You Build:
• A three-dimensional agent in a physically-realistic, virtual environment
• Include light, angle and touch sensors, and motors

You Specify:
• A task that your agent should accomplish

You Watch:
• Your creature become better at the given task, as MorphEngine evolves its brain over several generations

You Learn:
• The MorphEngine documentation is organized into a series of increasingly challenging experiments that gradually introduce the student to various concepts from Artificial Intelligence and evolutionary computation

``Life Evolved on Earth after Seven Billion Years. Do it in Seven Minutes.``

Requirements:
• Windows 98/2000
• Pentium III or better

For Better Performance:
• Graphics card with OpenGL support
• Imagination!

Developed by:
Josh Bongard
bongard@ifi.unizh.ch
Artificial Intelligence Laboratory
University of Zürich
Switzerland

Learn about genetic algorithms and neural networks while building and interacting with situated, embodied virtual agents.