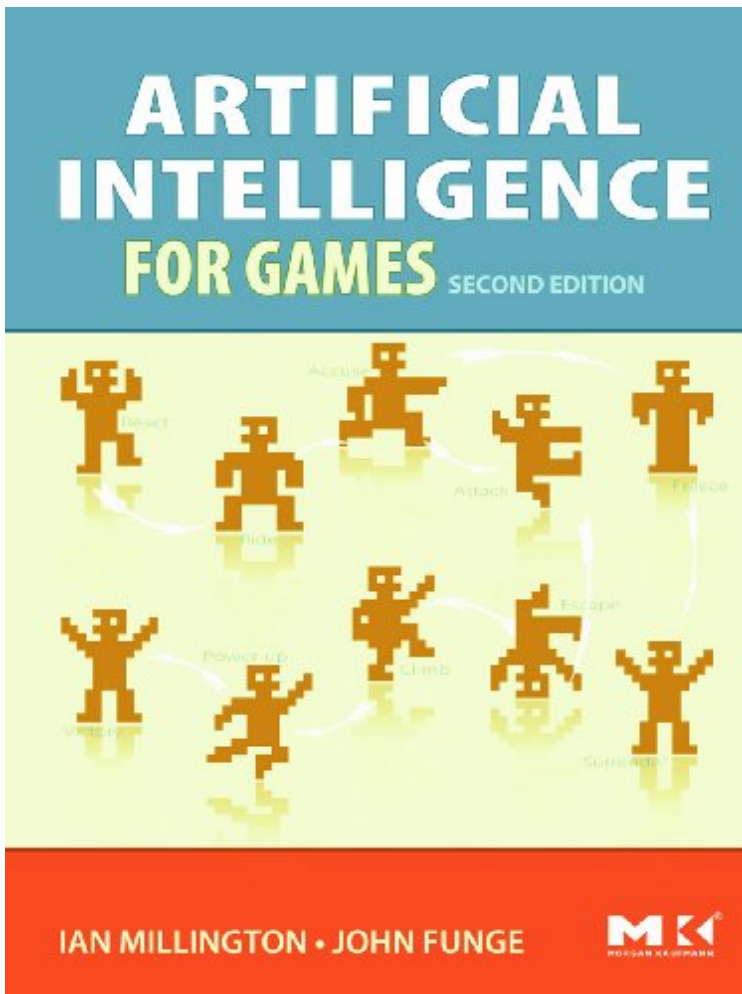


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Artificial Intelligence for Games



Par Ian Millington, John Funge
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Description :

Prsentation de l'diteurCreating robust artificial intelligence is one of the greatest challenges for game developers, yet the commercial success of a game is often dependent upon the quality of the AI. In this book, Ian Millington brings extensive professional experience to the problem of improving the quality of AI in games. He describes numerous examples from real games and explores the underlying ideas through detailed case studies. He goes further to introduce many techniques little used by developers today. The book's associated web site contains a library of C++ source code and demonstration programs, and a complete commercial source code library of AI algorithms and techniques."Artificial Intelligence for Games - 2nd edition" will be highly useful to academics teaching courses on game AI, in that it includes exercises with each chapter. It will also include new and expanded coverage of the following: AI-oriented gameplay; Behavior driven AI; Casual games (puzzle games).Revue de presse"Ian Millington crosses the boundary between academic and professional game AI with his book Artificial Intelligence for Games. Most books either lack academic rigor or are rigorous with algorithms that won't work under the CPU constraints

imposed by modern games. This book walks a line between the two and does it well. It explains algorithms rigorously while also discussing appropriate implementation details such as scheduling AI over time and using the right data structures. I will be using this book for my Game AI course." -Jessica D. Bayliss, Ph.D., Rochester Institute of Technology" This is the first serious attempt to create a comprehensive reference for all game AI practices, terminology, and know-how. Works like this are badly needed by the maturing video games industry. Systematic yet accessible, it is a must-have for any student or professional." -Marcin Chady, Ph.D., Radical Entertainment" This book promises to be the closest I've seen to what is needed in the field. I would highly recommend it for people in the industry." -John Laird, University of Michigan" Ian Millington's book is a comprehensive reference to the most widely used techniques in game AI today. Any game developer working on AI will learn something from this book, and game producers should make sure their AI programmers have a copy." -Dr. Ian Lane Davis, Mad Doc Software Presentation de l'diteur

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