

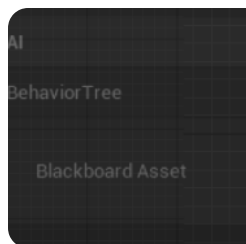
Developer
/ Documentation
/ Unreal Engine ▾
/ Unreal Engine 5.4 Documentation
/ Making Interactive Experiences
/ Artificial Intelligence

Artificial Intelligence

Describes the systems available within Unreal Engine that can be used to create believable AI entities in your projects.



General Topics



Behavior Trees

Documents the Behavior Trees asset in Unreal Engine and how it can be used to create Artificial Intelligence (AI) for non-player characters in your projects.



MassEntity

MassEntity is a gameplay-focused framework for data-oriented calculations.



Navigation System

Describes the different components of the Navigation System available in Unreal Engine.



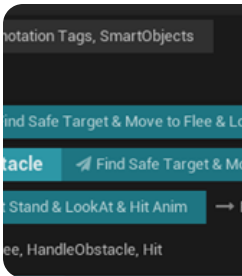
Neural Network Engine

A collection of topics related to using artificial intelligence through Unreal Engine's neural network engine.



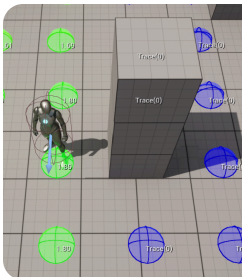
Smart Objects

Smart Objects represent a set of activities in the level that can be used through a reservation system.



StateTree

StateTree is a general-purpose hierarchical state machine that combines the Selectors from behavior trees with States and Transitions from state machines.



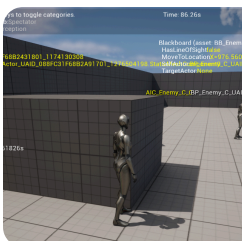
Environment Query System

Documents the Environment Query System (EQS) and how it can be used to query the environment for data. That data can then be used to provide the AI with data used in the decision-making process on how to proceed.



AI Perception

Documents the AI Perception Component and how it is used to generate awareness for AI.



AI Debugging

Describes the different ways in which you can debug your AI with the AI Debugging Tools.



AI Components

Describes Components related to AI, used for AI Perception and Pawn Sensing.

Machine Learning



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