



Unreal Engine 4 AI Programming Essentials

By Peter L. Newton, Jie Feng



Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng

Create responsive and intelligent game AI using Blueprints in Unreal Engine 4

About This Book

- Understand and apply your Game AI better through various projects such as adding randomness and probability, and introducing movement
- Configure and debug Game AI logic using multiple methodologies
- Bridge the gap between your knowledge and Game AI in Unreal Engine 4

Who This Book Is For

This book is for programmers and artists who want to expand their knowledge of Game AI in relation to Unreal Engine 4. You are recommended to have some experience of exploring Unreal Engine 4 prior to this book because we jump straight into Game AI.

What You Will Learn

- Understand the fundamental components of Game AI within Unreal Engine 4
- Skillfully introduce Game AI within Unreal Engine 4
- Configure, customize, and assign Navigation and AI components to your pawn
- Create, debug, and analyze Game AI behavior
- Design responsive Game AI using the Behavior Tree methodology
- Create smart objects designed to interact with AI
- Utilize advanced AI features within your project to maximize the user experience

In Detail

Unreal Engine is a powerful game development engine that provides rich functionalities to create 2D and 3D games. Developers have the opportunity to build cross-platform mobile and desktop games from scratch. This book will show you how to apply artificial intelligence (AI) techniques to your Unreal project using blueprints as your scripting language. You will start with an introduction to AI, and learn how it is applied to gaming. Then you'll jump right in and create a simple AI bot and apply basic behaviors to allow it to move

randomly. As you progress, you'll find out how to implement randomness and probability traits. Using NavMesh, you will impart navigation components such as character movement, MoveTo nodes, settings, and world objects, and implement Behavior Trees. At the end of the book, you will troubleshoot any issues that might crop up while building the game.

Style and approach

This easy-to-follow project-based guide throws you directly into the excitement of Game AI in an approachable and comprehensive manner.

 [Download Unreal Engine 4 AI Programming Essentials ...pdf](#)

 [Read Online Unreal Engine 4 AI Programming Essentials ...pdf](#)

Unreal Engine 4 AI Programming Essentials

By Peter L. Newton, Jie Feng

Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng

Create responsive and intelligent game AI using Blueprints in Unreal Engine 4

About This Book

- Understand and apply your Game AI better through various projects such as adding randomness and probability, and introducing movement
- Configure and debug Game AI logic using multiple methodologies
- Bridge the gap between your knowledge and Game AI in Unreal Engine 4

Who This Book Is For

This book is for programmers and artists who want to expand their knowledge of Game AI in relation to Unreal Engine 4. You are recommended to have some experience of exploring Unreal Engine 4 prior to this book because we jump straight into Game AI.

What You Will Learn

- Understand the fundamental components of Game AI within Unreal Engine 4
- Skillfully introduce Game AI within Unreal Engine 4
- Configure, customize, and assign Navigation and AI components to your pawn
- Create, debug, and analyze Game AI behavior
- Design responsive Game AI using the Behavior Tree methodology
- Create smart objects designed to interact with AI
- Utilize advanced AI features within your project to maximize the user experience

In Detail

Unreal Engine is a powerful game development engine that provides rich functionalities to create 2D and 3D games. Developers have the opportunity to build cross-platform mobile and desktop games from scratch. This book will show you how to apply artificial intelligence (AI) techniques to your Unreal project using blueprints as your scripting language. You will start with an introduction to AI, and learn how it is applied to gaming. Then you'll jump right in and create a simple AI bot and apply basic behaviors to allow it to move randomly. As you progress, you'll find out how to implement randomness and probability traits. Using NavMesh, you will impart navigation components such as character movement, MoveTo nodes, settings, and world objects, and implement Behavior Trees. At the end of the book, you will troubleshoot any issues that might crop up while building the game.

Style and approach

This easy-to-follow project-based guide throws you directly into the excitement of Game AI in an

approachable and comprehensive manner.

Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng Bibliography

- Sales Rank: #1230751 in Books
- Published on: 2016-03-18
- Released on: 2016-06-06
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .43" w x 7.50" l, .73 pounds
- Binding: Paperback
- 188 pages

 [Download Unreal Engine 4 AI Programming Essentials ...pdf](#)

 [Read Online Unreal Engine 4 AI Programming Essentials ...pdf](#)

Download and Read Free Online Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng

Editorial Review

About the Author

Peter L. Newton

Peter L. Newton gravitated toward computers at a young age. As his appetite for technology grew, web applications were his first exploration into development. The excitement of programming is what kept Peter diving further into different software designs and programming patterns. He is a self-taught programmer who has spent countless hours in reverse engineering assembly and arm instruction executables just for the joy of learning. Peter has several years of experience as a web developer, software developer, database architect, and hardware technician. His recent years were dedicated to the Virtual Reality/Gaming industry experience, working with such companies as Create, Sony Pictures, and the developers of Unreal Engine 4, Epic Games. Peter's most recent VR project was Can You Walk The Walk?, which won Digital Hollywood's "Best In Virtual Reality Based on a Cinematic or Television Experience" award.

Jie Feng

Jie Feng is originally from Jiaxing, China. He is currently a PhD candidate at Columbia University, specializing in machine learning and computer vision. He has conducted research on problems ranging from detecting and recognizing objects in images and retrieving similar images from large-scale databases to understanding human behavior in videos. Jie's work has been published at top international conferences, and he has been granted a U.S. patent. He is also a software designer and developer and has worked at Microsoft, Amazon, and Adobe. Jie is passionate about applying Artificial Intelligence to real-world problems. His project using Microsoft Kinect to analyze motion for fitness has won People's Choice Award at Innovative Health Tech NYC competition, 2013. Jie is currently working on a fashion discovery product named EyeStyle. Video games are the very thing that motivated him to study computer science. His favorite genre is action adventure. Titles including Resident Evil, Tomb Raider, and Uncharted inspire him in innovative thinking. This book is a unique experience for Jie to put his knowledge on Artificial Intelligence to game design and examine the potential of creating intelligent characters using Unreal Engine 4.

Users Review

From reader reviews:

Misty Barrientos:

This Unreal Engine 4 AI Programming Essentials book is just not ordinary book, you have after that it the world is in your hands. The benefit you will get by reading this book will be information inside this e-book incredible fresh, you will get facts which is getting deeper anyone read a lot of information you will get. This kind of Unreal Engine 4 AI Programming Essentials without we comprehend teach the one who looking at it become critical in considering and analyzing. Don't end up being worry Unreal Engine 4 AI Programming Essentials can bring whenever you are and not make your tote space or bookshelves' become full because

you can have it in the lovely laptop even mobile phone. This Unreal Engine 4 AI Programming Essentials having good arrangement in word along with layout, so you will not feel uninterested in reading.

Nicholas Gober:

This book untitled Unreal Engine 4 AI Programming Essentials to be one of several books that will best seller in this year, honestly, that is because when you read this reserve you can get a lot of benefit upon it. You will easily to buy this specific book in the book store or you can order it by using online. The publisher with this book sells the e-book too. It makes you quicker to read this book, because you can read this book in your Smartphone. So there is no reason to you personally to past this guide from your list.

Eli Gaddy:

Spent a free the perfect time to be fun activity to complete! A lot of people spent their down time with their family, or their friends. Usually they doing activity like watching television, planning to beach, or picnic inside park. They actually doing same every week. Do you feel it? Do you want to something different to fill your own personal free time/ holiday? Can be reading a book might be option to fill your totally free time/ holiday. The first thing that you will ask may be what kinds of publication that you should read. If you want to try out look for book, may be the book untitled Unreal Engine 4 AI Programming Essentials can be excellent book to read. May be it may be best activity to you.

Brandon Seymour:

You can spend your free time to see this book this e-book. This Unreal Engine 4 AI Programming Essentials is simple to deliver you can read it in the park your car, in the beach, train along with soon. If you did not have got much space to bring the particular printed book, you can buy typically the e-book. It is make you simpler to read it. You can save the actual book in your smart phone. Therefore there are a lot of benefits that you will get when one buys this book.

Download and Read Online Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng #6PI0YACO4RU

Read Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng for online ebook

Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng books to read online.

Online Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng ebook PDF download

Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng Doc

Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng Mobipocket

Unreal Engine 4 AI Programming Essentials By Peter L. Newton, Jie Feng EPub