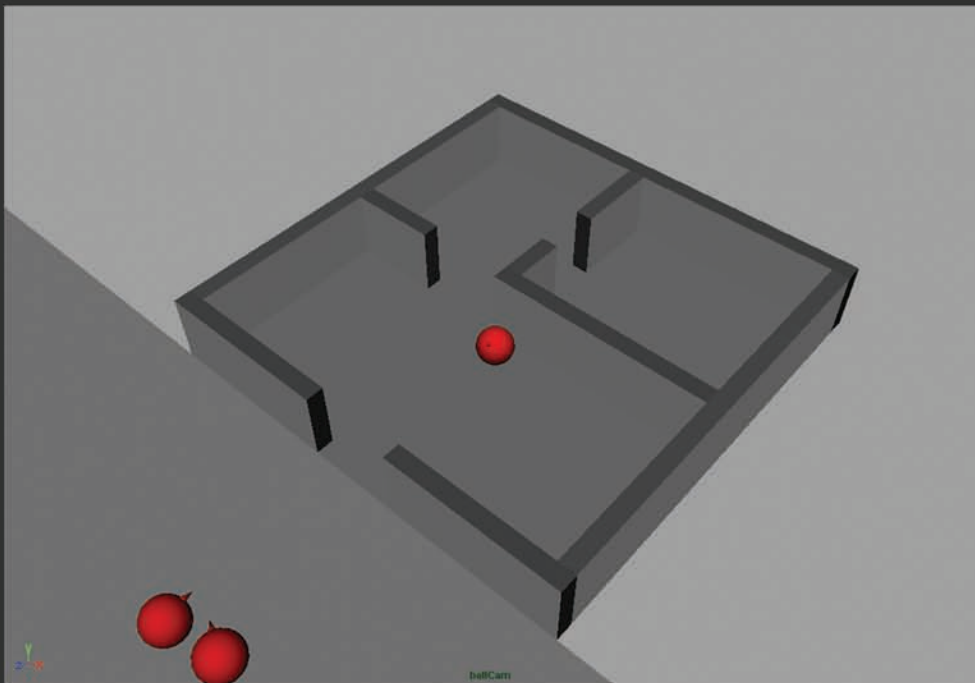


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State Machine



In my artificial intelligence class we were to create some form of example of AI in any form we chose for our final. I had grown rather fond of how simple and yet complex a state machine was and could be, I decided I would try to create one in Maya using nothing but the Maya Expression language.

The purpose of this state machine is to follow Sphery through a series of decisions and a discussion with one and eventually two other spheres. All decisions to change the current state of the conversation, and where he goes at the beginning of the program is all based initial values set that have a small base value I set, and a small random number which is all tweaked by a small epsilon to sort of force a change if one goes on too long. The best part of this is it can hit the end (the scene above where everyone is upset) instantly or take as long as five minutes. My longest run was about five minutes and thirty seconds.