

## READING FOR L-SYSTEM EXPLORATIONS

### REFERENCES

1. Nicolas Boulanger-Lewandowski, Yoshua Bengio, and Pascal Vincent, *Modeling temporal dependencies in high-dimensional sequences: Application to polyphonic music generation and transcription*, arXiv preprint arXiv:1206.6392 (2012).
2. Karen Collins, *An introduction to procedural music in video games*, Contemporary Music Review **28** (2009), no. 1, 5–15.
3. Bruno F Lourenço, José CL Ralha, and Márcio CP Brandao, *L-systems, scores, and evolutionary techniques*.
4. Stelios Manousakis, *Musical l-systems*, Unpublished master thesis, Institute of Sonology, The Hague (2006), 5.
5. Stephanie Mason and Michael Saffle, *L-systems, melodies and musical structure*, Leonardo Music Journal (1994), 31–38.
6. Guerino Mazzola, *The topos of music: geometric logic of concepts, theory, and performance*, Birkhäuser, 2012.
7. Jon McCormack, *The application of l-systems and developmental models to computer art, animation and music synthesis*, (2003).
8. ———, *Aesthetic evolution of l-systems revisited*, Applications of Evolutionary Computing, Springer, 2004, pp. 477–488.
9. Gary Lee Nelson, *Real time transformation of musical material with fractal algorithms*, Computers & Mathematics with Applications **32** (1996), no. 1, 109–116.
10. Gerhard Nierhaus, *Algorithmic composition: paradigms of automated music generation*, Springer Science & Business Media, 2009.
11. ———, *Patterns of intuition: Musical creativity in the light of algorithmic composition*, Springer, 2015.
12. Przemyslaw Prusinkiewicz, *Score generation with l-systems*, Ann Arbor, MI: Michigan Publishing, University of Michigan Library, 1986.
13. Przemyslaw Prusinkiewicz and Aristid Lindenmayer, *The algorithmic beauty of plants*, Springer Science & Business Media, 2012.
14. Peter Worth and Susan Stepney, *Growing music: musical interpretations of l-systems*, Applications of Evolutionary Computing, Springer, 2005, pp. 545–550.
15. Iannis Xenakis, *Formalized music thought and mathematics in composition*, (1971).