Memory is an important part of each human and the progress of personality depends on its function. Everyday behavior also depends on it. So for artificial human it is also important for their authentic behavior. The aim of this work is to design, implement and test memory model for project IVE. The model has two separated parts. The first one is for perception of new objects and second is for already known objects. Model has an ability to move valid objects from the first part to second, remove invalid remembrance and remove overflowing objects. Removing of the overflowing objects uses calculating value of remembrance. This value depends on frequency sight, last sight, static value called interesting and count of same object's type in memory. Remembrance with lower value is removed. The final model is good in various enviroment and unsatisfactory when enviroment has a lot of same objects.