

# GAME AI PRO<sup>2</sup>

Collected Wisdom  
of Game AI  
Professionals

EDITED BY

**STEVE RABIN**



CRC Press  
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AN A K PETERS BOOK

# Game Ai Pro 2 Collected Wisdom Of Game Ai Professionals

**Steven Rabin**



## **Game Ai Pro 2 Collected Wisdom Of Game Ai Professionals:**

Game AI Pro Steven Rabin, 2013-09-11 Successful games merge art and technology in truly unique ways Fused under tight production deadlines and strict performance requirements shaped by demanding player expectations games are among the most complex software projects created today Game AI Pro Collected Wisdom of Game AI Professionals covers both the art and the technology of game A     *Game AI Pro 2* Steven Rabin, 2015-04-24 Game AI Pro2 Collected Wisdom of Game AI Professionals presents cutting edge tips tricks and techniques for artificial intelligence AI in games drawn from developers of shipped commercial games as well as some of the best known academics in the field It contains knowledge advice hard earned wisdom and insights gathered from across the community of developers and researchers who have devoted themselves to game AI In this book 47 expert developers and researchers have come together to bring you their newest advances in game AI along with twists on proven techniques that have shipped in some of the most successful commercial games of the last few years The book provides a toolbox of proven techniques that can be applied to many common and not so common situations It is written to be accessible to a broad range of readers Beginners will find good general coverage of game AI techniques and a number of comprehensive overviews while intermediate to expert professional game developers will find focused deeply technical chapters on specific topics of interest to them Covers a wide range of AI in games with topics applicable to almost any game Touches on most if not all of the topics necessary to get started in game AI Provides real life case studies of game AI in published commercial games Gives in depth technical solutions from some of the industry s best known games Includes downloadable demos and or source code available at <http://www.gameapro.com>     *Game AI Pro 3* Steve Rabin, 2017-07-12 Game AI Pro3 Collected Wisdom of Game AI Professionals presents state of the art tips tricks and techniques drawn from developers of shipped commercial games as well as some of the best known academics in the field This book acts as a toolbox of proven techniques coupled with the newest advances in game AI These techniques can be applied to almost any game and include topics such as behavior trees utility theory path planning character behavior and tactical reasoning KEY FEATURES Contains 42 chapters from 50 of the game industry s top developers and researchers Provides real life case studies of game AI in published commercial games Covers a wide range of AI in games with topics applicable to almost any game Includes downloadable demos and or source code available at <http://www.gameapro.com> SECTION EDITORS Neil Kirby General Wisdom Alex Champandard Architecture Nathan Sturtevant Movement and Pathfinding Damian Isla Character Behavior Kevin Dill Tactics and Strategy Odds and Ends     Game AI Pro 2 Steven Rabin, 2015-04-17 Game AI Pro2 Collected Wisdom of Game AI Professionals presents cutting edge tips tricks and techniques for artificial intelligence AI in games drawn from developers of shipped commercial games as well as some of the best known academics in the field It contains knowledge advice hard earned wisdom and insights gathered from across the com

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Guide to Movement and Pathfinding gathers all the cutting edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering movement and pathfinding in game AI This volume is complete with articles by leading game AI programmers that explore better ways to smooth paths avoid obstacles and navigate 3D space with cutting edge techniques Key Features Provides real life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and or source code available online

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topics and developers interested in deepening their knowledge of the theoretical underpinnings of computer games and in learning new approaches to game design and programming

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**Game AI Uncovered** Paul Roberts, 2024-06-04 Game AI Uncovered Volume Two continues the series with the collected wisdom ideas tricks and cutting edge techniques from 22 of the top game AI professionals and researchers from around the world. The techniques discussed in these pages cover the underlying development of a wide array of published titles including The Survivalists Wheelman Plants vs Zombies Battle for Neighborville Dead Space Zombie Army 4 Evil Genius 2 Sniper Elite 5 Sonic All Stars Racing Transformed DiRT Showdown and more. Contained within this volume are overviews and insights covering a host of different areas within game AI including generalised planners player imitation awareness dynamic behaviour trees decision making architectures agent learning for automated playthroughs utility systems machine learning for cinematography directed acyclic graphs environment steering difficulty scenarios environmental cues through voxels automated testing approaches dumbing down your AI synchronized path following and much more. Beginners to the area of game AI along with professional developers will find a wealth of knowledge that will not only help in the development of your own games but also spark ideas.

