

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/tools/blob/master/various_scripts/fourmis.py|Script on GitHub]]`

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