Список литературы

[1] Machado, P., McDermott, J., and Carballal, A. (eds.) (2013) *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, vol. 7834 of *Lecture Notes in Computer Science*, Springer.

[2] McCormack, J. (2013) Aesthetics, Art, Evolution. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 1–12, Springer.

[3] Rafael, B., Affenzeller, M., and Wagner, S. (2013) Application of an Island Model Genetic Algorithm for a Multi-Track Music Segmentation Problem. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 13–24, Springer.

[4] Kaliakatsos-Papakostas, M. A., Floros, A., and Vrahatis, M. N. (2013) evoDrummer: Deriving rhythmic patterns through interactive genetic algorithms. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 25–36, Springer.

[5] Kramann, G. (2013) Darwinian Pianos: Realtime Composition based on Competitive Evolutionary Process. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 37–46, Springer.

[6] Ciesielski, V., Barile, P., and Trist, K. (2013) Finding Image Features Associated with High Aesthetic Value by Machine Learning. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 47–58, Springer.

[7] Reed, K. (2013) Aesthetic Measures for Evolutionary Vase Design. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 59–70, Springer.

[8] Eisenmann, J., Lewis, M., and Parent, R. (2013) Inverse Mapping with Sensitivity Analysis for Partial Selection in Interactive Evolution. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 71–82, Springer.

[9] al Rifaie, M. M. and Bishop, J. M. (2013) Swarmic Sketches and Attention Mechanism. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 83–94, Springer.

[10] al Rifaie, M. M. and Bishop, J. M. (2013) Swarmic Paintings and Colour Attention. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 95–106, Springer.

[11] den Heijer, E. (2013) Evolving Glitch Art. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 107–118, Springer.

[12] Garcia-Valdez, M., Trujillo, L., Fernandez de Vega, F., Guervos, J. J. M., and Olague, G. (2013) EvoSpace-Interactive: A Framework to Develop Distributed Collaborative-Interactive Evolutionary Algorithms for Artistic Design. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 119–130, Springer.

[13] Correia, J., Machado, P., Romero, J., and Carballal, A. (2013) Feature Selection and Novelty in Computational Aesthetics. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 131–142, Springer.

[14] Guo, S., Tharib, S., Chang, J., and Zhang, J. (2013) Biologically–inspired Motion Pattern Design of Multi–legged Creatures. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 143–154, Springer.

[15] Janssen, P. and Kaushik, V. (2013) Decision Chain Encoding: Evolutionary design optimization with complex constraints. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 155–165, Springer.

[16] Nairat, M., Dahlstedt, P., and Nordahl, M. G. (2013) Story Characterization Using Interactive Evolution in a Multi-Agent System. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 166–177, Springer.

[17] Liapis, A., Yannakakis, G. N., and Togelius, J. (2013) Sentient World: Human-Based Procedural Cartography: An Experiment in Interactive Sketching and Iterative Refining. Machado, P., McDermott, J., and Carballal, A. (eds.), *Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013*, Vienna, Austria, April 3-5, vol. 7834 of *Lecture Notes in Computer Science*, pp. 178–189, Springer.