

5/16/13

# BATINATOR

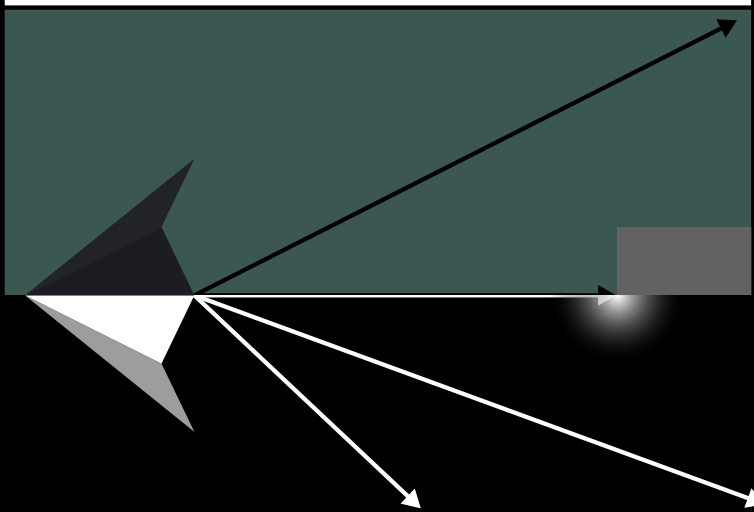
An agent simulation by Eric Lipschutz

The bats flock like birds...

MOOSH

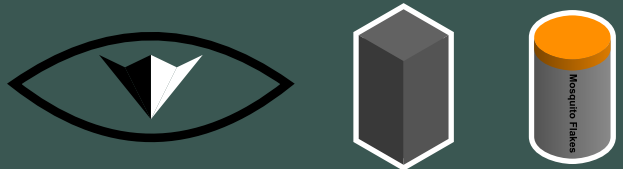
but their avoidance and tracking is based on echolocation using rays.

They fire random rays ahead to locate each other, obstacles, and prey.



Bat vision shows only what the bats have located as fading pulses

The user can toggle bat vision...



as well as add obstacles and prey.

Bats can not only locate objects, but also discern their relative altitude, size, and velocity through echolocation. This ability allows them to adeptly navigate in complete darkness.