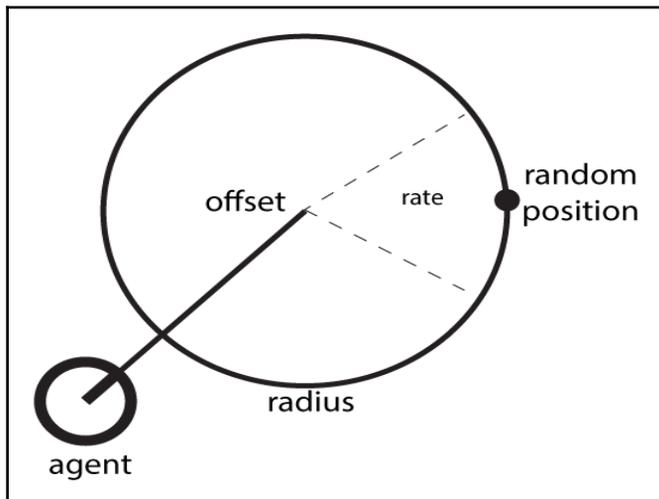
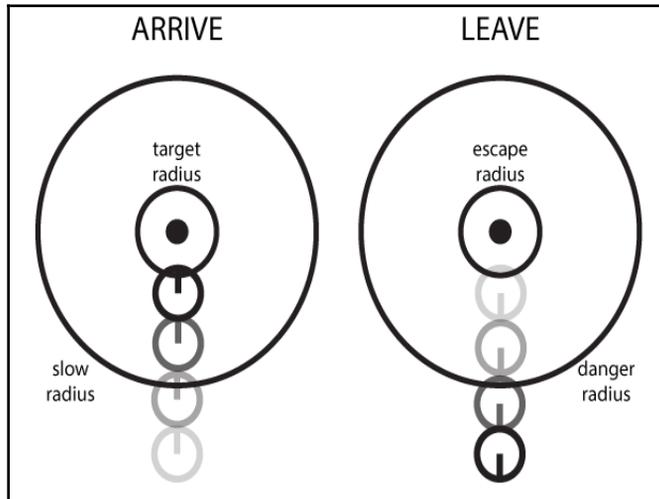
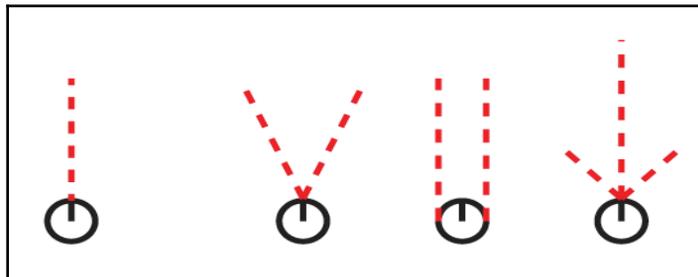
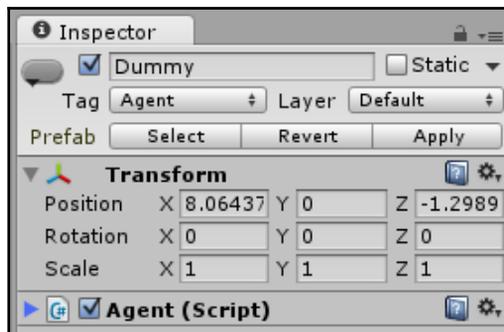
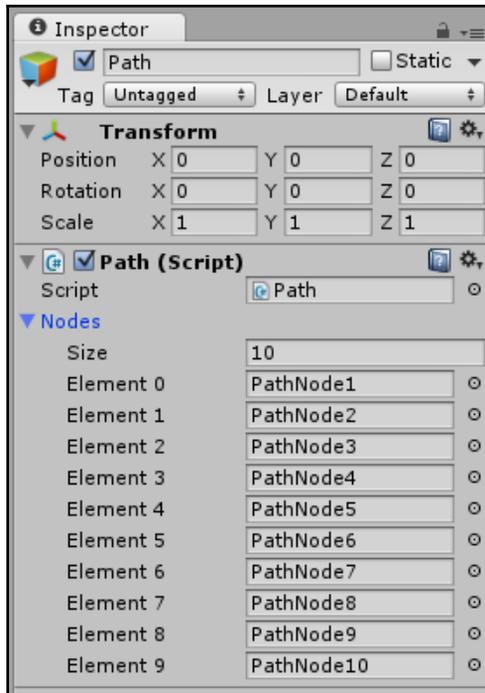
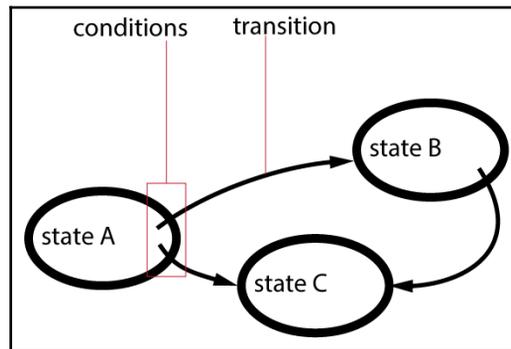
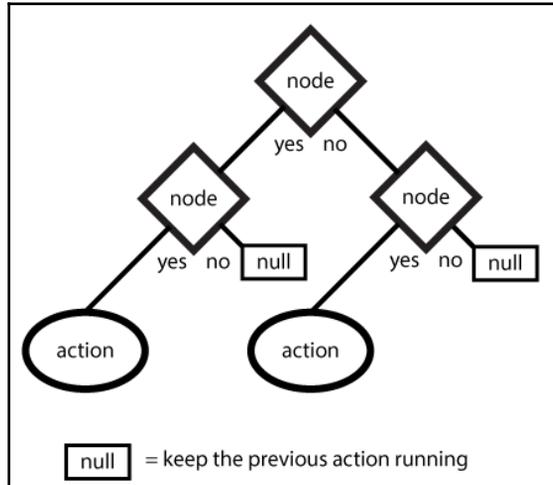


