

Evolutionary Art

No Institute Given

Abstract. <Text of the summary of your article>

1 Introudction

2 State of the art

2.1 Aesthetic measures for evolutive art

According to Galanter [2], computational aesthetics measures can be classified in the following categories:

- Based on Formulaic and Geometric Theories.
- Based in Design Principles.
- Based in Neural Networks and Connective Models.
- Based in Evolutionary Systems:
 - Interactive Evolutionary Computation.
 - Performance based goals.
 - Error relative to Exemplars.
 - Complexity measures.
 - Multi-objective.
 - Extensions to EA (such as, coevolution, agent swarm behavior, etc.).
- Complexity Based Models

[1]

References

1. E Den Heijer and A Eiben. Comparing aesthetic measures for evolutionary art. *Applications of Evolutionary Computation*, pages 311–320, 2010.
2. Philip Galanter. Computational aesthetic evaluation: past and future. In *Computers and Creativity*, pages 255–293. Springer, 2012.