for new approaches This volume includes chapters written by Nuno Vicente Barreto Steve Bilton Andy Brown Dr Allan Bruce Richard Bull Phil Carlisle Sarah Cook Michele Cond Steven Dalton Rodolfo Fava Jonas Gillberg Dominik Gotojuch Dale Green Tobias Karlsson Jonathan Keslake Fernando Penousal Machado Ivan Mateev Dr Nic Melder Dr Bram Ridder Paul Roberts Licio Roque and Andrea Schiel     Game AI Uncovered Paul Roberts,2025-01-23 Game AI Uncovered Volume Three continues the series with another collection of chapters from 18 of the top game AI professionals and researchers from around the world Each chapter includes wisdom ideas tips and tricks that were used in the development of video games The techniques discussed in these pages cover the underlying development of a wide array of published titles including Watch Dogs Legion City of Gangsters Eve Valkyrie Firefall The Persistence Advance Soccer Alpha Beta Gunner and Luna Abyss Contained within this volume are insights that cover a host of different areas within game AI including vehicle AI simulating social norms AI spawning fundamentals pathfinding creation of characters using components animation driven behaviour tactical positioning in football automated testing abstract pattern matching and machine learning for games Beginners in the area of game AI along with professional developers will find a wealth of knowledge that will not only help in the development of their own games but also spark ideas for new approaches This volume includes chapters written by Dr Allan Bruce Anubha Banerjee Bruno Rebaque Dale Green David Wooldridge Eric S Le Saux Greg Irwin Jason Lok Heng Chin Johan Holthausen John Reynolds Mathias Siemonsmeier Michele Cond Dr Nic Melder Paul Roberts Phil Carlisle Richard Bull Robert Zubek and Tobias Karlsson     Game AI Uncovered: no special title Paul Roberts (Game programmer),2024 Game AI Uncovered Volume One kicks off a brand new series of books that focus on the development of artificial intelligence in video games This volume brings together the collected wisdom ideas tricks and cutting edge techniques from 20 of the top game AI professionals and researchers from around the world The techniques discussed in these pages cover the underlying development of a wide array of published titles including Hood Outlaws and Legends The Escapists 2 Sackboy A Big Adventure Call of Duty Strike Team GTI Club Split Second Sonic All Stars Racing Transformed Luna Abyss Medal of Honor Heroes I II Age of Empires IV Watch Dogs Battlefield 2042 Plants vs Zombies Battle for Neighborville Dead Space and more Contained within this volume are overviews and insight covering a host of different areas within game IA including situational awareness pathfinding tethering squad behaviours coordination auto generating navigation link data fluid movement combining behaviour and animation systems pedal control for cars tactical positioning level of detail infinite axis utility systems hierarchical state machines bots for testing reactive behaviour trees and more Beginners to the area of game AI along with professional developers will find a wealth of knowledge that will not only help in the development in your own games but will spark ideas for new approaches     **AI Game Programming Wisdom 2** Steve Rabin,2004-01 Presents articles by artificial intelligence programmers that discuss techniques concepts architectures and philosophies of AI game programming     *Game AI Uncovered* Paul Roberts,2024 Game AI Uncovered Volume One kicks off a brand new series of books that focus on the



development of artificial intelligence in video games This volume brings together the collected wisdom ideas tricks and cutting edge techniques from 20 of the top game AI professionals and researchers from around the world **AI GAME PROGRAMMING WISDOM 2**(CD1) STEVE RABIN,2005-03-15 **AI Game Programming Wisdom** Steve Rabin,2002

Behavioral Mathematics for Game AI Dave Mark,2009 Human behavior is never an exact science making the design and programming of artificial intelligence that seeks to replicate human behavior difficult Usually the answers cannot be found in sterile algorithms that are often the focus of artificial intelligence programming However by analyzing why people behave the way we do we can break down the process into increasingly smaller components We can model many of those individual components in the language of logic and mathematics and then reassemble them into larger more involved decision making processes Drawing from classical game theory Behavioral Mathematics for Game AI covers both the psychological foundations of human decisions and the mathematical modeling techniques that AI designers and programmers can use to replicate them With examples from both real life and game situations you ll explore topics such as utility the fallacy of rational behavior and the inconsistencies and contradictions that human behavior often exhibits You ll examine various ways of using statistics formulas and algorithms to create believable simulations and to model these dynamic realistic and interesting behaviors in video games Finally you ll be introduced to a number of tools you can use in conjunction with standard AI algorithms to make it easier to utilize the mathematical models **AI Game Programming Wisdom 4** Steve Rabin,2014 **AI GAME PROGRAMMING WISDOM 4** is an information packed collection of cutting edge techniques algorithms and architectures used in commercial game development The more than 50 new articles assembled here were written by industry pros and explore every important aspect of AI programming including scripting and dialogue movement and pathfinding architecture tactics and planning learning and adaptation new advances in learning algorithms and player modeling multiprocessor architectures Bayesian networks and much more Organized into 7 sections this comprehensive volume will help you develop and expand your own personal AI toolbox With ready to use ideas algorithms and code in all key AI areas **AI GAME PROGRAMMING WISDOM 4** is the go to guide for all things new in AI game programming **AI Game Programming Wisdom 3** Steve Rabin,2006 This all new volume is filled with over 60 new ready to use expert techniques ideas and solutions for game developers

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