

# Flocking for Modeling Driving Behaviors

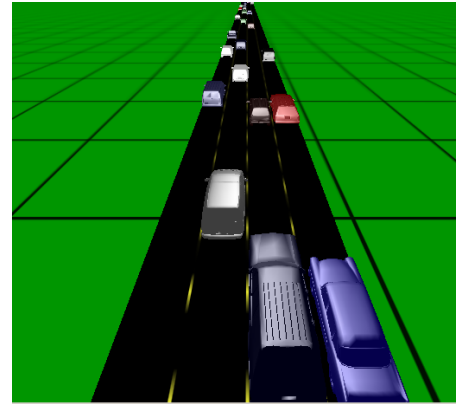
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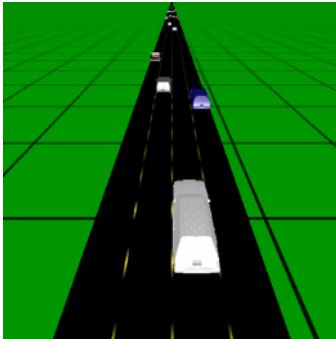
**Purpose:** This application is using “flocking” behavior as a means to simulate automobile driver behavior in traffic. The goal is to create a 100+ automobile community exhibiting a plausible-looking set of driving interactions.



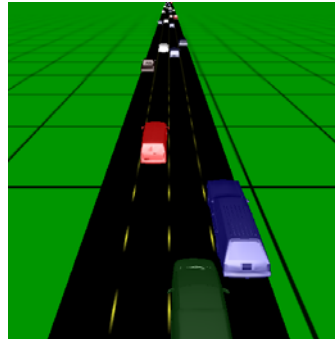
View from Inside the Car



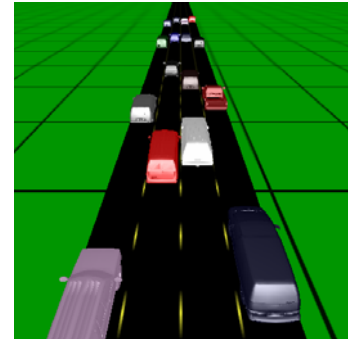
View from Outside the Car



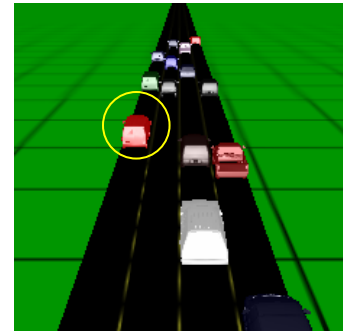
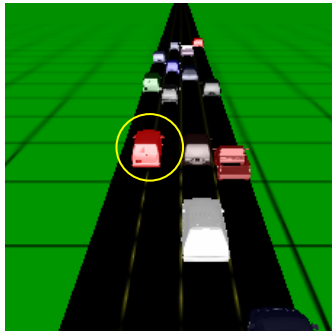
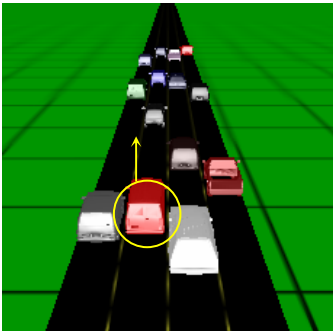
Safe Stopping Distance



Half of Safe Distance



Closest-to-Personally-Observed Distance



Passing behavior