

## **Emerald AI - Quick Starting Guide**

This is a simple and quick guide of how to use Emerald AI. To access the online documentation (that is more detailed), go to Windows>Emerald - Animal AI>Wiki. This Wiki site contains all documentation needed for Emerald as well as tutorials, code references, and more.

### **Getting Started (with the Demo Scene)**

If you'd like to see Emerald in action, you can test out the Demo Scene we have provided. This scene has a series of cubes that use Emerald AI. These cubes will dynamically wander around based off their wander radius. Once they dynamically create a waypoint, they will make it their active destination. Once they get there, they will graze for a randomly generated time based off the Minimum and Maximum Graze Time set within the Emerald AI Editor.

Emerald offers the option to enable or disable animations while using Emerald. This is perfect for if you don't have proper fully animated characters, or if you are using cubes as place holders.

If you would like to become more familiar with the Emerald AI Editor, you can adjust various settings within the Editor to see the changes in the AI.

If you noticed, some AI have green lines coming from them which seem to end at some random point within the Test Scene. These are AI with their Path Lines enabled. This allows you to see the AI's path that has been generated. This can be useful for speeding up level design/development.

## **Getting Started (with creating your own Animal AI)**

If you are ready to create your own Emerald Animal AI, then we will explain exactly how to do so. It's simple and only takes the click of a button and a few seconds.

**1)** Select the model you want Emerald AI to be applied to. If the model has animations, you need to make sure that that game object is selected.

**2)** Go to Windows>Emerald - Animal AI>Create>Create Animal AI. This will automatically apply everything that's needed to make the AI function properly. You will notice that colored radiuses have been added around your object you applied Emerald AI to. You can ignore these because they are normal and apart of Emerald.

**3)** If your model has animations, you will need to do this step to have animations work properly. If you don't have animations on your model, Emerald will automatically disable animations for you. Scroll down to bottom of the Emerald AI Editor. You will notice a series of text boxes each with a animation name. You will need to properly add your animation names to these text boxes. So, for example, if your walk animation name is walkNormal then you would add walkNormal to the text box that says Walk Animation Name. You will do this for all the animations Emerald asks for.

**4)** After you have properly applied all your Animation Names to Emerald, you will need to use the NavMesh System to Bake the mesh where the AI can walk, if you haven't already done so. If you don't know where the Navigation Tab is, go to Windows>Navigation. This will open up the Navigation tab that is needed to Bake the NavMesh for your scene. You will need to make sure that anything you want walkable by the AI is marked as Static. This allows the NavMesh to know what's walkable, and what isn't. If you don't know how to mark an object as Static, it can be found at the top right corner of the Inspector of that game object. After you have marked everything you want walkable as Static, you can open up the Navigation Tab and start the Baking process. Depending on how complex your scene is, it can take a few seconds, or quite a few minutes. So, it's best to start off on a small test scene.

**5)** After you have finished Baking your scene, you can now see your Animal AI in action! Play the scene, watch your AI start generating their waypoints, and then move to them. From here, you can tweak multiple settings to affect the way your AI act. If you receive any errors, go back through the steps and insure that you didn't miss anything. These will most likely be due to not properly naming your animations names correctly.