1. Record Nr.            UNISA996466133203316

   Titolo                Foundations of intelligent systems : 16th international symposium, ISMIS 2006, Bari, Italy, September 27-29, 2006 : proceedings / / Floriana Esposito [and three others] (editors)

   Pubbl/distr/stampa    Berlin ; ; Heidelberg ; ; New York : , : Springer, , [2006]
                         ©2006

   ISBN                  3-540-45766-6

   Edizione              [1st ed. 2006.]

   Descrizione fisica    1 online resource (XVIII, 770 p.)

   Collana               Lecture notes in computer science ; ; 4203

   Disciplina            006.33

   Soggetti              Expert systems (Computer science)
                         Intelligent agents (Computer software)
                         Artificial intelligence

   Lingua di pubblicazione   Inglese

   Formato               Materiale a stampa

   Livello bibliografico Monografia

   Note generali         International conference proceedings.

   Nota di bibliografia  Includes bibliographical references and index.

   Nota di contenuto     Invited Talks -- Active Media Human-Computer Interaction -- Computational Intelligence -- Intelligent Agent Technology -- Intelligent Information Retrieval -- Intelligent Information Systems -- Knowledge Representation and Integration -- Knowledge Discovery and Data Mining -- Logic for AI and Logic Programming -- Machine Learning -- Text Mining -- Web Intelligence.

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| 2. | Record Nr. | UNINA9910972107003321 |
| | Autore | Mooney Thomas |
| | Titolo | Unreal development kit game design cookbook : over 100 recipes to accelerate the process of learning game design with UDK : [quick answers to common problems] / / Thomas Mooney |
| | Pubbl/distr/stampa | Olton Birmingham [England], : Packt Pub., 2012 |
| | ISBN | 9786613523358<br>9781280119125<br>1280119128<br>9781849691819<br>1849691819 |
| | Edizione | [1st ed.] |
| | Descrizione fisica | 1 online resource (544 p.) |
| | Disciplina | 794.81 |
| | Soggetti | Video games - Design<br>Computer simulation |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | Includes index. |
| | Nota di contenuto | Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Heads UP-UDK Interface Essentials; Introduction; Installing UDK and folder structure; What content comes with UDK?; Beginning, building, and testing a new level; Deciding on your preferences; UI survival steps; Navigating the Content Browser; Accessing assets in the Content Browser; Creating and managing packages; Importing your own content; Cooking a map in Unreal Frontend; Mobile device emulation; Kismet debugging<br>Chapter 2: Notes From an  Unreal World-Constructing Game World Elements Introduction; How to handle BSP geometry; Building a hollow room; Adjusting surface properties of BSP; Generating volume from the BSP brush; Handling Static Mesh actors in the scene; Setting collision in the Static Mesh Editor; Creating Terrain, Deco Layers, and Material Layers; Creating a Landscape; Scattering meshes on a Landscape using the Foliage tool; Creating a steamy plume in Cascade; Chapter 3:  It Lives!-Character Setup and Animation; Introduction; Installing ActorX |

and exporting skeletal animation

Importing Skeleta Mesh content into UDK Morph targets and .FBX importing; Setting up sockets; Attachments to Skeletal Meshes without using sockets; Setting up a custom AnimTree; Defining animations in your AnimTree; Configuring your character to use your AnimTree; How to use a single bone control chain to correct an offset crouch animation; Setting up a physics asset using PhAT; Adding limits to physics asset joint rotations; Adding a physics-driven tail to a key framed Skeletal Mesh; Enabling the head to face in a given direction for tracking purposes

Setting a Look At target for head rotation in code Setting morph weights in code; Calling up Skeletal Mesh animation using Matinee; Associating sounds with character moves in Matinee; Sound for non-Matinee controlled animation; Chapter 4: Got Your Wires Crossed?-Visual Scripting of Game play in Kismet; Introduction; Kismet UI essentials; Creating a simple enemy Bot; Event-based movement of scene objects in Matinee; Trace actions in a shooting situation; Revealing and hiding scene actors during game play; Producing sounds through Kismet; Using Take Damage events to produce explosions Understanding the usage of Named Variables Tidying up Kismet networks using Sub-sequences; Tidying up Kismet networks using Remote Events; Toggling Materials through Kismet; Toggling lights through Kismet; Animating Point Lights in Matinee to mimic texture animation; Making a comparison following a countdown; Using Integer Counter to count enemy deaths; Controlling node flow using a Gate action; Making Bots follow a path; Chapter 5: It Is Your Destiny!-Scripting Complex Game play Flow in Kismet; Prefabs including Kismet references; Swapping control of a Bot using Possess Pawn
Ways to stop a recurring loop

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| Sommario/riassunto | Written in cookbook style, this book offers many recipes to learn game design with UDK. Each recipe contains step-by-step instructions followed by analysis of what was done in each task and other useful information. The book is designed so that you can read it chapter by chapter, or you can look at the list of recipes and refer to them in no particular order. This book is meant for game artists who are getting used to UDK but may feel the need for guidance on matters of implementation. It also targets brave beginners who are struggling to find an all in one package for getting started with UDK |