

- **Analyze the Example from Introduction and the Example from Chapter 1. Vectors and make the Exercise 1.1-1.8.**

The task above you must do before the periodic assessment no. 1

The task below is for the week after assessment.

A: Do the sketch using the function:

- [randomGaussian\(\)](#)
- [randomSeed\(\)](#)
- [random\(\)](#)
- [noiseDetail\(\)](#)
- [noiseSeed\(\)](#)
- [noise\(\)](#)
- [map\(\)](#)

B: Vectors project:

Develop a set of rules for simulating the real-world behavior of a creature, such as a nervous fly, swimming fish, hopping bunny, slithering snake, etc. Can you control the object's motion by only manipulating the acceleration? Try to give the creature a personality through its behavior (rather than through its visual design).