

Virtual Reality for Insects: How do they Fly?

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Interesting Aspects of Insect Flight





Collision avoidance i.e. How to not fly into things **Odour-guided flight** i.e. How to find a mate

Why Study Insect Flight?

- Flying insects, like all other animals, must contend with a multitude of environmental factors. Insects have a "simple" nervous system, i.e. few neurons but produce complex behaviours. - Excellent model systems for studying general principles of neural control of behaviour as well as biologically-inspired Micro Air Vehicles (MAVs).

Economic importance i.e. understand what they respond to and how. Pest control?

Flight Simulator Design



virtual flight track from above and a third aligns movements of the environment with nervous system activity. A moth's eye view (left) shows the setup from the insect's perspective.

moth's-eye view

Applications for the Flight Simulator

- Neural control of locomotion how does the nervous system produce and coordinate appropriate behaviours?
- Development of biologically-inspired algorithms for MAV guidance systems.
- Testing behavioural and neuronal responses to potential control strategies e.g. disruption of pheromone-guided mating flights of pest insects.

Acknowledgements

Funding provided by the Natural Science and Engineering Research Council of Canada and the Canada Foundation for Innovation. The dome housing was constructed with the assistance of the University of Saskatchewan Department of Physics Physics Machine Shop.

A Virtual Reality Flight Simulator for Insects





A tethered locust

induced to "fly"

he dome is closed and the environment s projected

A rear view of the locust responding o an approaching reat (the bird)

Flight Simulator in Action



in real flight



