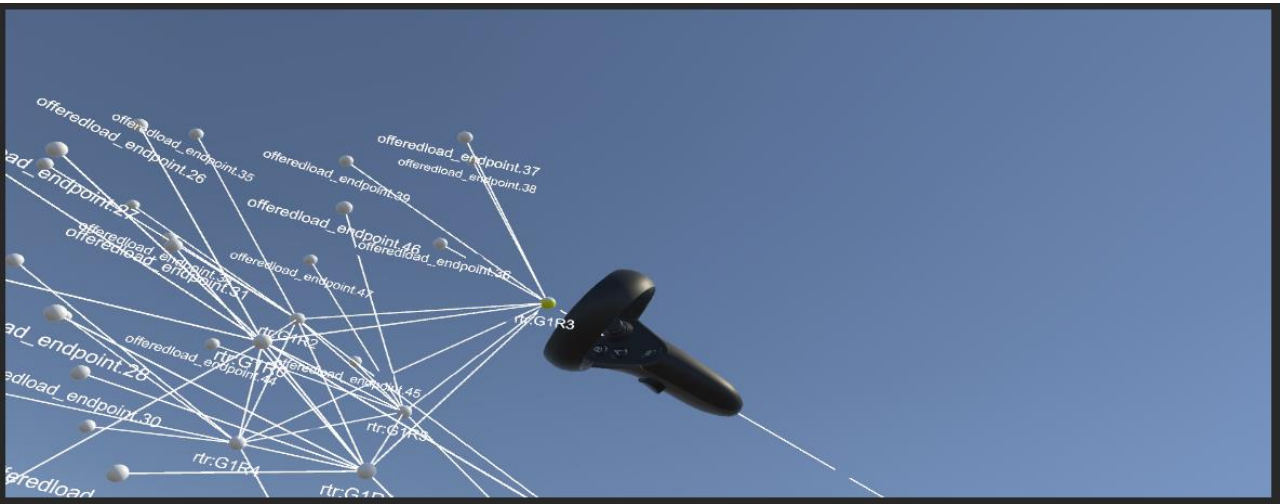
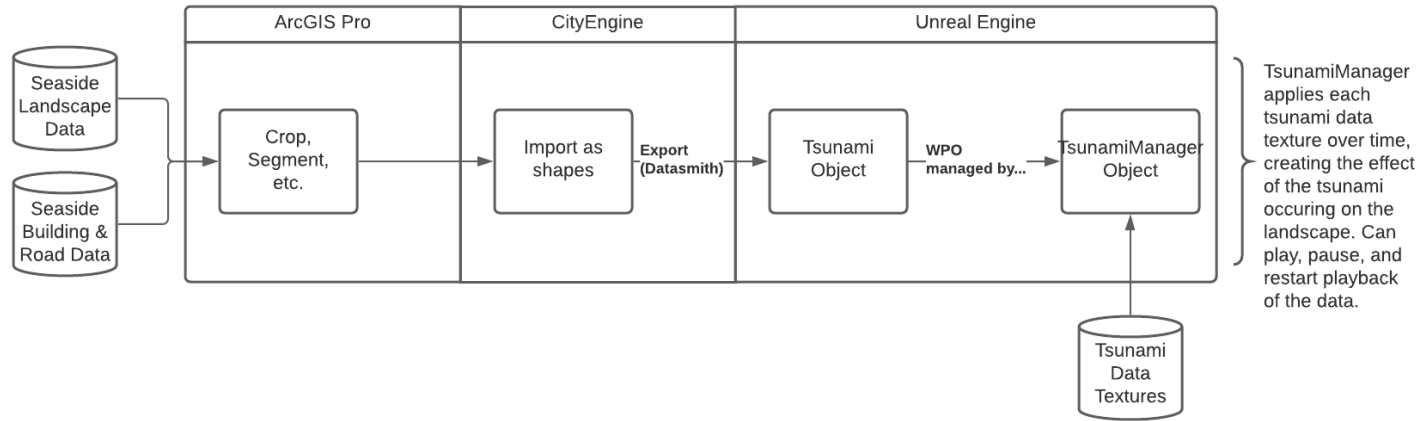


# Virtual Reality and Geographic Environment Prototyping

Jonathan Alexander





```

void Update()
{
    foreach (GameObject nodeObj in Nodes) {
        NodeScript node = nodeObj.GetComponent<NodeScript>();

        Vector3 force = new Vector3();

        foreach (Transform edgeNode in node.EdgeNodes)
        {
            Vector3 ray = edgeNode.position - nodeObj.transform.position;
            force += ray * SpringPower;
        }

        foreach (Transform otherNode in node.AllNodes)
        {
            Vector3 ray = otherNode.position - nodeObj.transform.position;
            force += ray * GravityPower;
        }

        nodeObj.GetComponent<Rigidbody>().AddForce(force, ForceMode.Force);
    }
}

```