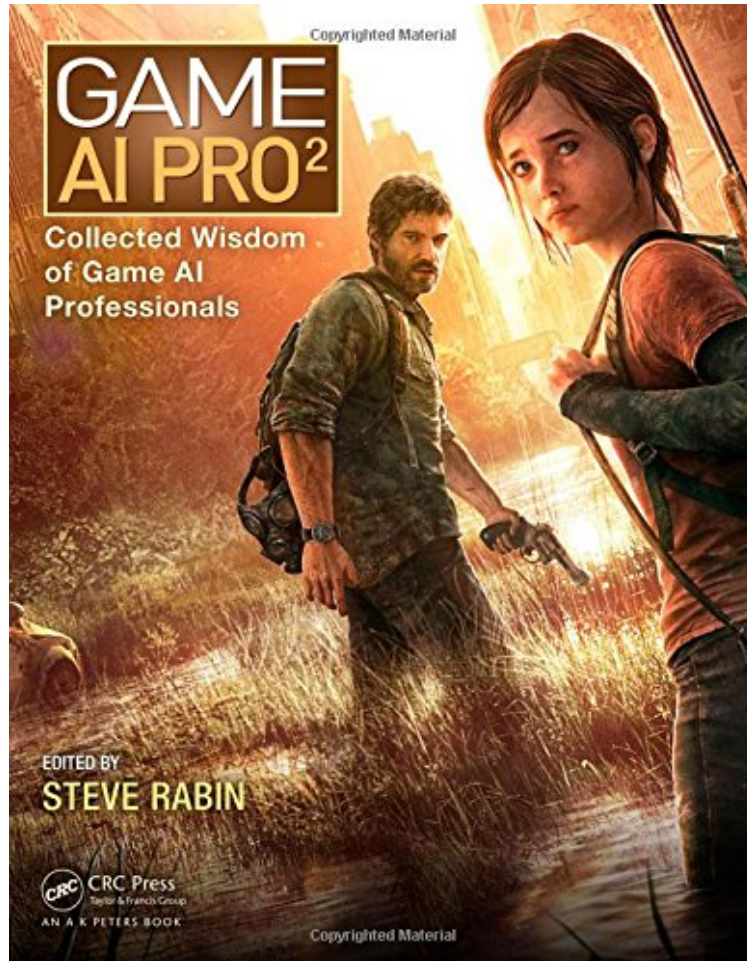


(Download free pdf) Game AI Pro 2: Collected Wisdom of Game AI Professionals

Game AI Pro 2: Collected Wisdom of Game AI Professionals

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From A K Peters Ltd : Game AI Pro 2: Collected Wisdom of Game AI Professionals before purchasing it in order to gage whether or not it would be worth my time, and all praised Game AI Pro 2: Collected Wisdom of Game AI Professionals:

18 of 18 people found the following review helpful. Excellent, up-to-date and comprehensiveBy John C.Very up-to-date, high-quality summaries of all the current methods in practical, adversarial AI. A must-read for anyone doing work in the field or students pursuing a career in AI.As a professional AI researcher and developer, I originally planned to just read a few of the articles touching on techniques I use or am interested in, but ended up reading it cover to cover. The quality of the articles and applicability to current research is phenomenal. Kudos to Steven Rabin for really excellent selection and editing. All scholarly mumbo jumbo has been fully excluded. The descriptions of the techniques are clear and easy-to-understand.This second volume is a big improvement over volume one, which tended to have a lot of idiosyncratic articles you would not care about unless you were interested in the exact, squirrely case

for which the author was describing the solution. Volume two has much better coverage of key methods like A*, MCTS, minimax, constraint-based programming and other techniques which have general applicability. As an example of this, volume one had an article describing the architecture used for implementing the kill bots in Killzone 3 which was very interesting and informative, but not anything you would be likely to use directly, even if you were solving that same problem. Volume two has articles more like the one in Chapter 3 on dual-utility reasoning by Kevin Dill. Dill gives a nice two-page summary of dual-utility and describes how he used it in Zoo Tycoon 2. For the AI developer this is really useful and something you might end up actually implementing or leveraging in some way. Also, volume 2 has better literature references and better grounding in the scholarly state of the art. Game AI Pro 1 was excellent, but this new edition ups the ante and is even better, providing even more practical and apropos articles. 3 of 16 people found the following review helpful. No demos and/or source code on the website. By Adam Thompson I just got the book. It says the demos are downloadable on the website. The website does not have any demos for this book. Emails to the publisher and editor have not been returned.

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 industrys best-known games Includes downloadable demos and/or source code, available at <http://www.gameapro.com>

About the Author Steve Rabin has been a key figure in the game AI community for over a decade and is currently a principal software engineer at Nintendo of America. After initially working as an AI engineer at several Seattle start-ups, he managed and edited seven game AI books in the Game AI Pro series and the AI Game Programming Wisdom series. He also edited the book Introduction to Game Development and has over two dozen articles published in the Game Programming Gems series. He has been an invited keynote speaker at several AI conferences, founded the AI Game Programmers Guild in 2008, and founded the Game Developers Conference (GDC) AI Summit, where he has been a summit adviser since 2009. Steve is a principal lecturer at the DigiPen Institute of Technology, where he has taught game AI since 2006. He earned a BSc in computer engineering and an MS in computer science, both from the University of Washington.