

Interactive Selection of Generative Art

Parameters of the figure shaped by its DNA

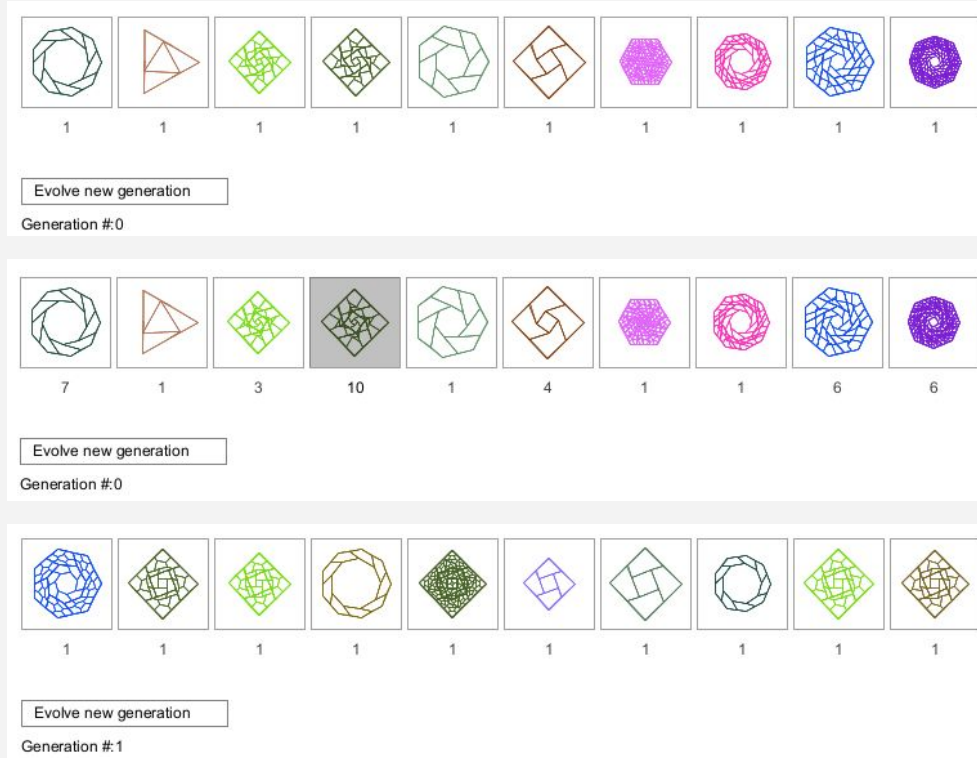
- Color
- Level of recursion
- Number of sides
- Size

Parameters of the population

- Mutation rate: 5%
- Size: 10

Since the code is rather long, the comments on it appear as annotations in the `.pde` file.

The main difficulty encountered was the modification of the original interface design, since it was strongly intertwined with the rest of the code.



Inspired by the books '*The Nature of Code*' by Daniel Shiffman, and '*Generative Art, a practical guide using processing*', by Matt Pearson.

These algorithmically generated figures evolve over time, following the genetic algorithm steps of selection and reproduction.

The fitness of a figure is tied to the length of time that the user rolls the mouse over the figure.

This is known as interactive selection, a genetic algorithm with fitness values assigned by users.

The code used for this project is a modification of **NOC_9_04_Faces_interactiveselection**