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Nota di contenuto	Generative Music with Stochastic Diffusion Search -- Music with Unconventional Computing: Towards a Step Sequencer from Plasmodium of Physarum Polycephalum -- Feature Discovery by Deep Learning for Aesthetic Analysis of Evolved Abstract Images -- FuXi: A Fish-Driven Instrument for Real-Time Music Performance -- Chorale Music Splicing System: An Algorithmic Music Composer Inspired by Molecular Splicing -- Towards an Evolutionary Computational Approach to Articulatory Vocal Synthesis with PRAAT -- The Sound Digestive System: A Strategy for Music and Sound Composition -- Avoidance Drawings Evolved Using Virtual Drawing Robots -- A Genetic Programming Approach to Generating Musical Compositions -- AudiInSpace: Exploring the Creative Fusion of Generative Audio,

Visuals and Gameplay -- Toward Certain Sonic Properties of an Audio Feedback System by Evolutionary Control of Second-Order Structures -- Echo -- Evotype: Evolutionary Type Design -- Interior Illumination Design Using Genetic Programming -- Lichtsuchende: Exploring the Emergence of a Cybernetic Society -- Automatic Generation of Chord Progressions with an Artificial Immune System -- Evolving Diverse Design Populations Using Fitness Sharing and Random Forest Based Fitness Approximation -- Moody Music Generator: Characterising Control Parameters Using Crowdsourcing -- Schemographe: Application for a New Representation Technique and Methodology of Analysis in Tonal Harmony -- Biological Content Generation: Evolving Game Terrains Through Living Organisms -- Interpretability of Music Classification as a Criterion for Evolutionary Multi-objective Feature Selection -- On the Stylistic Evolution of a Society of Virtual Melody Composers -- DrawCompileEvolve: Sparking Interactive Evolutionary Art with Human Creations.

Sommario/riassunto

This book constitutes the refereed proceedings of the 4th International Conference on Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2015, held in Copenhagen, Denmark, in April 2015, co-located with the Evo* 2015 events EuroGP, EvoCOP and Evo Applications. The 23 revised full papers presented were carefully reviewed and selected from 43 submissions. They cover a wide range of topics and application areas, including generative approaches to music, graphics, game content and narrative; music information retrieval; computational aesthetics; the mechanics of interactive evolutionary computation and the art theory of evolutionary computation.
