This script by Damien Picard allows one to simulate an ants colony. It uses the basic [[particle_system_template|Particle System Template]] script and a custom solver including boid-like behaviour (avoidance), turbulence (randomness), and curve guide for path following, as well as a basic behaviour system to account for ants' [[https://en.wikipedia.org/wiki/Attention_deficit_hyperactivity_disorder|ADD]]. ====== Usage ====== * Draw the ants' path using the grease pencil * Convert the grease pencil to path (3D view Toolbox, Grease Pencil tab, Convert..., Polygon Curve) * Convert the path to mesh (Alt + C, Mesh From Curve) * Execute fourmis.py script in a Text window * From the toolbox, change Ant Generator settings, and press the Ant Generator button ====== Settings ====== * The **Number Of Ants** is, well, the number of agents * The **Start** and **End Frame** settings define the frame range * The **Ground Object** is any object on which the ants will walk on * The **Colony Scale** defines the general behaviour of the ants. Try various settings until you find the right one for you. * If you want to use more than one object, combine them using Ctrl + J * The **Guide Object** is the curve previously created * The **Instance Object** is your ant-shaped object ====== External Links ====== [[https://github.com/LesFeesSpeciales/scripts/blob/master/fourmis.py|Script on GitHub]]

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