Roger Johansson Blog

.NET, Go, Distributed Programming.

GENETIC GALLERY

December 11, 2008 Roger Johansson Evolution 28 comments

I will be collecting images generated by Evo-Lisa here and make a gallery out of it.
So if you have a portrait or other image that has been Evo-Lisa'ed that you want to show, please mail them to "Roger dot Alsing at Precio dot se"

For those of you who don't know what I'm talking about, please see:
http://rogeralsing.com/2008/12/11/genetic-programming-mona-lisa-source-code-and-binaries/
And
http://rogeralsing.com/2008/12/07/genetic-programming-evolution-of-mona-lisa/

Art painted by evolution

I've already gotten the first image:

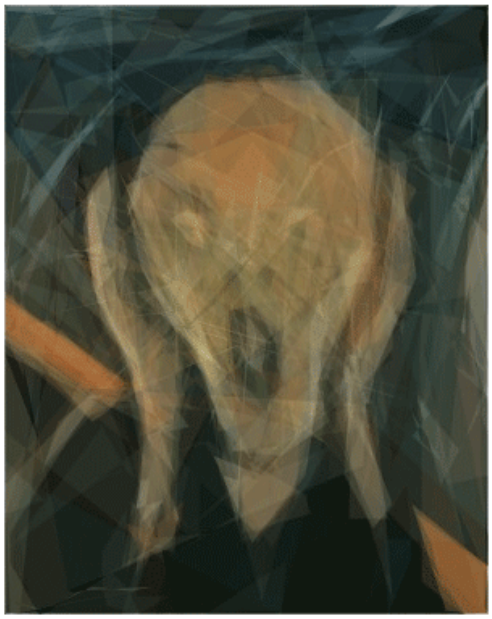
Mats Helander's dog:

Bill Gates:

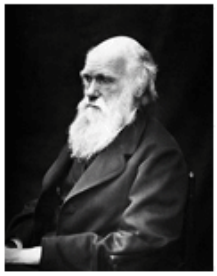
Moon man:

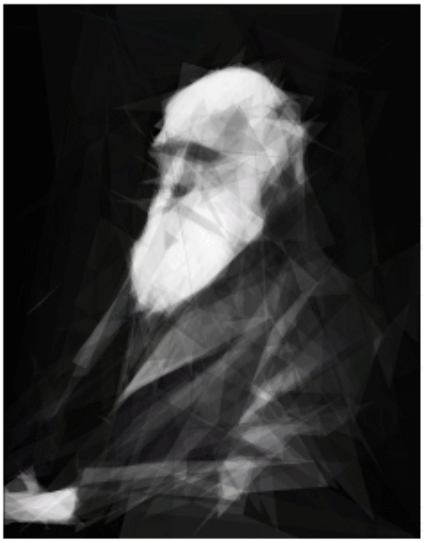
- Genetic Programming: Evolution of Mona Lisa
- Genetic Programming: Mona Lisa FAQ
- Genetic Gallery
- Genetic Programming: Mona Lisa Source Code and Binaries


Scream:

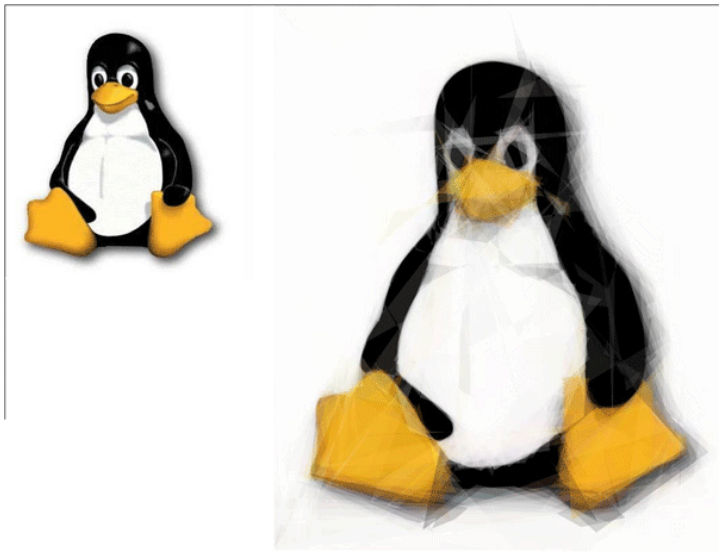
Darwin:





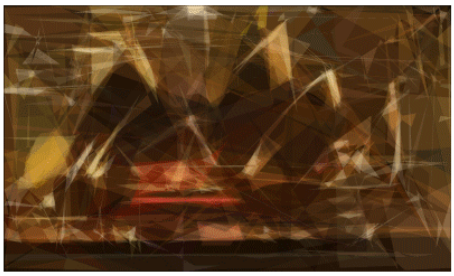
Lara:

Tux:



Opera House Day time:

Opera House Night time:



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Related

Genetic Programming: Evolution of Mona Lisa
In ".NET"

Genetic Programming: Mona Lisa FAQ
In "Domain Specific Languages"

EvoLisa: Optimizations and Improved quality
In ".NET"

« My five minutes of glory

Evolutionary misconceptions »

28 COMMENTS

Pingback: Genetic Programming: Evolution of Mona Lisa « Roger Alsing Weblog

Chewie007 says:

December 11, 2008 at 10:39 pm

Can we get statistics on those that are submitted with them (i.e. polygon count)?

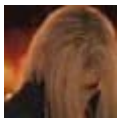
Reply

Chewie007 says:

December 11, 2008 at 10:40 pm

sorry, that should have been “e.g.”

Reply



Paul Mohr says:

December 11, 2008 at 10:49 pm

I have a butterfly that is an SVG conversion (http://infinitefuture.blogspot.com/2008/12/image-decomposition.html) and I wonder if it wouldn’t generate very quickly with a low poly. I saw another article at /. that referenced a person who created cartoons with CSS like this and could your algo create CSS (Cascading Style Sheets) or SVG (Scalable Vector Graphics)?

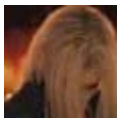
Reply

Wade E Freudensprung says:

December 12, 2008 at 1:37 pm

From one programmer to another, that is simply amazing!!! I would LOVE to see the code and the suggestion above concerning stats. Awesome job. By the way, does your code take any image and automatically convert it to a polygonal, multilateral image?

Reply



Paul Mohr says:

December 12, 2008 at 4:42 pm

Wow, that is a very effective algorithm. You should be proud.

Reply

Jay says:

December 12, 2008 at 6:21 pm

I think you could speed up the code by changing 1 thing:

Apply the pixel comparison to the area covered by the polygon that has been changed only

what u think about it?

Reply

Jay says:

December 12, 2008 at 6:28 pm

oh and for the geek within us,could you add a console under the original where we can see the modifications done in real time and what is happening like in this car evolution game,it's pretty kewl and it would make a magnificent screensaver ^^

Car Evolution:
http://www.wreck.devisland.net/ga/

Reply

Jason Bock says:
December 12, 2008 at 7:24 pm

Roger,

Love that you've released the program. I'll send my results over soon.

BTW I had an idea…I wonder what a scene from a film would look like if it was GV'ed (Generic Vectorized). That is, you take a scene from a movie, run GV on it until it gets to some desired fitness value, take the results, and play the GV images back.

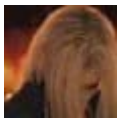
Moreover, make this a distributed idea. Put up a bunch of frames from a video, have people run one image on their machine and send the results back to you. Distributed computing in action! Since each person's result wouldn't look quite the same (due to the evolutionary aspects of your computation) the resulting video may be quite freaky but cool to look at.

I'd do it on my laptop but it would take weeks, if not months, to render 1 minute of footage.

But having 100 people work on it may make it feasible.

