

Ai For Games And Animation By John David Funge

By john david funge. edition 1st edition . first published 22 july 1999 . ebook published 22 july 1999 . pub. location new york . imprint a k peters/crc press . pages 288 pages . ebook isbn 9781439864012 . subjects arts, engineering & technology. get citation. get citation. funge, j. (1999). ai for games and animation. new york: a k peters/crc press. about this book john funge introduces a new ai for games and animation has 6 ratings and 0 reviews. john funge introduces a new approach to creating autonomous characters. cognitive modeling provid john funge introduces a new approach to creating autonomous charactersshn is the author of numerous technical papers and his first book "ai for games and animation: a cognirive modeling approach" is one of the first to take a serious look at ai techniques in the context of computer games and animation. his current research interests include computer games, machine learning, knowledge representation, and new democratic methods for games and animation: a cognitive modeling approach by john david funge starting at \$2.54. ai for games and animation: a cognitive modeling approach has 1 available editions to buy at alibris ukai for games and animation: a cognitive modeling approach [john david funge] on amazon. *free* shipping on qualifying offers. john funge introduces a new approach to creating autonomous characters. cognitive modeling provides computer-animated characters with logicjohn david funge is the author of artificial intelligence for computer games (3.14 avg rating, 7 ratings, 0 reviews, published 2004) and ai for games and

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