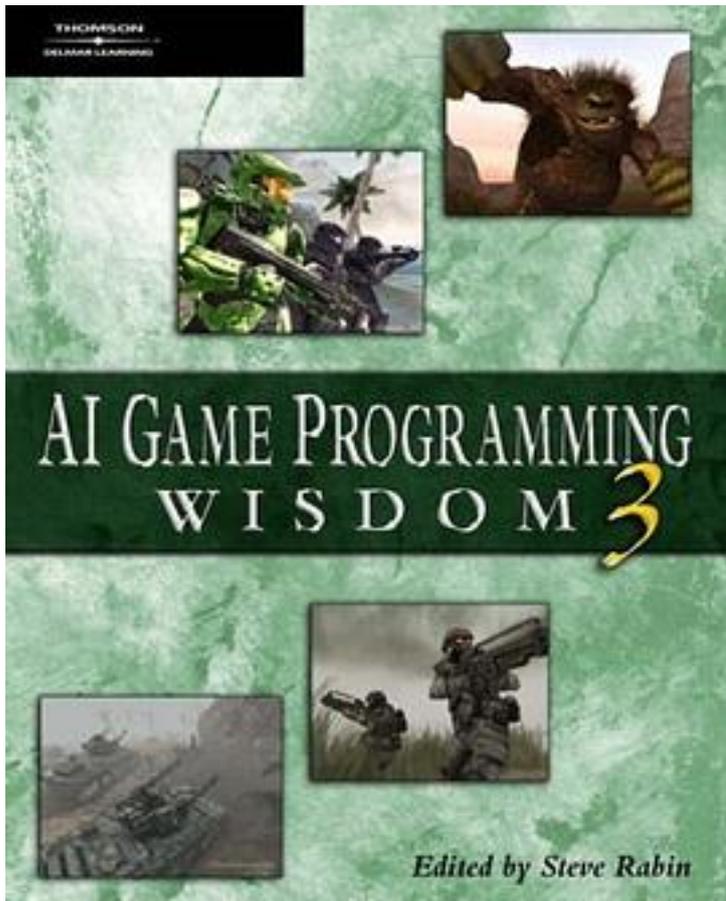


# AI Game Programming Wisdom 3 (Game Development Series)



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AI Game Programming Wisdom 3 grants you an insider's look at cutting-edge AI techniques used by industry professionals in such games as Fable, Halo 2, and the

Battlefield series. Successful commercial games like these require years of research and development in order to deliver exciting, new gameplay experiences. The wealth of knowledge gained through this hard work is invaluable and by sharing it, the 50+ authors in this book have generously given you the tools and techniques you need to build top tier games. In AI Game Programming Wisdom 3, you'll find an entirely new collection of exclusive tips, tricks, techniques, algorithms, and architectures that can't be found anywhere else. And as with previous volumes, the goal of this book is to offer useful, insightful, and clever ideas to help expand your own personal AI toolbox. New to this volume is the inclusion of longer and more detailed articles that allow for a more in-depth exploration of each topic. With this book, you'll be standing on the shoulders of game industry giants and taking advantage of their hard earned wisdom and insights. So take these techniques, build upon them, and lead the industry toward innovative gameplay and the next generation of games.

作者介绍:

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## 标签

游戏开发

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## 评论

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