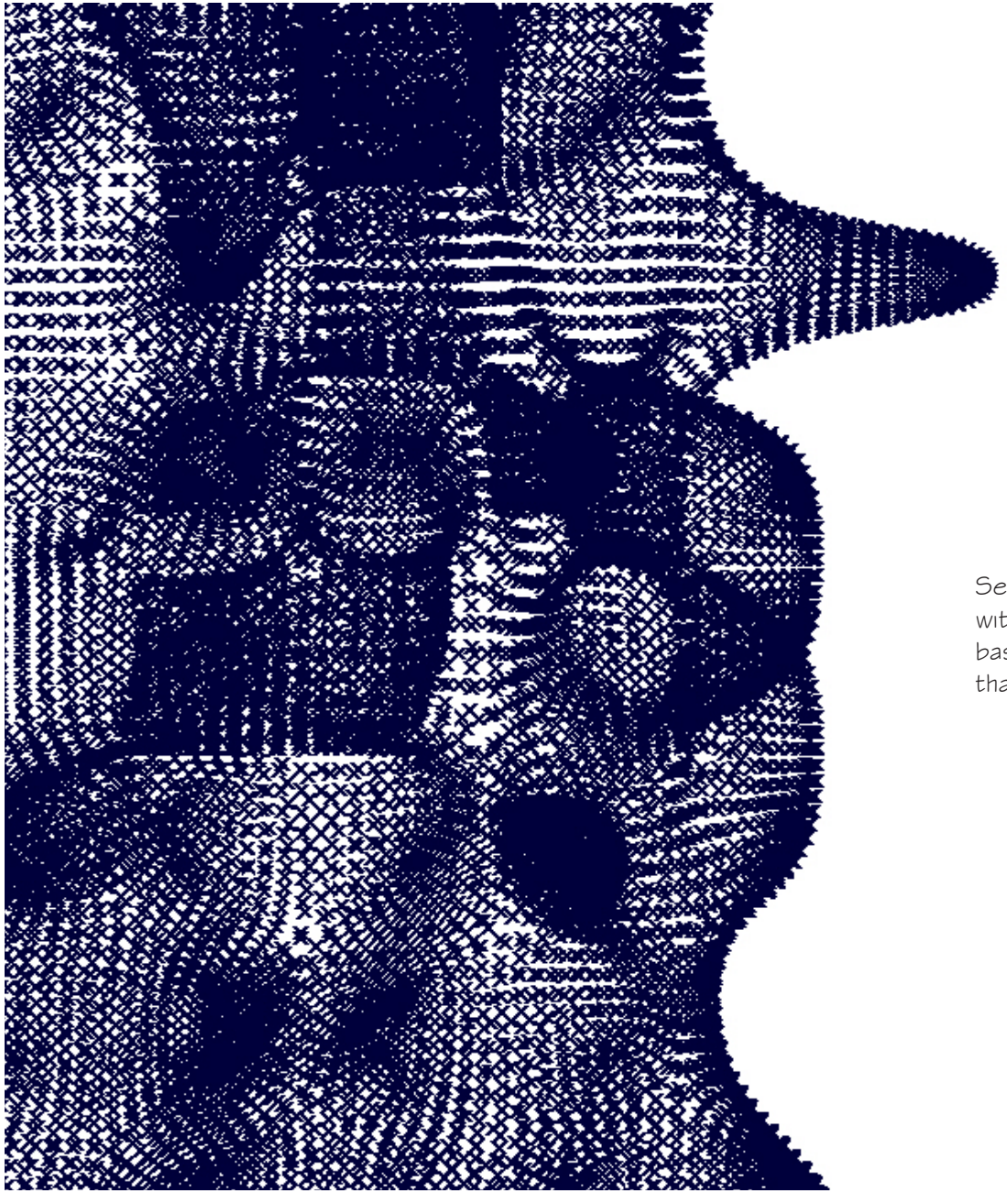
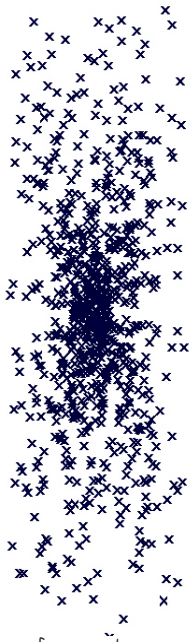
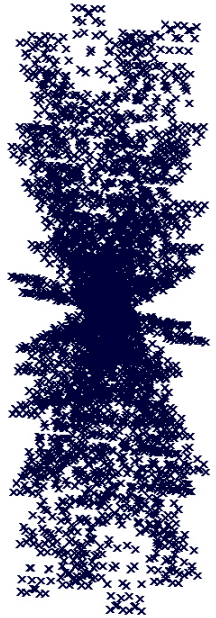
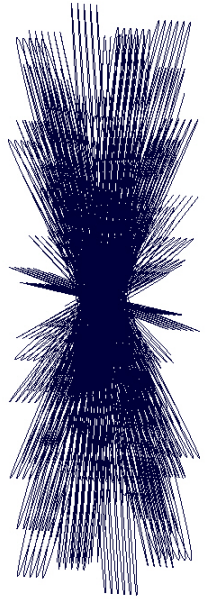




Series of agents populated within the domain of the basic cyclinder geometry that has a height of 150 and radius of 20.



Random vector force is applied to agents in addition to a force that pushes the points to the center of the gemoetry.



Nurbs curve is created and subdivided into segments before vector visualization is created using Weaverbird functions.

Stigmergic systems are produced through the use of a basic cylinder geometry. The shape is then manipulated through the use of vector forces in addition to Weaverbird added functions in order to represent a fragmented column that is able to manipulate itself into various forms within the environment. The structure of the column is created through the continuous central vector force applied to a series of agents following an invisible grid.

SPLATTER

YASMINA-WERY