Title (en)
AI-BASED CONTENT GENERATION FOR GAMING APPLICATIONS

Title (de)
KI-BASIERTE INHALTSERZEUGUNG FÜR SPIELANWENDUNGEN

Title (fr)
GÉNÉRATION DE CONTENU BASÉE SUR L'IA POUR DES APPLICATIONS DE JEU

Abstract (en)
[origin: WO2021158423A1] A procedural content generation tool operates by: generating, via image analysis, graphs of existing game content; generating a symmetrical Markov random field (SMRF) model based on the graphs; and automatically generating, via iterative artificial intelligence (AI), new game content based on the SMRF model.

IPC 8 full level
A63F 13/60 (2014.01); **A63F 13/45** (2014.01); **A63F 13/70** (2014.01)

CPC (source: EP)
A63F 13/60 (2014.09); **A63F 13/67** (2014.09); **G06N 7/01** (2023.01); G06N 3/045 (2023.01); G06N 3/047 (2023.01)

Designated contracting state (EPC)
AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

Designated extension state (EPC)
BA ME

Designated validation state (EPC)
KH MA MD TN

DOCDB simple family (publication)
WO 2021158423 A1 20210812; CN 115175750 A 20221011; EP 4100139 A1 20221214

DOCDB simple family (application)
US 2021015496 W 20210128; CN 202180012333 A 20210128; EP 21750106 A 20210128