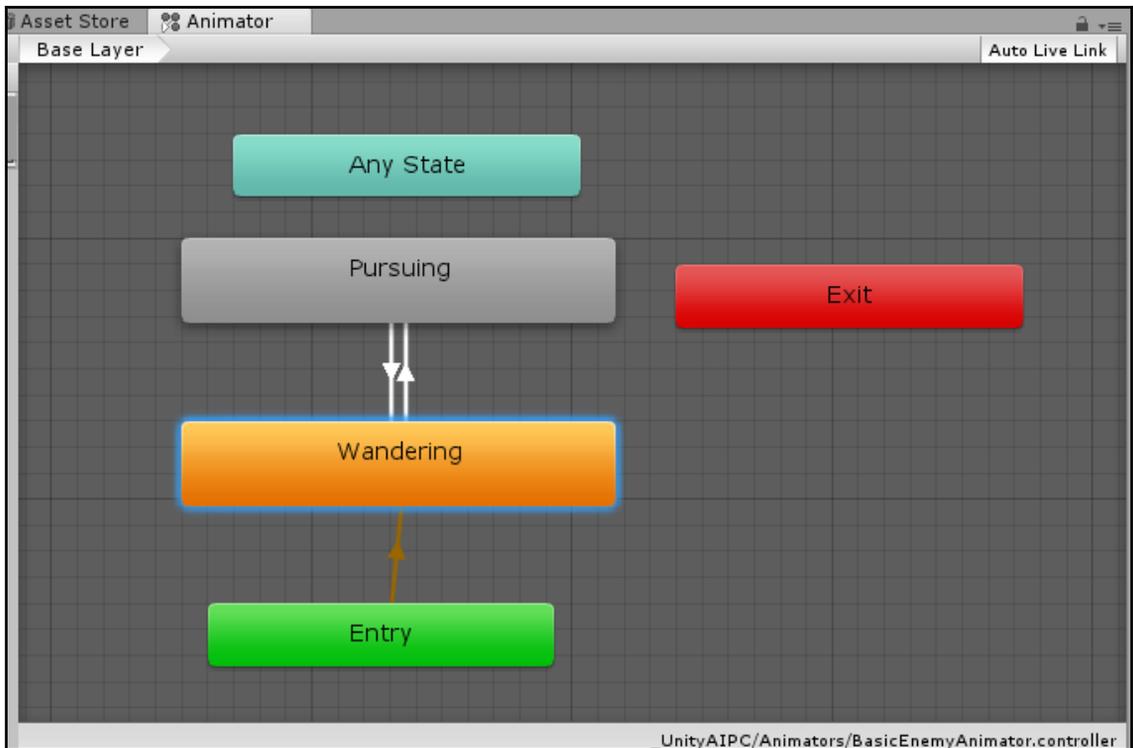
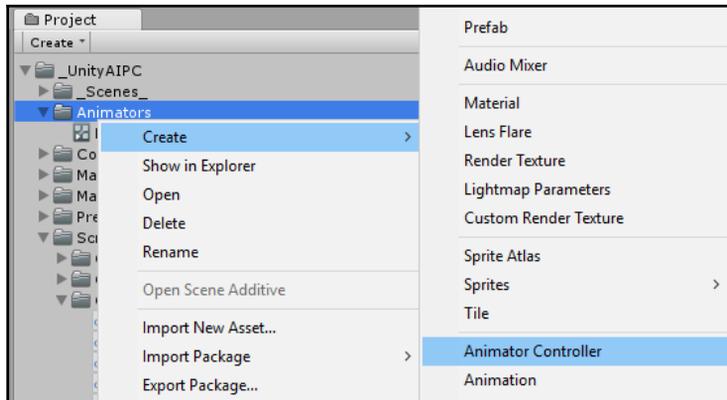
Chapter 1: Behaviors - Intelligent Movement

