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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 12103
Disciplina	005.11
Soggetti	Computer science Computer networks Compilers (Computer programs) Image processing—Digital techniques Computer vision Signal processing Theory of Computation Computer Communication Networks Compilers and Interpreters Computer Imaging, Vision, Pattern Recognition and Graphics Signal, Speech and Image Processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	A deep learning neural network for classifying good and bad photos -- Adapting and Enhancing Evolutionary Art for Casual Creation -- Comparing Fuzzy Rule Based Approaches for Music Genre Classification -- Quantum Zentanglement: Combining Picbreeder and Wave Function Collapse to Create Zentangles -- Emerging Technology System Evolution -- Fusion of Hilbert-Huang Transform and Deep Convolutional Neural Network for Predominant Musical Instruments Recognition -- Genetic Reverb: Synthesizing Artificial Reverberant Fields Via Genetic Algorithms -- Portraits of No One: An Interactive

Installation -- Understanding Aesthetic Evaluation with Deep Learning -- An Aesthetic-Based Fitness Measure and a Framework for Guidance of Evolutionary Design in Architecture -- Objective Evaluation of Tonal Fitness for Chord Progressions -- Coevolving Artistic Images Using OMNIREP -- Sound Cells in Genetic Improvisation: An Evolutionary Model for Improvised Music -- Controlling Self-Organization in Generative Creative Systems -- Emulation Games. See and Be Seen, a Subjective Approach to Analog Computational Neuroscience.

Sommario/riassunto

This book constitutes the refereed proceedings of the 9th European Conference on Artificial Intelligence in Music, Sound, Art and Design, EvoMUSART 2020, held as part of Evo*2020, in Seville, Spain, in April 2020, co-located with the Evo*2020 events EuroGP, EvoCOP and EvoApplications. The 15 revised full papers presented were carefully reviewed and selected from 31 submissions. The papers cover a wide spectrum of topics and application areas, including generative approaches to music and visual art, deep learning, and architecture.
