ARTIFICIAL INTELLIGENCE FOR SIMULATION

AI.implant is a production-proven Artificial Intelligence software and SDK. With visual behavior, automated environment navigation mesh, perception attribution authoring and debugging tools, users can create human and vehicle agents for simulation projects that easily scale from a single intelligent entity to large populations of intelligent autonomous entities. AI.implant makes it easy to create and control all entities in any complex simulation.

Artificial intelligence for human, vehicle behavior, AI.implant is ideal for urban training, simulation & analysis projects requiring realistic and dynamic environments & complex human behaviour. Offering 3D entities capable of non-doctrinal, complex, and adaptable behavior, AI.implant is the smart way to make any existing simulation better.

By increasing realism and making it easier to create entities with complex intelligent behavior, AI.implant is advancing the state of visual simulation. Offering virtually instant intelligent populations and highly scalable individual human behaviours, AI.implant ensures the greatest fidelity for immersive simulation.

As a commercial-off-the-shelf (COTS) middleware product, AI.implant integrates seamlessly into existing pipelines and simulation engines and greatly increases the robustness of any simulation through its user friendly development and debugging tools.
Dynamic area based pathfinding is a powerful physics-aware dynamics navigation that can respond to unpredictable changes in the simulation physics. An area based "map" for AI enables entities to move naturally, not robotically, within the defined area. Correlation issues and/or network generation nightmares are eliminated because AI.implant uses terrain data for pathfinding. Complex dynamic obstacle avoidance strategies prevent characters from running into each other or from getting stuck while pathfinding.

Visit www.presagis.com for more information.