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AI FOR GAME DEVELOPERS



O'Reilly Media, Inc, USA. Paperback. Book Condition: new. BRAND NEW, AI for Game Developers, David M. Bourg, Glenn Seemann, Advances in 3D visualization and physics-based simulation technology make it possible for game developers to create compelling, visually immersive gaming environments that were only dreamed of years ago. But today's game players have grown in sophistication along with the games they play. It's no longer enough to wow your players with dazzling graphics; the next step in creating even more immersive...

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- Authored by David M. Bourg, Glenn Seemann
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