

Bibliografia

AKENINE-MÖLLER, Thomas; HAINES, Eric. **Real-Time Rendering**. 2. ed. Hingham: A K Peters, 2002, 482 p.

BROUGH, Mike. **The Y+ Virtual Machine**: Technical Report TR97-09. Keele University: Department of Computer Science, 1997. Disponível em: <<http://www.keele.ac.uk/depts/cs/Staff/Homes/Mdb3/papers/PARTIV.PDF>>. Acesso em: 25 nov. 2003.

BRUBAKER, David I. **Fuzzy State Machines**. Huntington Technical Brief, 1990. Disponível em: <http://www.fuzzysys.com/WebHelp/Fuzzy_State_Machines.htm>. Acesso em: 13 nov. 2003.

DRUSINSKY, Doron; HAREL, David. Using Statecharts for Hardware Description and Synthesis. **IEEE Transactions on Computer-Aided Design**. [s.l.]: Vol. 8, Nº 7, p. 798 – 807, 1989.

DYBSAND, Eric. A Generic Fuzzy State Machine in C++. In: DELOURA, Mark. (Ed.). **Game Programming Gems 2**. Hingham: Charles River Media, 2001. Seção 3.12.

EBERLY, David H. **3D Game Engine Design**: A Practical Approach to Real-Time Computer Graphics. Morgan Kaufmann, 2000.

FLY3D. **Site Oficial**. Niterói, 2003. Disponível em: <<http://www.fly3d.com.br>>. Acesso em: 20 dez. 2003.

FONSECA, Francisco. **Texturas com Relevo Utilizando Iluminação por Pixel e Processamento Paralelo**. 2004. Dissertação (Mestrado em Informática). PUC-Rio, Rio de Janeiro, 2004.

FU, Daniel; HOULETTE, Ryan. Putting AI in Entertainment: An AI Authoring Tool for Simulation and Games. **IEEE Intelligent Systems**. [s.l.]: Vol. 17, N° 4, p. 81-84, 2002.

GIRAULT, Alain; LEE, Bilung; LEE, Edward A. Hierarchical Finite State Machines with Multiple Concurrency Models. **IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems**. [s.l.]: Vol. 18, N° 6, p. 742-760, jun. 1999.

HAREL, David. Statecharts: A Visual Formalism for Complex Systems. **Science of Computer Programming**. [s.l.]: N° 8, p. 231 – 274, 1987.

HAREL, David. *et al.* Statemate: A Working Environment for the Development of Complex Reactive Systems. **IEEE Transactions on Software Engineering**. [s.l.]: Vol. 16, N° 4, p. 403-414, 2001.

HOPCROFT, John E.; ULLMAN, Jeffrey D. **Introduction to Automata Theory, Languages and Computation**. Boston: Addison-Wesley, 1979.

HOPCROFT, John E.; MOTWANI, Rajeev; ULLMAN, Jeffrey D. **Introduction to Automata Theory, Languages and Computation**. 2. ed. Boston: Addison-Wesley, 2001.

HOULETTE, Ryan; FU, Daniel; ROSS, David. Towards an AI Behavior Toolkit for Games. In: AAAI SPRING SYMPOSIUM ON AI AND INTERACTIVE ENTERTAINMENT, 2001. **Proceedings....** Disponível em: <<http://www.aaai.org>>. Acesso em: 20 nov. 2003.

HOULETTE, Ryan; FU, Daniel. The Ultimate Guide to FSMs in Games. In: RABIN, Steve. (Ed.). **AI Game Programming Wisdom 2**. Hingham: Charles River Media, 2003.

JOHNSON, Daniel; WILES, Janet. Computer Games with Intelligence. In: IEEE International Conference on Fuzzy Systems, 10., St. Lucia, 2001. **Proceedings....**

KLIR, George J.; YUAN, Bo. **Fuzzy sets and Fuzzy Logic: Theory and Applications**. Prentice Hall, 1995.

LOPES, Gilliard. **Inteligência Artificial em Jogos 3D: Uma Estratégia de Busca de Caminhos no Espaço Dividido em Volumes Convexos**. 2002. Trabalho de Conclusão de Curso (Bacharelado em Ciência da Computação). Universidade Federal Fluminense, Niterói, 2002 (a).

LOPES, Gilliard. Real-Time BSP-Based Path Planning with A*. In: WJOGOS: WORKSHOP BRASILEIRO DE JOGOS E ENTRETENIMENTO DIGITAL, 1., 2002, Fortaleza. **Anais...** 2002 (b).

LOPES, Gilliard. Artificial Intelligence for 3D Action Games: Theory and Practice. In: WJOGOS: WORKSHOP BRASILEIRO DE JOGOS E ENTRETENIMENTO DIGITAL, 2., 2003, Salvador. **Anais...** 2003.

MCCUSKEY, Mason. Fuzzy Logic for Video Games. In: DELOURA, Mark. (Ed.). **Game Programming Gems**. Hingham: Charles River Media, 2001. Seção 3.8.

MICHELI, Giovanni de. **Synthesis and Optimization of Digital Circuits**. McGraw-Hill, 1994.

ORKIN, Jeff. 12 Tips from the Trenches. In: RABIN, Steve. (Ed.). **AI Game Programming Wisdom**. Hingham: Charles River Media, 2002. Seção 1.4.

PAPADIMITRIOU, C. H. **Computational Complexity**. Boston: Addison-Wesley, 1994.

PARALELO Computação Ltda. **Site Oficial**. Niterói, 2003. Disponível em: <<http://www.paralelo.com.br>>. Acesso em: 20 dez. 2003.

RABIN, Steve. Implementing a State Machine Language. In: RABIN, Steve. (Ed.). **AI Game Programming Wisdom**. Hingham: Charles River Media, 2002 (a). Seção 6.5.

RABIN, Steve. Enhancing a State Machine Language through Messaging. In: RABIN, Steve. (Ed.). **AI Game Programming Wisdom**. Hingham: Charles River Media, 2002 (b). Seção 6.6.

ROCHA, António Manuel Adrego da. **Synthesis and Simulation of Reprogrammable Control Units from Hierarchical Specifications**. 1999. Tese (Doutorado em Engenharia Electrónica, Departamento de Electrónica e Telecomunicações). Universidade de Aveiro, Aveiro, Portugal, 1999.

SKLYAROV, Valery. Applying Finite State Machine Theory and Object-Oriented Programming to the Logic Synthesis of Control Devices. **Electrónica e Telecomunicações**, Lisboa, Vol. 1, N° 6, p. 515 – 529, 1996.

TANAKA, Kazuo. **An Introduction to Fuzzy Logic for Practical Applications**. Springer-Verlag, 1997.

WATT, Alan; POLICARPO, Fabio. **3D Games, Vol. 1: Real-Time Rendering and Software Technology**. Harlow: Addison-Wesley, 2000.

WATT, Alan; POLICARPO, Fabio. **3D Games, Vol. 2: Animation and Advanced Real-Time Rendering**. Harlow: Addison-Wesley, 2002.

ZADEH, Lofti. Fuzzy Sets. **Information and Control**. [s.l.]: N° 8, p. 338-353, 1965.