



VRIJE  
UNIVERSITEIT  
BRUSSEL



# THE CREATIVE DOMAIN

## Assignment 1 - Computational Creativity

Lennert Bontinck

February, 2020-2021

Student number: 568702

**Computer Science: AI**

# Abstract

TODO

# Contents

|            |                                       |          |
|------------|---------------------------------------|----------|
| <b>I</b>   | <b>The backstory</b>                  | <b>1</b> |
| 1.1        | A new era of cars . . . . .           | 2        |
| 1.2        | The car guy in me . . . . .           | 2        |
| 1.3        | Viability . . . . .                   | 2        |
| <br>       |                                       |          |
| <b>II</b>  | <b>Creative vision</b>                | <b>3</b> |
| 2.1        | Available data sources . . . . .      | 4        |
| 2.2        | System generated creativity . . . . . | 4        |
| <br>       |                                       |          |
| <b>III</b> | <b>Expected hurdles</b>               | <b>5</b> |
| 3.1        | Needed components . . . . .           | 6        |
| 3.2        | Black box principle . . . . .         | 6        |
| 3.3        | Evaluating creativity . . . . .       | 6        |
| <br>       |                                       |          |
|            | <b>More figures</b>                   | <b>7</b> |
| <br>       |                                       |          |
|            | <b>References</b>                     | <b>8</b> |

## Part I

# The backstory

## **1.1 A new era of cars**

TODO

## **1.2 The car guy in me**

TODO

## **1.3 Viability**

TODO

## Part II

# Creative vision

## **2.1 Available data sources**

TODO

## **2.2 System generated creativity**

TODO

## Part III

# Expected hurdles



### **3.1 Needed components**

TODO

### **3.2 Black box principle**

TODO

### **3.3 Evaluating creativity**

TODO

# More figures

Some figures are referred to in the text but not placed directly under the text. These are included in this list. All figures are high resolution thus zooming in the PDF should be viable to get a clearer view.

# References

Bontinck, L. (2021). *Computational creativity project* [GitHub commit: TODO]. Retrieved February 17, 2021, from <https://github.com/pikawika/VUB-CC-Project>

De Smet, R. (2020). *Vub latex huisstijl* [GitHub commit: d91f55799abd390a7dac92492f894b9b5fea2f47]. Retrieved November 2, 2020, from <https://gitlab.com/rubdos/texlive-vub>