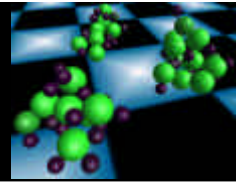


# MorphEngine

## A Virtual Construction Kit



[www.ifi.unizh.ch/ailab/people/bongard](http://www.ifi.unizh.ch/ailab/people/bongard)



### 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

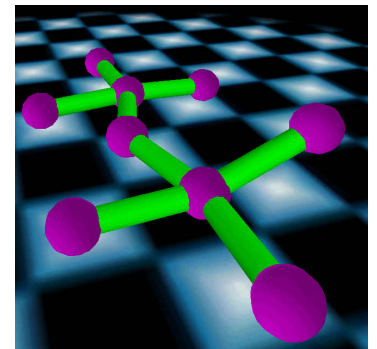
### You Watch:

- Your creature become better at the given task, as MorphEngine evolves its brain over several generations

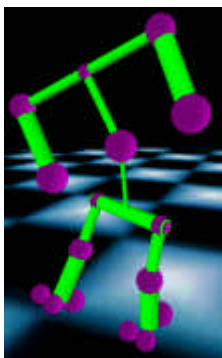
### You Learn:

- 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

*Recommended for  
ages 14 and up*



**“Life Evolved on Earth after Seven Billion Years.  
Do it in Seven Minutes.”**



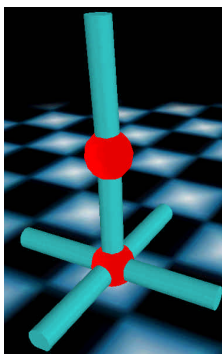
### Requirements:

- Windows 98/2000
- Pentium III or better

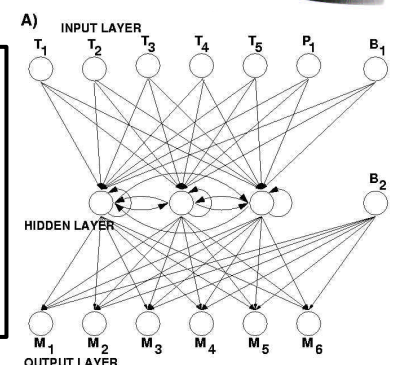
### For Better Performance:

- Graphics card with OpenGL support
- Imagination!

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



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