Corwin Schrauth

HW 5

CSC 3150

Homework Five

5. a) Explain the navigational mesh for AI in Unity with any two features. [3 pts]

* The navigational mesh is a data structure used for AI pathfinding. It is used for defining walkable areas and obstacles in a 3D environment. Two features of navigational mesh are Automatic Pathfinding, which calculates the best route to a target destination, and Obstacle Avoidance, which adjusts movement to avoid static and dynamic obstacles.