## Список литературы

- [1] P. Machado, J. McDermott, and A. Carballal, 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] J. McCormack, Aesthetics, Art, Evolution, in Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013, edited by P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 1–12, Vienna, Austria, 2013, Springer.
- [3] B. Rafael, M. Affenzeller, and S. Wagner, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 13-24, Vienna, Austria, 2013, Springer.
- [4] M. A. Kaliakatsos-Papakostas, A. Floros, and M. N. Vrahatis, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 25–36, Vienna, Austria, 2013, Springer.
- [5] G. Kramann, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of *Lecture Notes in Computer Science*, pp. 37–46, Vienna, Austria, 2013, Springer.
- [6] V. Ciesielski, P. Barile, and K. Trist, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 47–58, Vienna, Austria, 2013, Springer.
- [7] K. Reed, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of *Lecture Notes in Computer Science*, pp. 59–70, Vienna, Austria, 2013, Springer.
- [8] J. Eisenmann, M. Lewis, and R. Parent, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 71–82, Vienna, Austria, 2013, Springer.
- [9] M. M. al Rifaie and J. M. Bishop, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 83–94, Vienna, Austria, 2013, Springer.
- [10] M. M. al Rifaie and J. M. Bishop, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 95–106, Vienna, Austria, 2013, Springer.
- [11] E. den Heijer, Evolving Glitch Art, in Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013, edited by P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 107–118, Vienna, Austria, 2013, Springer.

- [12] M. Garcia-Valdez, L. Trujillo, F. Fernandez de Vega, J. J. M. Guervos, and G. Olague, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 119–130, Vienna, Austria, 2013, Springer.
- [13] J. Correia, P. Machado, J. Romero, and A. Carballal, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 131–142, Vienna, Austria, 2013, Springer.
- [14] S. Guo, S. Tharib, J. Chang, and J. Zhang, Biologically-inspired Motion Pattern Design of Multilegged Creatures, in Proceedings of the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013, edited by P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 143–154, Vienna, Austria, 2013, Springer.
- [15] P. Janssen and V. Kaushik, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of *Lecture Notes in Computer Science*, pp. 155–165, Vienna, Austria, 2013, Springer.
- [16] M. Nairat, P. Dahlstedt, and M. G. Nordahl, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 166–177, Vienna, Austria, 2013, Springer.
- [17] A. Liapis, G. N. Yannakakis, and J. Togelius, 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 P. Machado, J. McDermott, and A. Carballal, volume 7834 of Lecture Notes in Computer Science, pp. 178–189, Vienna, Austria, 2013, Springer.