Список литературы

[al Rifaie & Bishop, 2013a] al Rifaie, M. M. & Bishop, J. M. (2013a). Swarmic Paintings and Colour Attention. *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*, 95–106.

[al Rifaie & Bishop, 2013b] al Rifaie, M. M. & Bishop, J. M. (2013b). Swarmic Sketches and Attention Mechanism. *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*, 83–94.

[Ciesielski et al., 2013] Ciesielski, V., Barile, P., & Trist, K. (2013). Finding Image Features Associated with High Aesthetic Value by Machine Learning. *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*, 47–58.

[Correia et al., 2013] Correia, J., Machado, P., Romero, J., & Carballal, A. (2013). Feature Selection and Novelty in Computational Aesthetics. *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*, 131–142.

[den Heijer, 2013] den Heijer, E. (2013). Evolving Glitch Art. *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*, 107–118.

[Eisenmann et al., 2013] Eisenmann, J., Lewis, M., & Parent, R. (2013). Inverse Mapping with Sensitivity Analysis for Partial Selection in Interactive Evolution. *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*, 71–82.

[Garcia-Valdez et al., 2013] Garcia-Valdez, M., Trujillo, L., Fernandez de Vega, F., Guervos, J. J. M., & Olague, G. (2013). EvoSpace-Interactive: A Framework to Develop Distributed Collaborative-Interactive Evolutionary Algorithms for Artistic Design. *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*, 119–130.

[Guo et al., 2013] Guo, S., Tharib, S., Chang, J., & Zhang, J. (2013). Biologically–inspired Motion Pattern Design of Multi–legged Creatures. *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*, 143–154.

[Janssen & Kaushik, 2013] Janssen, P. & Kaushik, V. (2013). Decision Chain Encoding: Evolutionary design optimization with complex constraints. *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*, 155–165.

[Kaliakatsos-Papakostas et al., 2013] Kaliakatsos-Papakostas, M. A., Floros, A., & Vrahatis, M. N. (2013). evoDrummer: Deriving rhythmic patterns through interactive genetic algorithms. *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*, 25–36.

[Kramann, 2013] Kramann, G. (2013). Darwinian Pianos: Realtime Composition based on Competitive Evolutionary Process. *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*, 37–46.

[Liapis et al., 2013] Liapis, A., Yannakakis, G. N., & Togelius, J. (2013). Sentient World: Human-Based Procedural Cartography: An Experiment in Interactive Sketching and Iterative Refining. *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*, 178–189.

[Machado et al., 2013] (2013). *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*. Springer.

[McCormack, 2013] McCormack, J. (2013). Aesthetics, Art, Evolution. *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*, 1–12.

[Nairat et al., 2013] Nairat, M., Dahlstedt, P., & Nordahl, M. G. (2013). Story Characterization Using Interactive Evolution in a Multi-Agent System. *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*, 166–177.

[Rafael et al., 2013] Rafael, B., Affenzeller, M., & Wagner, S. (2013). Application of an Island Model Genetic Algorithm for a Multi-Track Music Segmentation Problem. *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*, 13–24.

[Reed, 2013] Reed, K. (2013). Aesthetic Measures for Evolutionary Vase Design. *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*, 59–70.