



AI for Games and Animation: A Cognitive Modeling Approach

John David Funge

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John Funge introduces a new approach to creating autonomous characters. Cognitive modeling provides computer-animated characters with logic, reasoning, and planning skills. Individual chapters in the book provide concrete examples of advanced character animation, automated cinematography, and a real-time computer game. Source code, animations, images, and other resources are available at the book's website, listed below.

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