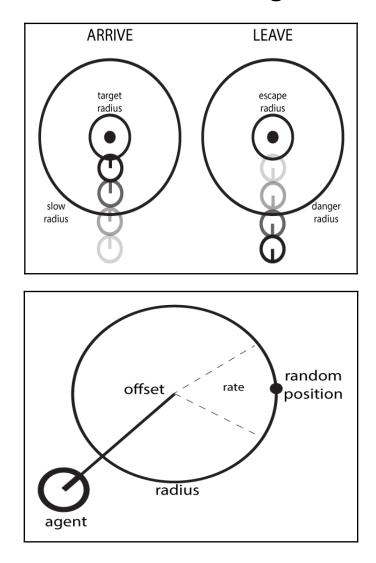
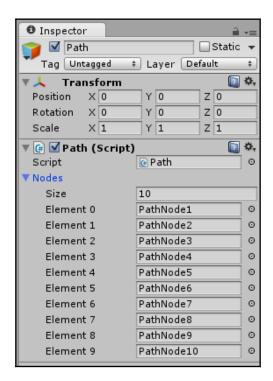
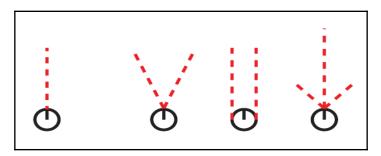
## **Chapter 1: Behaviors - Intelligent Movement**

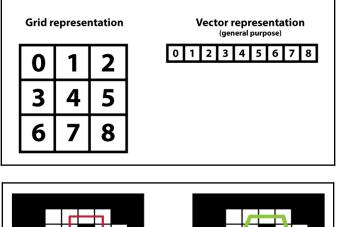


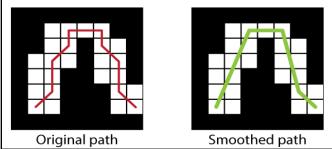




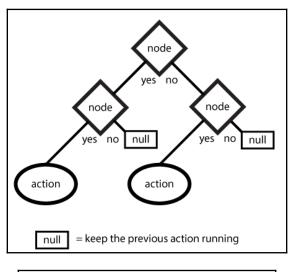


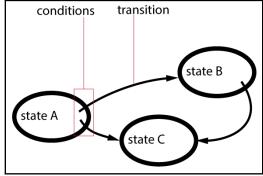
## **Chapter 2: Navigation**

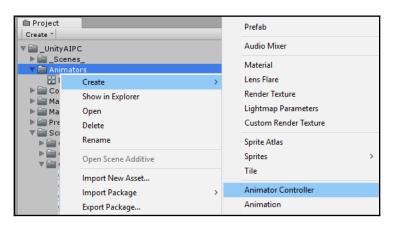


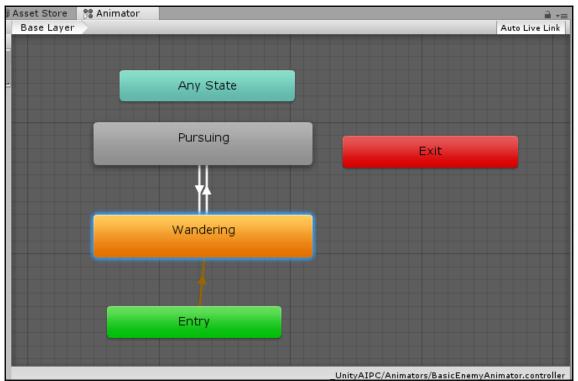


### **Chapter 3: Decision Making**









# Scene	C Game	🟐 Asset Store	鷺 Animator
Layers Paran	neters 🐨	Base Layer	
(Q*Name	) <del>+</del> ,		
= Pursue	0		
= Wander	0		Any

Store	🕫 Animator	<b>≧</b> ∗≡	Inspector		≡
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	Apy State		Transitions Pursuing -> Wandering	2	Solo Mute
	Any State			<u>а</u>	
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-		Exit			
			▼ Settings		
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			Fixed Duration		
	Wandering		Transition Duration (		
			Transition Offset	0	
-			Interruption Source	None	+
			Ordered Interruption		
	1		🛆 Cannot preview tran	nsition: source state does not hav	e motion
	Entry		Conditions		
			= Wander	•	_
					+ -

