evo***** > the main european events on evolutionary computation

evomusart 2012

1st international conference and 10th european event on evolutionary and biologically inspired music, sound, art and design

11-13 april 2012
malaga > spain
www.evostar.org

submission deadline
* 30 november 2011

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evomusart 2012 is the tenth European event on Evolutionary Music and Art.

Following the success of previous events and the importance of the field of evolutionary and biologically inspired music, sound, art and design, **evomusart** has became a **evo*** conference with independent proceedings. Thus, **evomusart 2012** is the tenth European Event on Evolutionary and Biologically Inspired Music, Sound, Art and Design and the first conference on the field.

The use of biologically inspired techniques for the development of artistic systems is a recent, exciting and significant area of research. There is a growing interest in the application of these techniques in fields such as: visual art and music generation, analysis, and interpretation; sound synthesis; architecture; video; poetry; design; and other creative tasks.

The main goal of **evomusart 2012** is to bring together researchers who are using biologically inspired computer techniques for artistic tasks, providing the opportunity to promote, present and discuss ongoing work in the area.

The event will be held from 11-13 April, 2012 in Malaga, Spain as part of the **evo*** event.

Accepted papers will be presented orally at the event and included in the **evomusart** proceedings, published by *Springer Verlag* in a dedicated volume of the *Lecture Notes in Computer Science* series.

topics of interest

The papers should concern the use of biologically inspired computer techniques – e.g. Evolutionary Computation, Artificial Life, Artificial Neural Networks, Swarm Intelligence, other artificial intelligence techniques. – in the scope of the generation, analysis and interpretation of art, music, design, architecture and other artistic fields. Topics of interest include, but are not limited to:

Generation
* Biologically Inspired Design and Art-Making Systems that create drawings, images, animations, sculptures, poetry, text, objects, designs, webpages, buildings, etc;
* Biologically Inspired Sound and Music – Systems that create musical pieces, sounds, instruments, voices, sound effects, sound analysis, etc.;
* Robotic Based Evolutionary Art and Music;
* Other related artificial intelligence or generative techniques – in the fields of Computer Music, Computer Art;

Theory
* Computational Aesthetics, Experimental Aesthetics;
* Emotional Response, Surprise, Novelty;
* Representation techniques;
* Surveys of the current state-of-the-art in the area; identification of weaknesses and strengths; comparative analysis and classification;
* Validation methodologies;
* Studies on the applicability of these techniques to related areas;
* New models designed to promote the creative potential of biologically inspired computation;

Computer Aided Creativity and computational creativity
* Systems in which biologically inspired computation is used to promote the creativity of a human user;
* New ways of integrating the user in the evolutionary cycle;
* Analysis and evaluation of: the artistic potential of biologically inspired art and music; the artistic processes inherent to these approaches; the resulting artifacts;
* Collaborative distributed artificial art environments;

Automation
* Techniques for automated fitness assignment;

* Systems in which an analysis or interpretation of the artworks is used in conjunction with biologically inspired techniques to produce novel objects;
* Systems that resort to biologically inspired computation to perform the analysis of image, music, sound, sculpture, or some other types of artistic object;

submission details

Submit your manuscript, at most 12 A4 pages long, in Springer LNCS format no later than November 30, 2011 to site *http://myreview.csregistry.org/evoapps12*

The reviewing process will be double-blind, please omit information about the authors in the submitted paper.

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