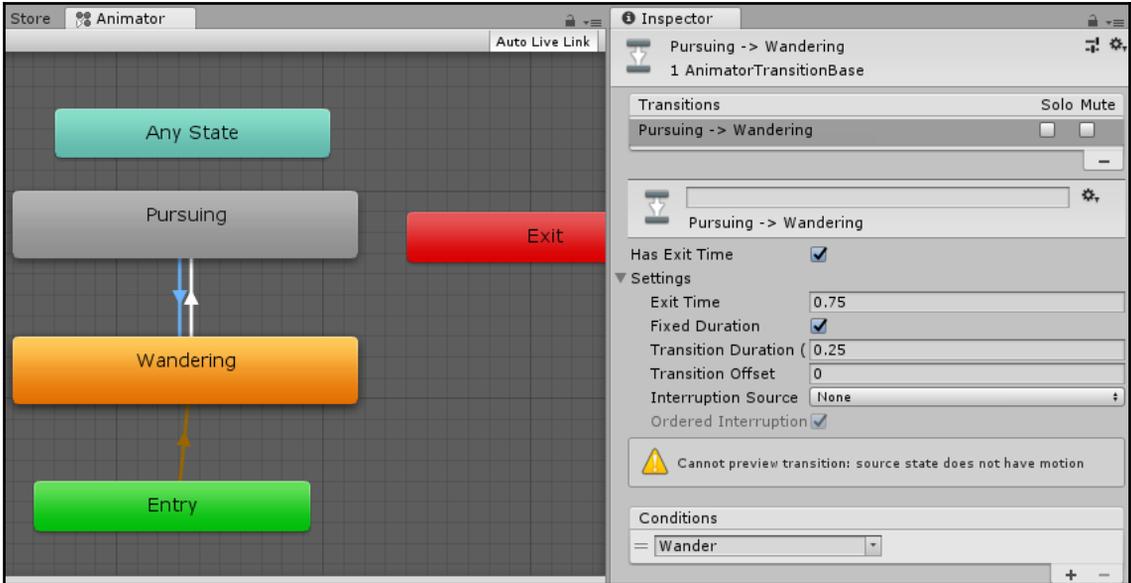
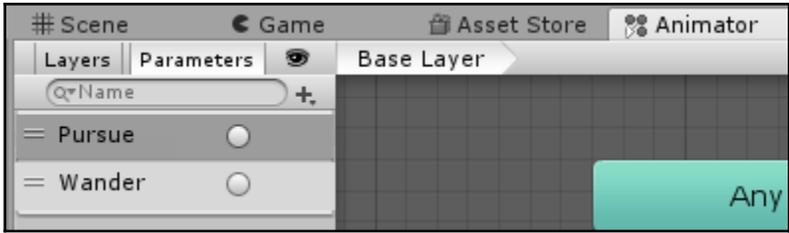


