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| Nota di contenuto | The Forest: Towards Emergent Collaborative Art Through Human Swarming -- Evoboard: Geoboard-inspired Evolved Typefonts -- Motifs, Phrases, and Beyond: The Modelling of Structure in Symbolic Music Generation -- The Chordinator: Modeling Music Harmony By Implementing Transformer Networks and Token Strategies -- Deep Learning Approaches for Sung Vowel Classification -- Investigating the viability of Masked Language Modeling for symbolic music generation in abc-notation -- MoodLoopGP: Generating Emotion-Conditioned Loop Tablature Music with Multi-Granular Features -- Weighted Initialisation of Evolutionary Instrument and Pitch Detection in Polyphonic Music -- Modelling individual aesthetic preferences of 3D sculptures -- Adaptation and Optimization of AugmentedNet for Roman Numeral Analysis Applied to Audio Signals -- Generating Smooth Mood-Dynamic Playlists with Audio Features and KNN -- Pruning Worlds into Stories: Affective Interactions as Fitness Function -- Collaborative Interactive Evolution of Art in the Latent Space of Deep Generative Models -- Towards Sound Innovation Engines Using Pattern-Producing Networks and Audio Graphs -- Co-creative orchestration of Angeles with layer scores and orchestration plans -- Evolving User Interfaces: A Neuroevolution Approach for Natural Human-Machine Interaction -- Evolving Visually-Diverse Graphic Design Posters -- No Longer Trending on Artstation: Prompt Analysis of Generative AI Art -- AI-Driven Meditation: Personalization for Inner Peace -- On the impact of directed mutation applied to Evolutionary 4-part harmony models -- Evaluation Metrics for Automated Typographic Poster Generation -- Enough is Enough: Learning to Stop in Generative Systems -- Generating emotional music based on improved C-RNN-GAN -- Building an Embodied Musicking Dataset for co-creative music-making -- PatternPortrait: Draw Me Like One of Your Scribbles -- MAP-Elites with Transverse Assessment for Multimodal Problems in Creative Domains. |
| Sommario/riassunto | This book constitutes the refereed proceedings of the 13th International Conference on Artificial Intelligence in Music, Sound, Art and Design, EvoMUSART 2024, held as part of EvoStar 2024, in Aberystwyth, UK, April 3–5, 2024. The 17 full papers and 8 short papers presented in this book were carefully reviewed and selected from 55 submissions. The main purpose of this conference proceedings was to bring together practitioners who are using Artificial Intelligence techniques for artistic tasks, providing the opportunity to promote, present, and discuss ongoing work in the area. . |