Inspector           Wande           Tag	ing	= -= ⊒ -: ¢,
Motion Speed Multiplier Normalized Mirror Cycle Offset Foot IK	ime Pr	o arameter arameter arameter arameter
Write Defaul Transitions = Wanderir	ts ☑ g -> Pursuing	Solo Mute
	Add Behaviour	
	New Script Name AFSMWandering Create and Add	

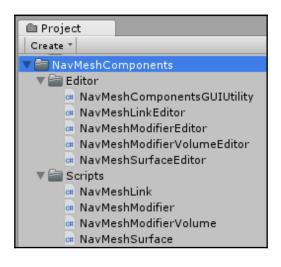
A transmission				
Inspector				
Wander				) Static 🔻
Tag Untagged	+	Layer Defau	ılt	+
Prefab Select		Revert	Арр	у
▼ 人 Transform				🔯 🕸 🌣
Position	X -2.56	Y 0	Z 0	
Rotation	X 0	Y 0	Z 0	
Scale	X 1	Y 1	Z 1	
🔻 🚼 🗹 Animator				🔯 🗟 🖉
Controller	🗄 BasicEi	nemyAnimator		0
Avatar	None (Av	atar)		0
Apply Root Motion				
Update Mode	Normal			+
Culling Mode	Always A	nimate		\$
Clip Count: 0				
Curves Pos: 0 Quat: 0	Euler: 0 Sca	ale: 0 Muscles: 0	) Generic: 0 Pl	Ptr: 0
Curves Count: O Const	tant: 0 (0.09	6) Dense: 0 (0.0	%) Stream: 0	(0.0%)
				2 2 4
Agent (Script) Script	Agent			••••••••••••••••••••••••••••••••••••••
Blend Weight	Ayent			
Blend Priority				
Priority Threshold	0.2			
Max Speed	1			
Max Accel	3			
Max Rotation	80			
Max Angular Accel	150			
Orientation	0			
Rotation	0		7.0	
Velocity	X 0	Y 0	Z 0	
🔻 😅 🗌 Wander (Script)				🔯 🖓 🌣
Script	💩 Wande	r		0
Weight	1			
Priority	1			
Target		ime Object)		0
Target Radius	0.1			
Slow Radius	3			
Time To Target	0.1			
Offset	2			
Radius	3			
Rate	60			
🔻 📾 🗌 Seek (Script)				🔯 🕂 🌣
Script	💩 Seek			0
Weight	1			
Priority	1			
Target	Player			0
	Add Comp	onent		

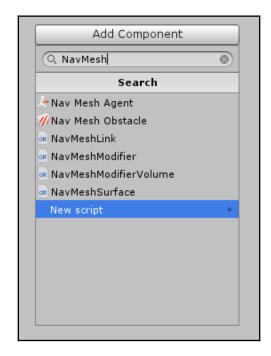
# Chapter 4: The New NavMesh API

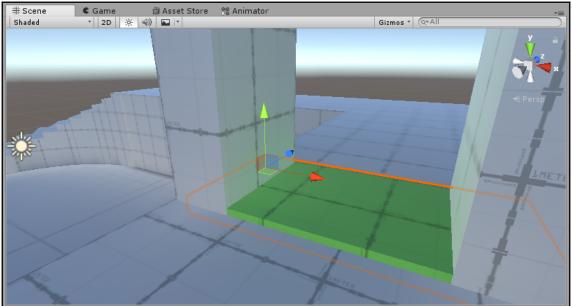
🛛 Unity-Te	Unity-Technologies / NavMeshComponents			O Watch ▼	139	★ Star	704 Y Fork	164		
<> Code	() Issues 38	1 Pull requests 2	Projects 0	💷 Wiki	Insights					
High Level J	API Components	for Runtime NavMes	h Building							
· B	4 commits	₽ 8 branches		🛇 5 releases		🎎 3 contribu	itors		화 MIT	
Branch: mast	er 🕶 New pull requ	uest			Creat	te new file U	lpload files	Find file	Clone or down	load 🔻
厦 turadr U	Turadr Update README with the version of the currently compatible Unity edit Latest commit 54addbb 4 days ago					rs ago				

