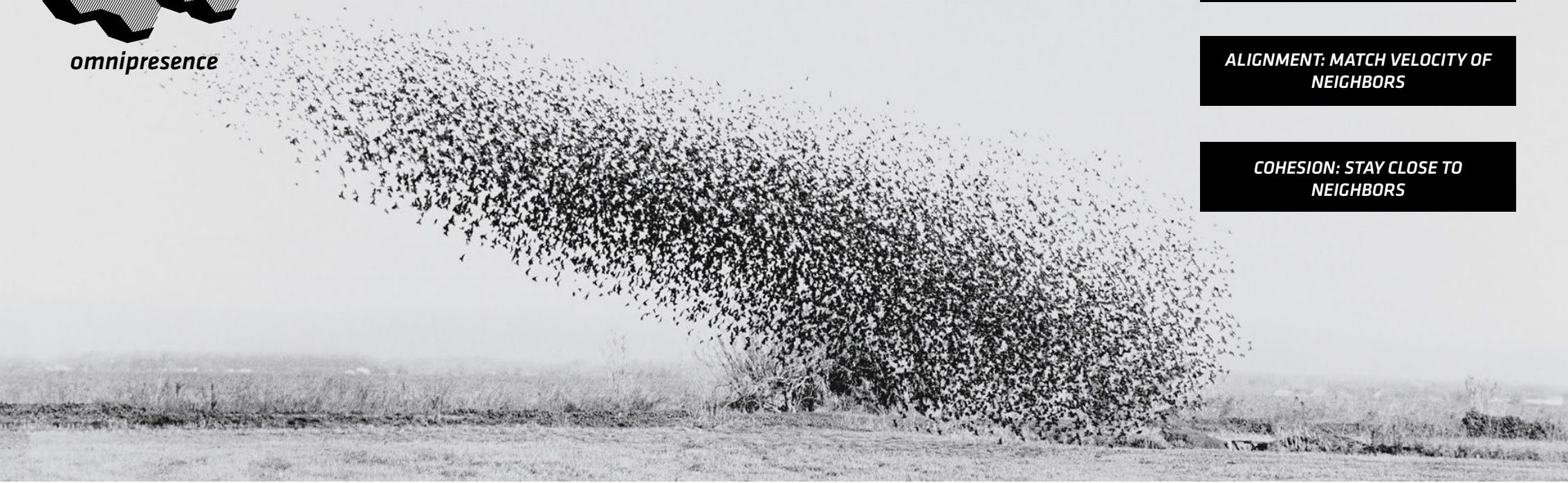


*omnipresence*



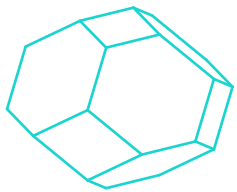
*SEPERATION: AVOID COLLISIONS WITH NEIGHBORS*

*ALIGNMENT: MATCH VELOCITY OF NEIGHBORS*

*COHESION: STAY CLOSE TO NEIGHBORS*

## **AGENT BASED SYSTEMS**

### **MMU INTERACTION MODE**

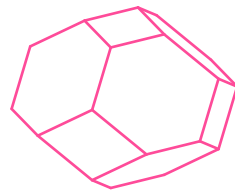


*DO NO BUMP INTO OTHER OBJECTS*

*STAY AT X DISTANCE FROM TARGET*

*MOVE IN DIRECTION OF GOAL SITE*

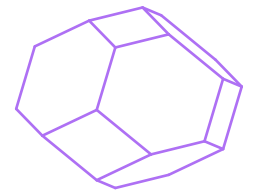
### **MMU STACKING MODE**



*DO NO BUMP INTO OTHER OBJECTS*

*MOVE TO TARGET POINT IN POINT CLOUD*

### **MMU SCOUTING MODE**



*DO NO BUMP INTO OTHER OBJECTS*

*MOVE TO TARGET POINT IN POINT CLOUD*

*KEEP MINIMUM X DISTANCE FROM OTHER SCOUTS*