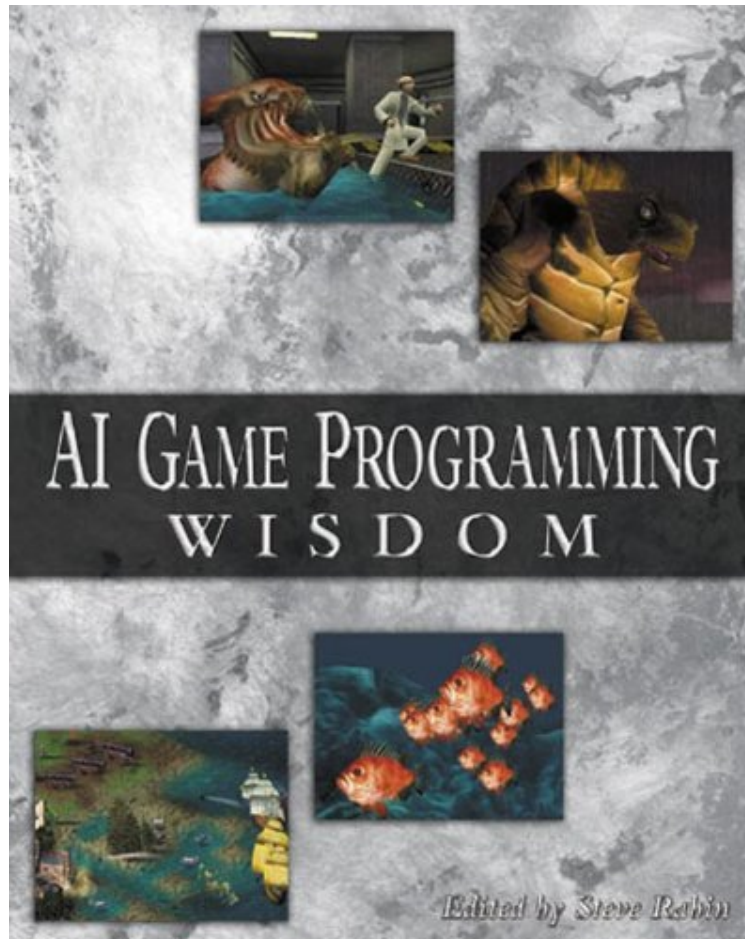


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AI Game Programming Wisdom (AI Game Programming Wisdom (W/CD))

Steve Rabin

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#601221 in Books Charles River Media 2002-04-03Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 1.52 x 7.77 x 9.261, 2.94 #File Name: 1584500778704 pages | File size: 21.Mb

Steve Rabin : AI Game Programming Wisdom (AI Game Programming Wisdom (W/CD)) before purchasing it in order to gage whether or not it would be worth my time, and all praised AI Game Programming Wisdom (AI Game Programming Wisdom (W/CD)):

21 of 22 people found the following review helpful. A fantastic "a la carte" tool kitBy Dave MarkBeing in the game development business, I am always on the lookout for new and different tricks, techniques and strategies. When most programmers go to the lectures, panels and roundtables at the Game Developers Conference, we are looking to pick up this same sort of material... we share ideas and approaches - but rarely get the chance to get down to the code details to make it easy for us to implement those ideas into our own work. This book makes that possible.Along the lines of the other "Gems" series of books, this collection is filled with ACTUAL techniques and code chunks that are used by some of the top professionals in the industry. Just flipping through the list of the contributors to the book is like going

around the room at one of the AI roundtables at the GDC... in fact, Steve Woodcock and Neil Kirby are 2 of the "3 AI guys" that RUN those roundtables! (The 3rd being Eric Dybsand who has contributed to the "Gems" series but not this title.) Many books on game development are informative. This one is actually USEFULL. I have personally adopted Steve Rabin's source code from the section "Implementing a State Machine Language" into my own game and it has saved me many hours of development and improved the readability and understandability of my code for the rest of the team. Just that section alone has netted at least a 1000:1 return on the cost of this book. Other sections have given me a different approach on how to handle the economic strategy layer that I could have come upon myself... but was able to implement a lot quicker than if I had done it myself. It was definately worth the price. Are any of these sections worth the purchase price for YOU? I suppose that depends on how much you value your time. Once you equate the cost of the book to the man hours you save, it's a no brainer! 10 of 0 people found the following review helpful. Kindle and CD contents? By Richard Ranft The book is pretty good. is the issue here - if there is a download link for the CD content then I haven't been able to find it yet. Thanks ! 10 of 10 people found the following review helpful. Really informative. By Marek Baczyski This is a great reference if you're in need of architectural or conceptual advice regarding AIs. It's not "learn AI in 24 hours" type of book, the reader is assumed to posses substantial knowledge of programming, as implementations aren't usually explained - this is a good thing, because it means there's more pure knowledge inside. (There's a CD with implementations and some sources.)

Learn how AI experts create intelligent game objects and characters with this first volume in the AI Game Programming Wisdom series. This unique collection of articles gives programmers and developers access to the insights and wisdom of over thirty AI pros. Each article delves deep into key AI game programming issues and provides insightful new ideas and techniques that can be easily integrated into your own games. Everything from general AI architectures, rule based systems, level-of-detail AI, scripting language issues, to expert systems, fuzzy logic, neural networks, and genetic algorithms are thoroughly covered. If you're a game programmer (AI/logic, front-end, user interface, tools, graphics, etc.) this comprehensive resource will help you take your skills and knowledge to the next level.

About the Author 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