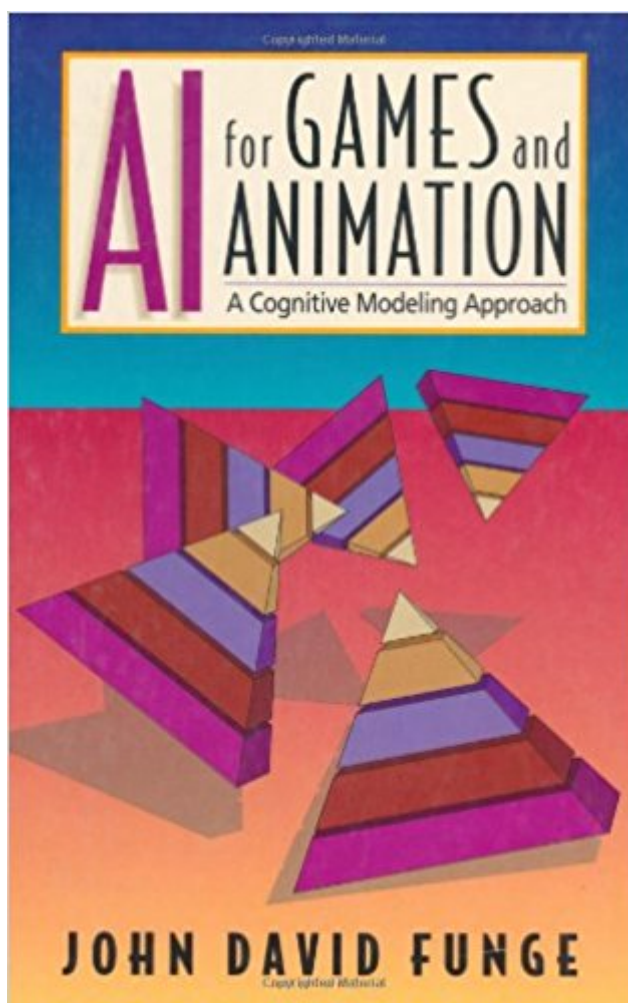




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AI For Games And Animation: A Cognitive Modeling Approach



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

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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.

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