1. Record Nr. UNINA9910484840903321

Autore	Cossu Sebastiano M.
Titolo	Beginning game AI with unity : programming artificial intelligence with C# / / Sebastiano M. Cossu
Pubbl/distr/stampa	Berkeley, California : , : APress, , [2021] ©2021
ISBN	1-4842-6355-3
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (XIV, 143 p. 75 illus.)
Disciplina	794.815
Soggetti	Game Development Artificial intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Introduction -- Chapter 2: The Basics -- Chapter 3: Paths and Waypoints -- Chapter 4: Navigation -- Chapter 5: Behaviors.
Sommario/riassunto	Game developers will use this book to gain a basic knowledge of programming artificial intelligence using Unity and C#. You will not be bored learning the theory underpinning AI. Instead, you will learn by experience and practice, and complete an engaging project in each chapter. AI is the one of the most popular subjects in gaming today, ranging from controlling the behavior of non-player characters to procedural generated levels. This book starts with an introduction to AI and its use in games. Basic moving behaviors and pathfinding are covered, and then you move through more complex concepts of pathfinding and decision making. You will: Understand the fundamentals of AI Create gameplay-based AI to address navigation and decision-making problems Put into practice graph theory and behavior models Address pathfinding problems Use the A* algorithm, the deus ex machina of pathfinding algorithms Create a mini stealth game.

2. Record Nr. UNINA9910557528403321

Autore	Rong Youmin
Titolo	Advanced Materials, Structures and Processing Technologies Based on Pulsed Laser
Pubbl/distr/stampa	Basel, Switzerland, : MDPI - Multidisciplinary Digital Publishing Institute, 2021
Descrizione fisica	1 online resource (83 p.)
Soggetti	Technology: general issues
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Pulsed lasers are lasers with a single laser pulse width of less than 0.25 s, operating only once in every certain time interval. Commonly used pulsed lasers are nanosecond, femtosecond, and picosecond lasers. A pulsed laser produces short pulses with a short interaction time with the material, which can largely avoid impact on the thermal movement of molecules and has a minimal thermal impact on the surrounding materials, thus having significant advantages in precision microfabrication. It is now widely used in flexible electronics, chips, medicine, and other fields, such as photographic resin curing, microwelding, vision correction, heart stent manufacturing, etc. However, as an emerging processing technology, the application prospects of pulsed lasers have yet to be fully expanded, and there is still a need to continuously explore the mechanisms of interaction with materials, to manufacture advanced functional structures, and to develop advanced process technologies.