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Nota di contenuto	Algorithmic Songwriting with ALYSIA -- On Symmetry, Aesthetics and Quantifying Symmetrical Complexity -- Towards Polyphony Reconstruction Using Multidimensional Multiple Sequence Alignment -- Melody Retrieval and Classification Using Biologically-Inspired Techniques -- Evolved Aesthetic Analogies to Improve Artistic Experience -- Deep Artificial Composer: A Creative Neural Network Model for Automated Melody Generation -- A Kind of Bio-inspired Learning of mUsic style -- Using Autonomous Agents to Improvise

Music Compositions in Real-time -- Generating Polyphonic Music Using Tied Parallel Networks -- Mixed-initiative Creative Drawing with webIconoscope -- Clustering Agents for the Evolution of Autonomous Musical Fitness -- EvoFashion: Customising Fashion Through Evolution -- A Swarm Environment for Experimental Performance and Improvisation -- Niche Constructing Drawing Robots -- Automated Shape Design by Grammatical Evolution -- Evolutionary Image Transition Using Random Walks -- Evaluation Rules for Evolutionary Generation of Drum Patterns in Jazz Solos -- Assessing Augmented Creativity: Putting a Lovelace Machine for Interactive Title Generation through a Human Creativity Test -- Play It again: Evolved Audio Effects and Synthesizer Programming -- Fashion Design Aid System with Application of Interactive Genetic Algorithms -- Generalization Performance of Western Instrument Recognition Models in Polyphonic Mixtures with Ethnic Samples -- Exploring the Exactitudes Portrait Series with Restricted Boltzmann Machines -- Evolving Mondrian-Style Artworks -- Predicting Expressive Bow Controls for Violin and Viola. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Evolutionary Computation in Combinatorial Optimization, EvoMUSART 2017, held in Amsterdam, The Netherlands, in April 2017, co-located with the Evo*2017 events EuroGP, EvoCOP and EvoApplications. The 24 revised full papers presented were carefully reviewed and selected from 29 submissions. The papers 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; computer-aided design; and the art theory of evolutionary computation. .