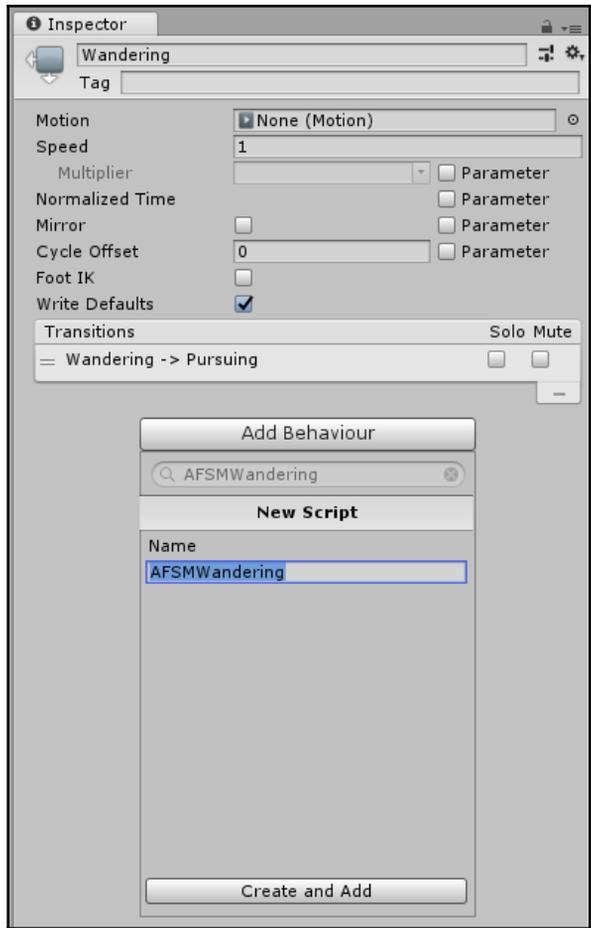


Chapter 3: Decision Making









Inspector

Wander Static

Tag **Untagged**
Layer **Default**

Prefab
Select
Revert
Apply

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	BasicEnemyAnimator
Avatar	None (Avatar)
Apply Root Motion	<input type="checkbox"/>
Update Mode	Normal
Culling Mode	Always Animate

Clip Count: 0
 Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 0
 Curves Count: 0 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 0 (0.0%)

Agent (Script)

Script	Agent
Blend Weight	<input type="checkbox"/>
Blend Priority	<input type="checkbox"/>
Priority Threshold	0.2
Max Speed	1
Max Accel	3
Max Rotation	80
Max Angular Accel	150
Orientation	0
Rotation	0
Velocity	X 0 Y 0 Z 0

Wander (Script)

Script	Wander
Weight	1
Priority	1
Target	None (Game Object)
Target Radius	0.1
Slow Radius	3
Time To Target	0.1
Offset	2
Radius	3
Rate	60

Seek (Script)

Script	Seek
Weight	1
Priority	1
Target	Player

Chapter 4: The New NavMesh API

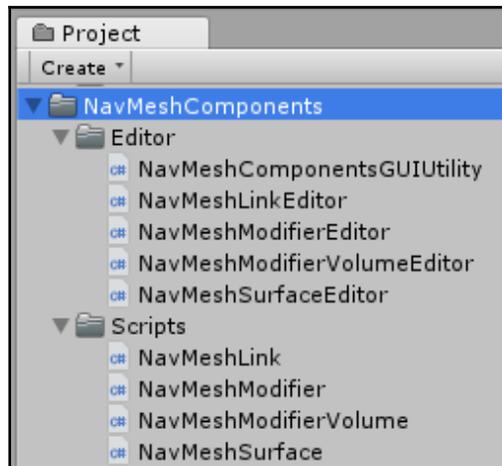
The screenshot shows the GitHub repository page for Unity-Technologies / NavMeshComponents. The repository is titled "High Level API Components for Runtime NavMesh Building". It has 84 commits, 8 branches, 5 releases (highlighted in yellow), 3 contributors, and is licensed under MIT. The current branch is master. A recent commit by turadr is visible, titled "Update README with the version of the currently compatible Unity edit...".