> This PC > Downloads > NavMe	eshComponents-2018.1.0f2	>
Name	Date modified	Туре
Assets	5/7/2018 14:24	File folder
	5/7/2018 14:24	File folder
Packages	5/7/2018 14:24	File folder
ProjectSettings	5/7/2018 14:24	File folder
📄 .gitignore	5/7/2018 14:24	Text Document
	5/7/2018 14:24	File
README.md	5/7/2018 14:24	MD File

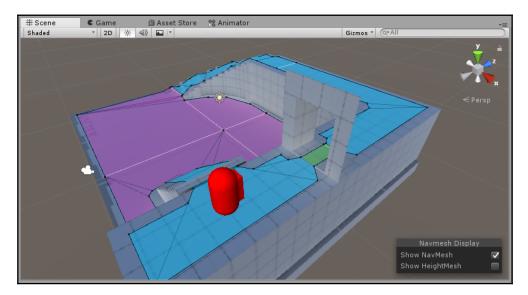
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📙 Gizmos	5/7/2018 14:24	File folder
NavMeshComponents	5/7/2018 14:24	File folder
Tests	5/7/2018 14:24	File folder
Examples.meta	5/7/2018 14:24	META File
📄 Gizmos.meta	5/7/2018 14:24	META File
NavMeshComponents.meta	5/7/2018 14:24	META File
Tests.meta	5/7/2018 14:24	META File





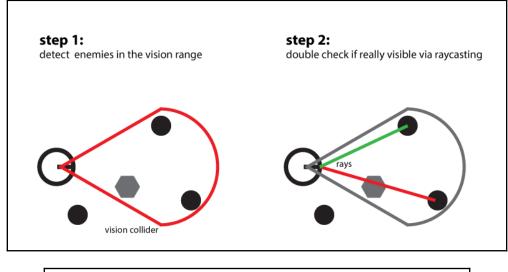


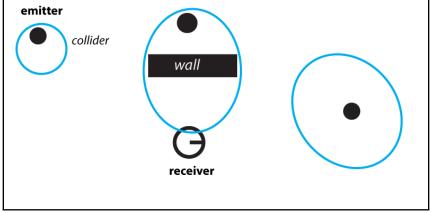
<li>Insp</li>	pector	r 🔀 Navigation			*≡
	Agents	Areas	Bake	Object	]
		Name		C	ost
📕 Built	in 0	Walkable		1	
📕 📕 Built	-in 1	Not Walkable		1	
📕 📕 Built	-in 2	Jump		2	
User	- 3	Swamp		6	
User	4	Door		2	
User	5			1	

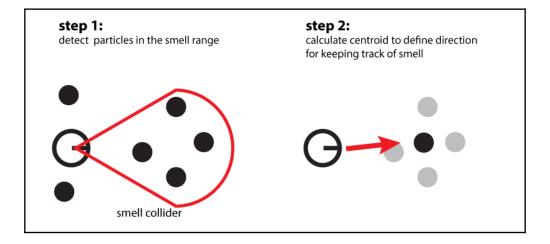




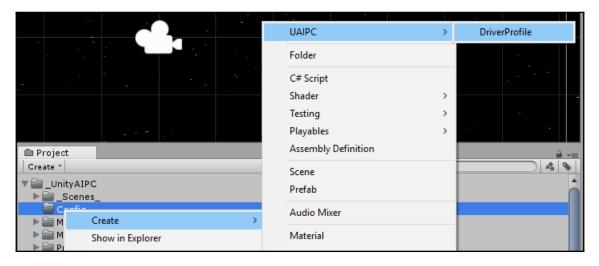
### **Chapter 6: Agent Awareness**







## **Chapter 10: Miscellaneous**



<ol> <li>Inspector</li> </ol>		<b>≧</b> ∗≡
DriverStand	dard	🔊 🕂 🌣
		Open
Script	🖬 DriverProfile	0
Skill		0.555
Aggression		0.458
Control	O	0.598
Mistakes		0.368

Inspector	<u>a</u>	-≡
Tag Untagged	rStandard 📃 🗌 Static ‡ Layer Default	•
▼↓ Transform	12701 (Lanna 1	\$,
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Scale	X 1 Y 1 Z 1	
🔻 😐 🛛 Agent Driver	· (Script) 🛛 🗊 큐	\$
Script	AgentDriver	$\odot$
Profile	DriverStandard (DriverProf	0
Car	None (Car Controller)	0
Add	d Component	

