

## Список литературы

- [1] MACHADO, P. et al., editors, *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, volume 7834 of *Lecture Notes in Computer Science*, Vienna, Austria, 2013, Springer.
- [2] MCCORMACK, J., Aesthetics, Art, Evolution, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 1–12, Vienna, Austria, 2013, Springer.
- [3] RAFAEL, B. et al., Application of an Island Model Genetic Algorithm for a Multi-Track Music Segmentation Problem, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 13–24, Vienna, Austria, 2013, Springer.
- [4] KALIAKATSOS-PAPAKOSTAS, M. A. et al., evoDrummer: Deriving rhythmic patterns through interactive genetic algorithms, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 25–36, Vienna, Austria, 2013, Springer.
- [5] KRAMANN, G., Darwinian Pianos: Realtime Composition based on Competitive Evolutionary Process, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 37–46, Vienna, Austria, 2013, Springer.
- [6] CIESIELSKI, V. et al., Finding Image Features Associated with High Aesthetic Value by Machine Learning, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 47–58, Vienna, Austria, 2013, Springer.
- [7] REED, K., Aesthetic Measures for Evolutionary Vase Design, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 59–70, Vienna, Austria, 2013, Springer.
- [8] EISENMANN, J. et al., Inverse Mapping with Sensitivity Analysis for Partial Selection in Interactive Evolution, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 71–82, Vienna, Austria, 2013, Springer.
- [9] AL RIFAIE, M. M. et al., Swarmic Sketches and Attention Mechanism, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 83–94, Vienna, Austria, 2013, Springer.
- [10] AL RIFAIE, M. M. et al., Swarmic Paintings and Colour Attention, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 95–106, Vienna, Austria, 2013, Springer.
- [11] den Heijer, E., Evolving Glitch Art, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 107–118, Vienna, Austria, 2013, Springer.

- [12] GARCIA-VALDEZ, M. et al., EvoSpace-Interactive: A Framework to Develop Distributed Collaborative-Interactive Evolutionary Algorithms for Artistic Design, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 119–130, Vienna, Austria, 2013, Springer.
- [13] CORREIA, J. et al., Feature Selection and Novelty in Computational Aesthetics, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 131–142, Vienna, Austria, 2013, Springer.
- [14] GUO, S. et al., Biologically-inspired Motion Pattern Design of Multi-legged Creatures, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 143–154, Vienna, Austria, 2013, Springer.
- [15] JANSSEN, P. et al., Decision Chain Encoding: Evolutionary design optimization with complex constraints, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 155–165, Vienna, Austria, 2013, Springer.
- [16] NAIRAT, M. et al., Story Characterization Using Interactive Evolution in a Multi-Agent System, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 166–177, Vienna, Austria, 2013, Springer.
- [17] LIAPIS, A. et al., Sentient World: Human-Based Procedural Cartography: An Experiment in Interactive Sketching and Iterative Refining, in *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, edited by MACHADO, P. et al., volume 7834 of *Lecture Notes in Computer Science*, pages 178–189, Vienna, Austria, 2013, Springer.