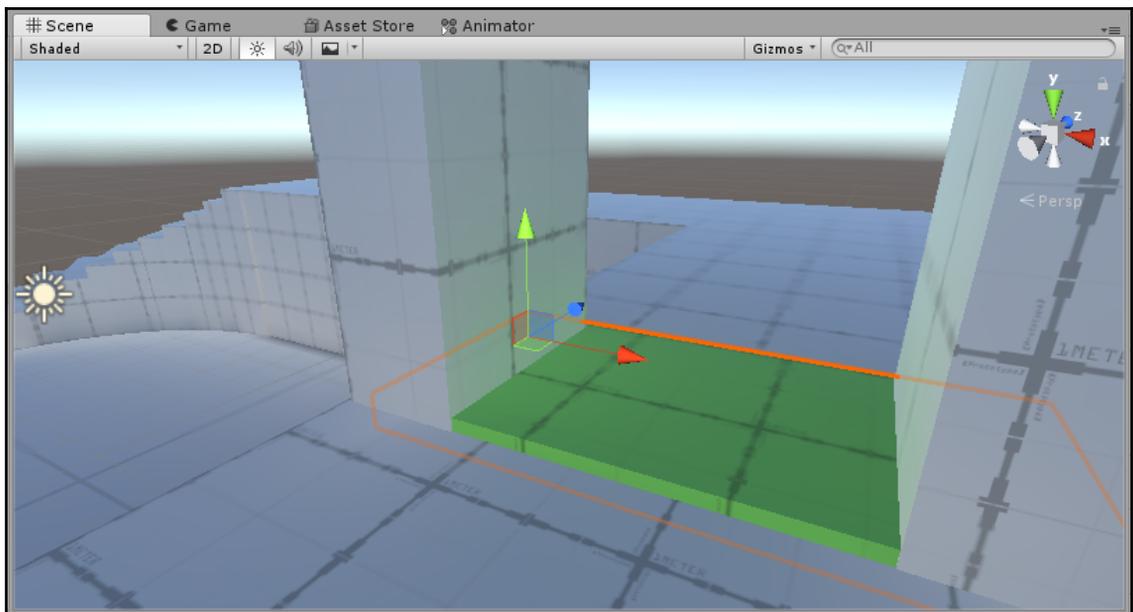
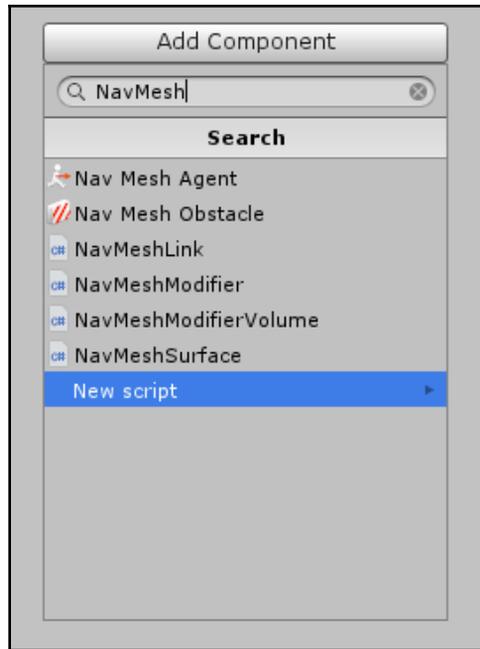
The screenshot shows a Windows File Explorer window displaying the contents of the folder "NavMeshComponents-2018.1.0f2". The folder is located in "This PC > Downloads". The contents are as follows:

Name	Date modified	Type
Assets	5/7/2018 14:24	File folder
Documentation	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
LICENSE	5/7/2018 14:24	File
README.md	5/7/2018 14:24	MD File

File Explorer path: This PC > Downloads > NavMeshComponents-2018.1.0f2 > Assets

Name	Date modified	Type
Examples	5/7/2018 14:24	File folder
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

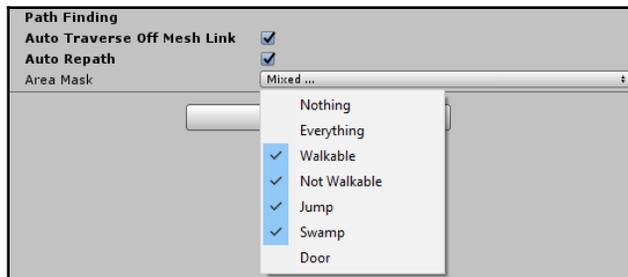
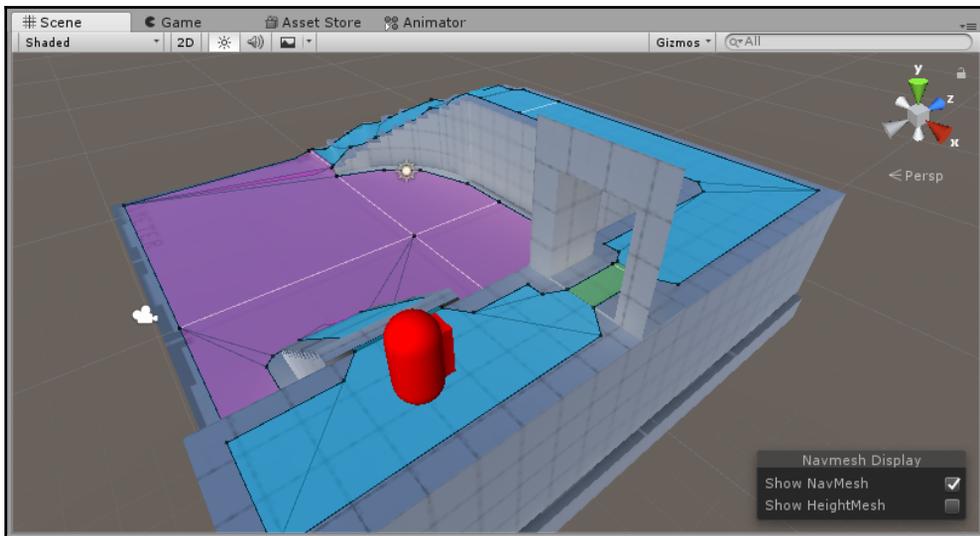




