Mosquito Simulator

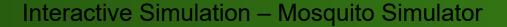Nhu Tran & Chris Stifter (Group 07)

Concept idea

- Perceive the environment like a mosquito

- Use the mosquito's senses to track down blood sources

What we've done

- Reviewed our ideas after getting feedback

- Research on compound eyes

- How can we calculate compound eye vision?

- How can we calculate heat/gas propagation?

- How do we display/communicate the heat and odor information?

What we will do

- Create very simple environment

- Implement compound eye vision

- Implement propagation and sensing of heat/odor

    ==> How do we do this in Unity?

    ==> Are our ideas working? No? Back to finding a working model