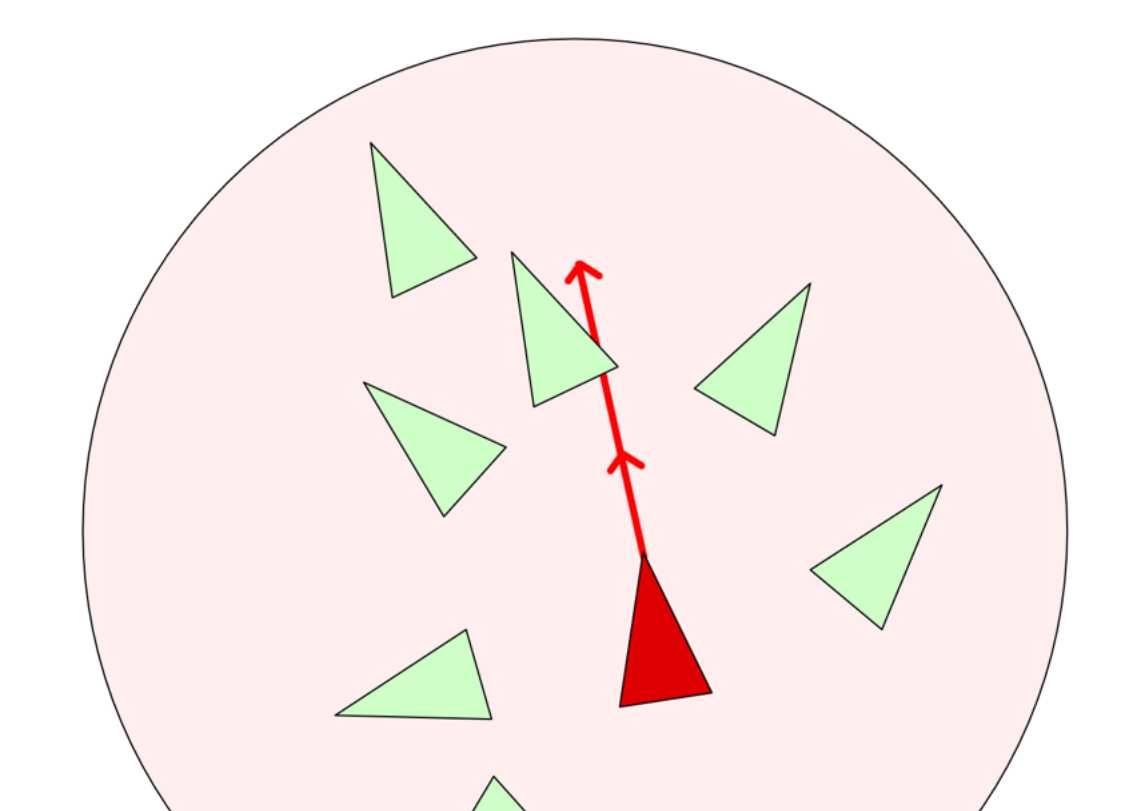


Alignment

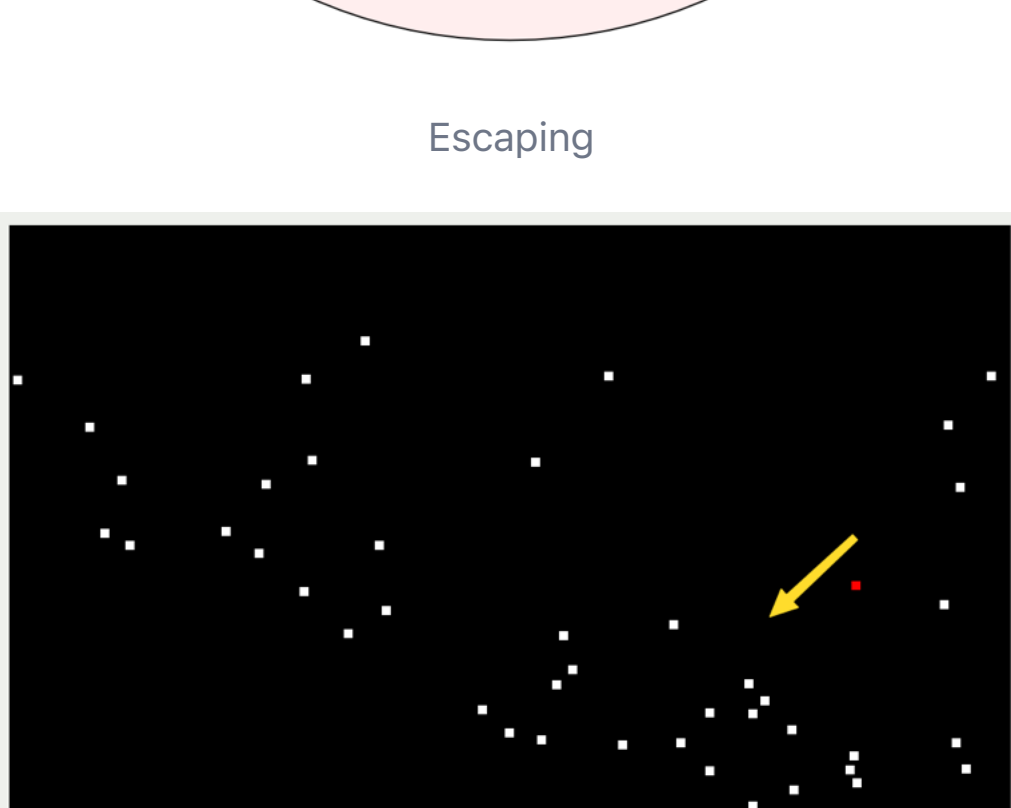


Boids aligning

Escaping



Escaping



Escaping boids