Regards,
Jason

Reply



Paul Mohr says:

December 12, 2008 at 8:09 pm

Jason Bock, This can be done very easily with gimp when the images are created , it simple a matter of import directory as layers and save as GIF and it is an image that can be displayed without any special software compatibility issue. The gimp site has easy tutorials on how to do this and I also can build AVIs or any video format from a set of stills. Sounds like a neat idea. You could even use one of Google's collaboration sites (simultaneous multiple user access upload and download (using a shared site key)) to have the images in a presentation and compiled from there by everybody. I looked into porting it to "C" with a make file for Linux and it is easily doable.

Reply

Jason Bock says:

December 12, 2008 at 8:32 pm

Paul,

I agree, it wouldn't be hard for someone to do…it just takes a person to start organizing it (and I wish I had the time to do so!)

Reply

Alex says:

December 12, 2008 at 8:43 pm

This is great. It'd be even better if it could export an SVG or generate a JPG from the result file… (seems like defeating the purpose in some ways I suppose ;))
Or is there some way to display the XML file outside of the program?

Reply

Matthew Miller says:

December 14, 2008 at 12:00 am

Roger, for my amusement I'm trying to replicate this without looking at your now-published code. I can get any old Mona Lisa image and use that, but I'd be interested in using the exact same one. I can't find that anywhere except in screenshots, which are 256 color-gif images. Do you have the original

around here somewhere? Thanks!

Reply

Chris says:

December 14, 2008 at 6:00 pm

can I get a print of the Opera House at Night?

Reply

Pingback: Improving performance… « My Blog

Craig Dunn says:

December 14, 2008 at 8:06 pm

Chris, slightly higher-res Opera House shots linked from http://conceptdev.blogspot.com/2008/12/genetic-programming-in-art.html

Roger, since the images are vector-based, would it be possible to generate a printable version (ie. high enough resolution) if you could specify the width-height of a saved output image? Since you've published the code I will see if that is simple to do.

Great project!

Reply

Pingback: Improving performance… « Dan Byström's Weblog

Craig Dunn says:

February 16, 2009 at 11:25 am

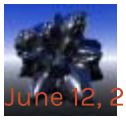
Further to some of the comments above, I've written a little 'Viewer' app that opens .DNA files to save them. You can read about it here: http://conceptdev.blogspot.com/2009/02/evolisa-viewer.html

It lets you save a high-res version

Or generate xaml to view in Silverlight http://conceptdevelopment.net/wpf/EvoLisaViewer/silverlight.htm

I suppose SVG would be trivial from this point, if anyone really wanted it.

Reply



bittleralain says:

June 12, 2009 at 9:23 am

I find your Blog by Alain Lioret Blog.
I feel lots of energy in your work, Great!
you may be interested by looking at my Blog
http://bittleralain.wordpress.com/
sorry the first video is only in French.

Reply

bangoker says:

July 20, 2009 at 6:04 pm

Hey there, here's the original Mona Lisa Pic after some 11 million generations (its been working for 3 days now).

Mona:
http://img219.yfrog.com/i/monac.png/

Reply

bittleralain says:

February 3, 2010 at 12:35 am

very interesting program, an upgrade will be necessary to do animation (input sequence of image). I would like to do one, when it become possible.
Alain

Reply

Jonathan Dickinson says:

March 28, 2010 at 5:23 pm

You should really try and make a high-res Darwin one for an art archive or something.

Reply

Craig says:

June 10, 2010 at 10:20 am

If you can get the processing time down you should package this as a plugin for Photoshop / GIMP.

Reply

gbirbilis says:

January 13, 2011 at 2:30 am

very interesting, you could make a compression or encryption algorithm for images out of that maybe

Reply

Pingback: Art from code : Calcium Ion

rub3n says:

December 13, 2012 at 1:02 am

hi guys , some tips for do something similar but in client side ?. HTML5 .. ?? … GWT ??..

Reply

Pingback: Thought this was cool: Genetic Programming: Evolution of Mona Lisa | Roger Alsing Weblog « CWYAlpha

Pingback: a gene, epigene kind of art gallery orientation? | aharon's itches?

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