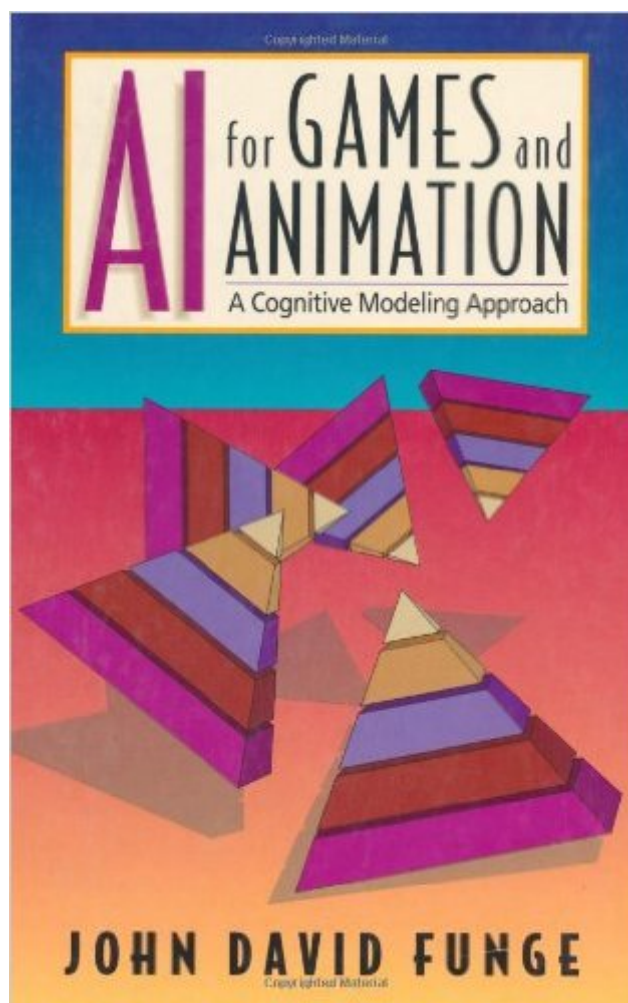


The book was found

AI For Games And Animation: A Cognitive Modeling Approach



Synopsis

John Funge introduces a new approach to creating autonomous characters. Cognitive modeling provides computer-animated characters with logic, reasoning, and planning skills. Individual chapters in the book provide concrete examples of advanced character animation, automated cinematography, and a real-time computer game. Source code, animations, images, and other resources are available at the book's website, listed below.

Book Information

Hardcover: 288 pages

Publisher: A K Peters/CRC Press; 1 edition (July 22, 1999)

Language: English

ISBN-10: 1568811039

ISBN-13: 978-1568811031

Product Dimensions: 6.2 x 0.6 x 9.2 inches

Shipping Weight: 1 pounds

Average Customer Review: 2.9 out of 5 starsÂ Â See all reviewsÂ (9 customer reviews)

Best Sellers Rank: #1,334,634 in Books (See Top 100 in Books) #203 inÂ Books > Computers & Technology > Computer Science > AI & Machine Learning > Machine Theory #430 inÂ Books > Textbooks > Computer Science > Artificial Intelligence #645 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Video Production

Customer Reviews

In this title, the author strives to take Artificial Intelligence to the next level. The cognitive approach is one where a character is given planning and reasoning skills with a behavioral outline and the character uses his own logic to determine its next actions. The book is designed for intermediate to advanced AI programmers, so the format of the book is quite technical (read as 'mathematics~based'). The book guides you through such topics as, "Reactive Behavior Rules", "Hierarchical Finite-state Machines", "Precondition Axioms", "Sensing", "Embedding Goal-directed Behavior", "Priority-based Control Systems", "Subgoals" and many other related issues. The book is roughly about 200 pages, and has 3 different examples for you to follow: a maze, a dinosaur world, and an undersea world. The maze is simple enough, its when you see the use of the cognitive approach in the dinosaurs and undersea creatures, that you realize the true potential of this method. In particular, I found the undersea world quite interesting. It consists of predatory sharks and merpeople. A shark will forage around systematically, going back to any spots it last saw a

merperson, and will chase and try to eat any merperson it sees. Sounds simple enough. The merpeople have no weapons, but use their superior reasoning capacities to elude the 'jaws of death'. This is when things get cool. Using techniques described in the book, the author demonstrates how a merperson who has been given 'brave' characteristics will try and help a fellow merperson crying for help, as it tries to evade becoming the shark's next meal.

[Download to continue reading...](#)

AI for Games and Animation: A Cognitive Modeling Approach How to Create Animation in 10 Easy Lessons: Create 2-D, 3-D, and Digital Animation without a Hollywood Budget (Super Skills) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Animation (Walt Disney Animation Studios: The Archive Series) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation Stop Staring: Facial Modeling and Animation Done Right Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles) Wee Sing Games, Games, Games Atmospheric and Space Flight Dynamics: Modeling and Simulation with MATLAB® and Simulink® (Modeling and Simulation in Science, Engineering and Technology) Chocolate Modeling Cake Toppers: 101 Tasty Ideas for Candy Clay, Modeling Chocolate, and Other Fondant Alternatives Modeling Agency Tips: Get Listed with Fashion Modeling Agencies and Find Your Dream Job Python Graphics for Games 3: Working in 3 Dimensions: Object Creation and Animation with OpenGL and Blender (Volume 3) The Model's Bible & Global Modeling Agency Contact List - An Insider's Guide on How to Break into the Fashion Modeling Industry Cognitive Hypnotherapy: An Integrated Approach to the Treatment of Emotional Disorders The Case Formulation Approach to Cognitive-Behavior Therapy (Guides to Individualized Evidence-Based Treatment) A Framework for Understanding Poverty; A Cognitive Approach Animation for Kids with Scratch Programming: Create Your Own Digital Art, Games, and Stories with Code Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels The Noble Approach: Maurice Noble and the Zen of Animation Design

[Dmca](#)