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A BOIDS Experiment

Matt Mays

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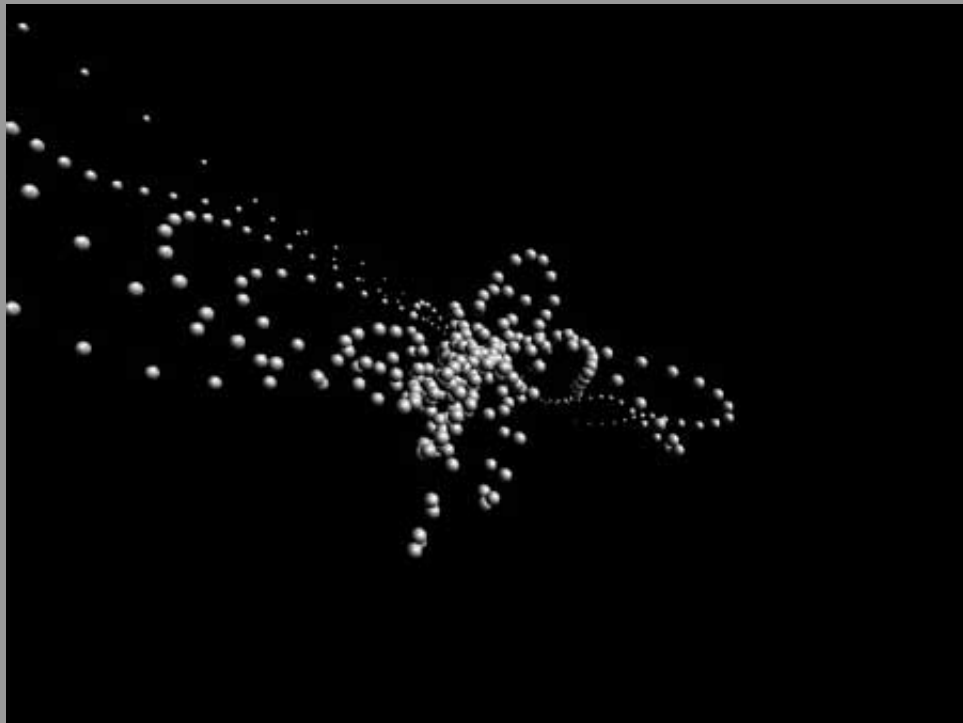
A BOIDS Experiment

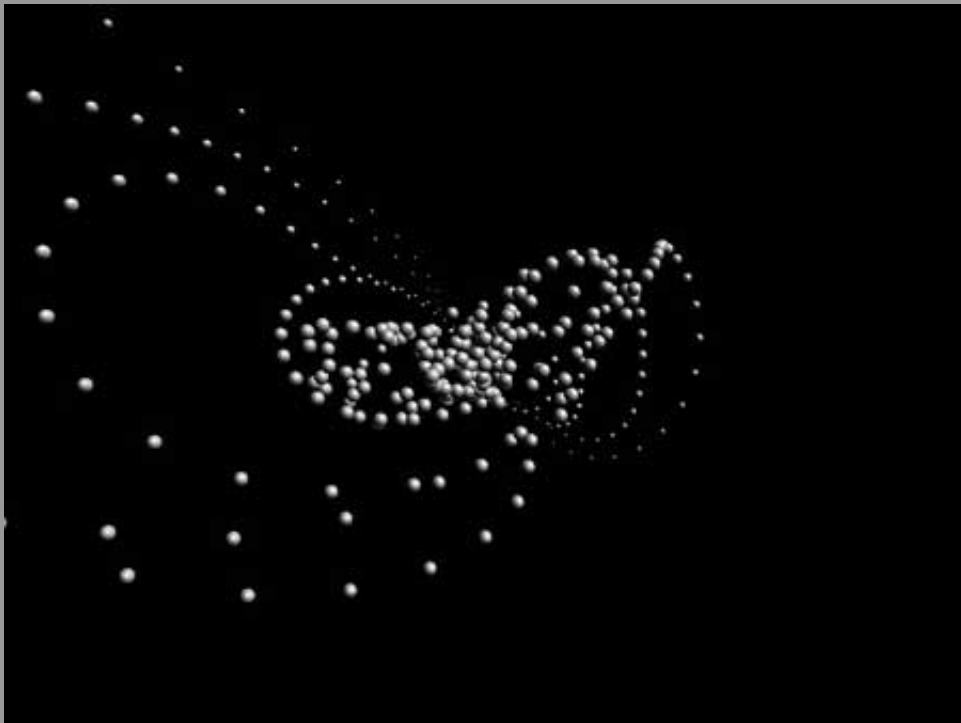
Matt Mays on Mar 27 2003

Digital Insights

A project by Matt Mays

BOIDS is an algorithm for simulating flocking behavior originally developed by Craig Reynolds <http://www.red3d.com/cwr/boids/>
this code is based on the boids psuedocode by Conrad Parker <http://www.vergenet.net/~conrad/boids/pseudocode.html>
and influenced by C++ boids by Christopher Kline <http://www.media.mit.edu/~ckline/cornellwww/boid/boids.html>





written in objective-C Project Builder and OS X executables included in this directory. velocity is still out of whack but it looks ok anyway. also code intact for sphere cage simulation. don't make fun of my code, i've just started OOP. press r to reset or wait 3 seconds

Download source code for the project (Mac OS X) 38Kb



::CrossReference

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