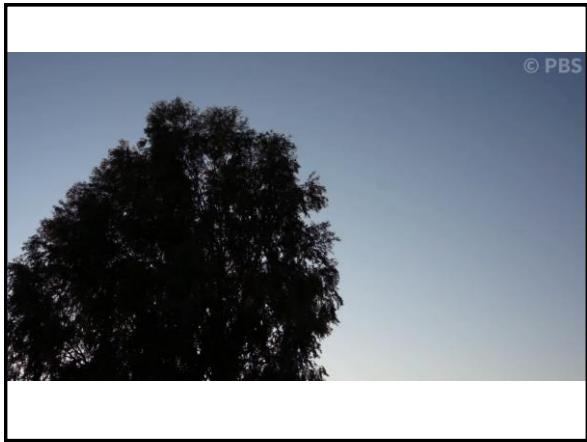


Collective behaviour

Behavioural animation

BEHAVIOURAL ANIMATION



behavioural animation

Hollywood

1992: Batman Returns
bat swarms
boids

1994: Lion King
stampede

...

2002: LoTR: The Two Towers
battle at Helm's Deep
massivesoftware

2003: The Matrix: Revolutions
sentinels at the city of Zion

...

2007: Resident Evil, Ratatouille,
Pirates of the Caribbean, 300, ...



MassiveSoftware

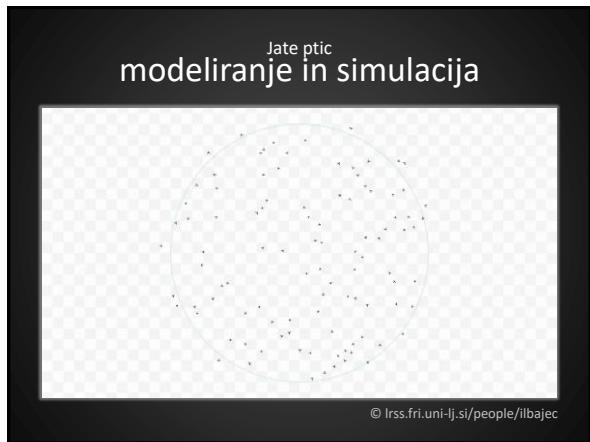


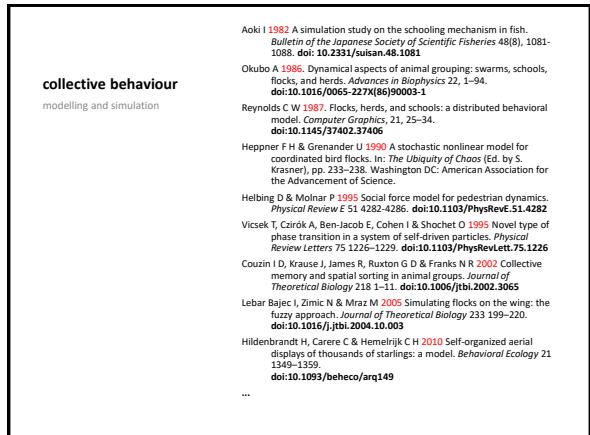
© www.massivesoftware.com, vimeo.com/38210543

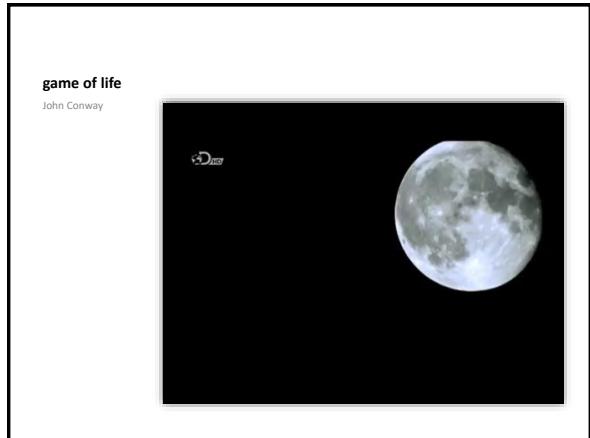
Boids



© 1987, Craig W. Reynolds; 2007, research.scea.com, goo.gl/UCV600







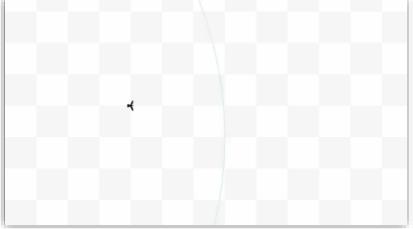
bird flocks
modelling and simulation

sintetični svet: množica sintetičnih ptic

sintetična ptica

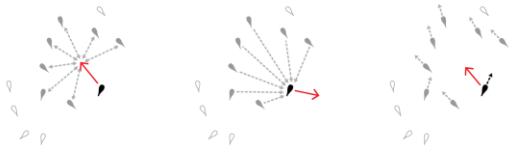
- pozicija \mathbf{p}
- smer in hitrost leta \mathbf{v} z upoštevanjem
 - vztrajnosti (jadranje)
 - maksimalne hitrosti (trenje)
 - maksimalne sile (omejena količina energije)
- sposobnosti
 - zaznavanje okolice (relevantne informacije)
 - težnje (akcije; želene spremembe smeri in hitrosti leta)
 - združevanje akcij (nova smer in hitrost leta)

bird flocks
modelling and simulation
flight



$\mathbf{a} = \mathbf{F}/m$, $\mathbf{v} += \mathbf{a}\Delta t$, $\mathbf{p} += \mathbf{v}\Delta t$

bird flocks
modelling and simulation
drives



a **b** **c**

