VRIJE
UNIVERSITEIT
BRUSSEL

COMPUTER GENERATED CAR DESIGN

Assignment 1 - Computational Creativity

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Abstract

As a requirement of the Computational Creativity course, a small computational creative system will be designed and constructed. This will be done by completing multiple smaller milestones. This report focuses on the first of those milestones. The creative domain, car design, is defined and discussed in this report.

In part I, a backstory is given to explain how the idea of choosing car design came to be. Section 1.1 introduces the domain and where creative system can and have been used. In sections 1.2 and 1.3 my personal background knowledge in this domain is given and the viability is shortly considered.

Part II goes into more depth on how the creative system will indeed be creative by discussing the available data and what the system will generate. This will flow into part III which briefly touches upon which components will be needed for this system and what the expected hurdles are.

All source files for this project are available on GitHub (Bontinck, 2021). It is noted that this report is written by modifying the VUB based LaTeXtemplate from De Smet (2020).

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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