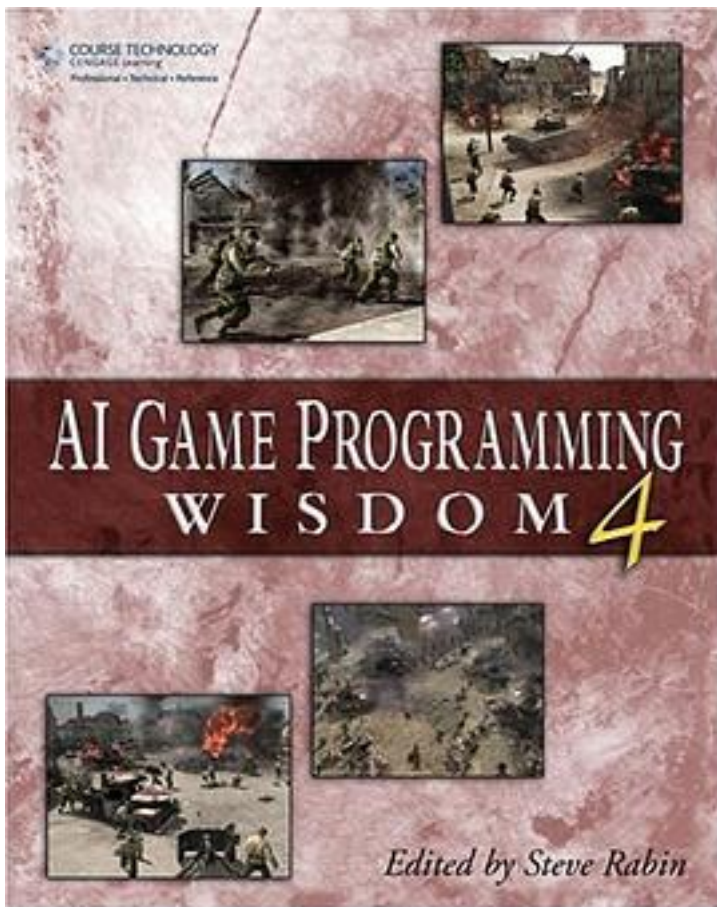


AI Game Programming Wisdom 4



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Welcome to the latest volume of AI Game Programming Wisdom! AI Game Programming Wisdom 4 includes a collection of more than 50 new articles featuring cutting-edge techniques, algorithms, and architectures written by industry professionals for use in commercial game development. Organized into 7 sections, this

comprehensive volume explores every important aspect of AI programming to help you develop and expand your own personal AI toolbox. You'll find ready-to-use ideas, algorithms, and code in all key AI areas including general wisdom, scripting and dialogue, movement and pathfinding, architecture, tactics and planning, genre specific, and learning and adaptation. New to this volume are articles on recent advances in realistic agent, squad, and vehicle movement, as well as dynamically changing terrain, as exemplified in such popular games as Company of Heroes. You'll also find information on planning as a key game architecture, as well as important new advances in learning algorithms and player modeling. AI Game Programming Wisdom 4 features coverage of multiprocessor architectures, Bayesian networks, planning architectures, conversational AI, reinforcement learning, and player modeling. These valuable and innovative insights and issues offer the possibility of new game AI experiences and will undoubtedly contribute to taking the games of tomorrow to the next level.

作者介绍:

Steve Rabin is a Principal Software Engineer at Nintendo of America, where he researches new techniques for Nintendo's next generation systems, develops tools, and supports Nintendo developers. Before Nintendo, Steve worked primarily as an AI engineer at several Seattle start-ups including Gas Powered Games, WizBang Software Productions, and Surreal Software. He managed and edited the AI Game Programming Wisdom series of books, as well as the book Introduction to Game Development, and has over a dozen articles published in the Game Programming Gems series. He's spoken at the Game Developers Conference and moderates the AI roundtables. Steve teaches artificial intelligence at both the University of Washington Extension and at the DigiPen Institute of Technology. He earned a B.S. in Computer Engineering and an M.S. in Computer Science, both from the University of Washington

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