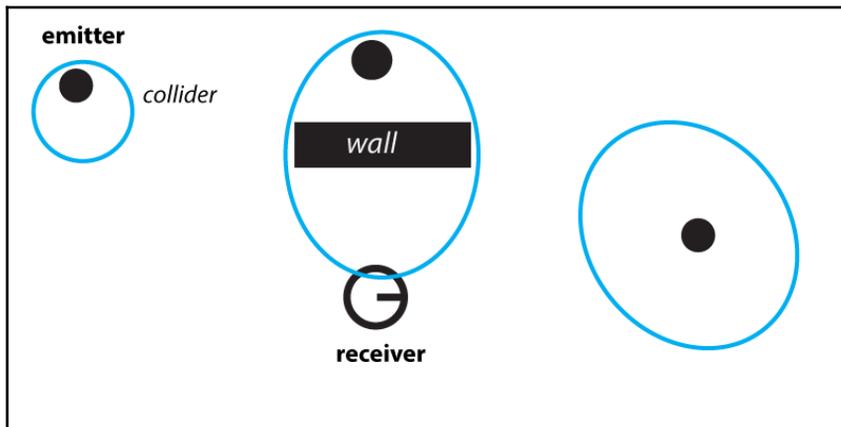
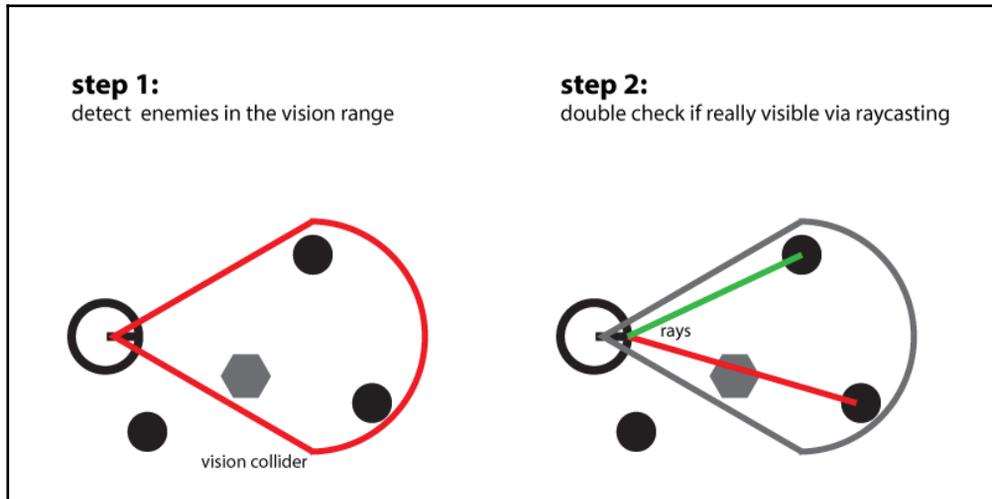
Inspector Navigation

Agents Areas Bake Object

	Name	Cost
	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

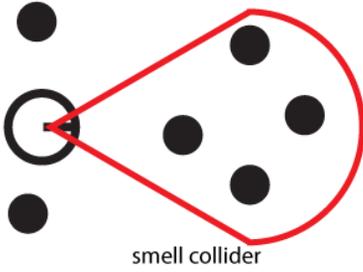


Chapter 6: Agent Awareness



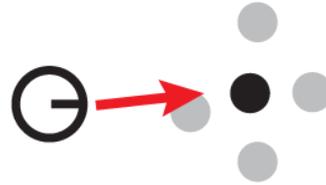
step 1:

detect particles in the smell range



step 2:

calculate centroid to define direction for keeping track of smell



Chapter 10: Miscellaneous

