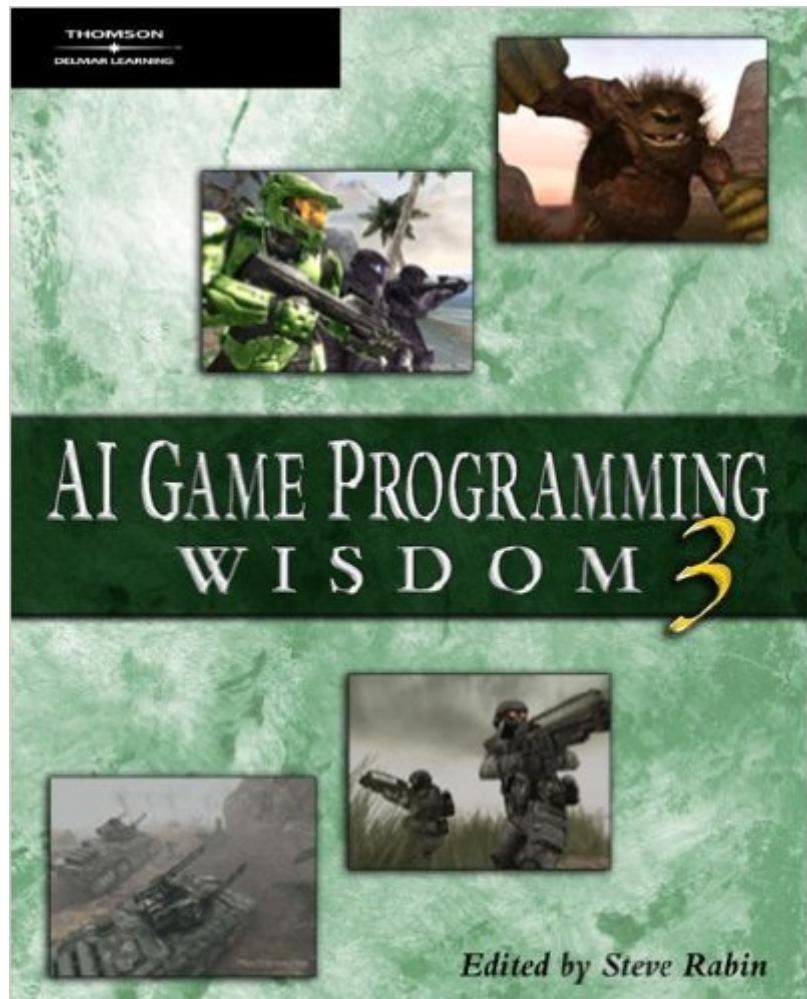


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# AI Game Programming Wisdom 3 (AI Game Programming Wisdom (w/CD))



## Synopsis

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.

## Book Information

Series: AI Game Programming Wisdom (W/CD)

Hardcover: 700 pages

Publisher: Cengage Learning; 1 edition (March 9, 2006)

Language: English

ISBN-10: 1584504579

ISBN-13: 978-1584504573

Product Dimensions: 9.6 x 7.5 x 1.6 inches

Shipping Weight: 3.4 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 starsÂ  See all reviewsÂ  (22 customer reviews)

Best Sellers Rank: #292,287 in Books (See Top 100 in Books) #3 inÂ  Books > Computers & Technology > Programming > Algorithms > Genetic #50 inÂ  Books > Computers & Technology > Computer Science > AI & Machine Learning > Neural Networks #87 inÂ  Books > Textbooks > Computer Science > Artificial Intelligence

## Customer Reviews

All of the books in the Game Programming Gems and AI Wisdom series have been quite useful to me as a game programmer. AI Game Programming Wisdom 2 is a continuation of the Charles River Media series devoted to gaming issues. As with the rest of the series the articles are of varying

lengths and detail. Many of the articles simply reference other articles in the series rather than basic or classic works in AI. So, this series is less useful as a bibliographic source. The topics covered in the articles are usually short and written at a high-level, but nonetheless very interesting and worth further research. And therein lies some of the frustration. It is often difficult to find more information about a particular subject since most of the references simply refer to articles in other books in the series, which are themselves are rather vague. AI Game Programming Wisdom 2 is structured very much the same as the first book in the series. The articles are broken into similar sections, with the addition of a new section on finite-state-machines and splitting the section on learning into two. Having already covered the A\* algorithm, its various optimizations, and navigation meshes in the previous books those topics are virtually absent here (though they may be buried as a secondary topic in some of the path-finding articles). I thought that the series had exhausted discussion of finite-state machines, but the editors managed to include a couple of interesting articles. The demand for more realistic AI behavior in character-based games is growing. And while a full simulation of emotions and human characteristics is untenable, at the moment, there are some interesting ideas in the Learning section of the book e.g.

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