Record Nr. UNISA996465754703316 Computational Intelligence in Music, Sound, Art and Design [[electronic **Titolo** resource] ]: 7th International Conference, EvoMUSART 2018, Parma, Italy, April 4-6, 2018, Proceedings / / edited by Antonios Liapis, Juan Jesús Romero Cardalda, Anikó Ekárt Pubbl/distr/stampa Cham:,: Springer International Publishing:,: Imprint: Springer,, 2018 **ISBN** 3-319-77583-9 Edizione [1st ed. 2018.] Descrizione fisica 1 online resource (X, 315 p. 124 illus.) Collana Theoretical Computer Science and General Issues, , 2512-2029;; 10783 006.3 Disciplina Algorithms Soggetti Artificial intelligence Computer graphics User interfaces (Computer systems) Human-computer interaction Artificial Intelligence Computer Graphics User Interfaces and Human Computer Interaction Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Visual art inspired by the collective feeding behavior of sand-bubbler Nota di contenuto crabs -- Dynamical Music with Musical Boolean Networks -- Nonphotorealistic Rendering with Cartesian Genetic Programming using Graphics Processing Units -- Construction of a Repertoire of Analog Form-finding Techniques as a Basis for Computational Morphological Exploration in Design and Architecture -- Medical art therapy of the future: building an interactive virtual underwater world in a children's hospital -- Expressive Piano Music Playing Using a Kalman Filter --Generative Solid Modelling Employing Natural Language Understanding and 3D Data -- evoExplore: Multiscale Visualization of Evolutionary

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## Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Evolutionary Computation in Combinatorial Optimization, EvoMUSART 2018, held in Parma, Italy, in April 2018, colocated with the Evo\*2017 events EuroGP, EvoCOP and EvoApplications. The 21 revised full papers presented were carefully reviewed and selected from 33 submissions. The papers cover a wide range of topics and application areas, including: generative approaches to music and visual art; medical art therapy; visualization in virtual reality; jewellery design; interactive evolutionary computation; and the art theory of evolutionary computation.