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Soggetti	Algorithms Artificial intelligence Data mining Computer arithmetic and logic units Artificial Intelligence Data Mining and Knowledge Discovery Arithmetic and Logic Structures
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Nota di contenuto	Deep Learning Concepts for Evolutionary Art -- Adversarial Evolution and Deep Learning -- How Does An Artist Play with Our Visual System -- Autonomy, Authenticity, Authorship and Intention in Computer Generated Art -- Camera Obscurer: Generative Art for Design Inspiration -- Swarm-Based Identification of Animation Key Points from 2D-medialness Maps -- Paintings, Polygons and Plant Propagation -- Evolutionary Games for Audiovisual Works: Exploring the Demographic Prisoner's Dilemma -- Emojinating: Evolving Emoji Blends -- Automatically Generating Engaging Presentation Slide Decks -- Tired of choosing? Just Add Structure and Virtual Reality -- EvoChef: Show Me What to Cook! Artificial Evolution of Culinary Arts -- Comparing Models for Harmony Prediction in An Interactive Audio Looper -- Stochastic Synthesizer Patch Exploration in Edisyn -- Evolutionary Multi-Objective

Training Set Selection of Data Instances and Augmentations for Vocal Detection -- Automatic Jazz Melody Composition Through a Learning-Based Genetic Algorithm -- Exploring Transfer Functions in Evolved CTRNNs for Music Generation. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th International Conference on Evolutionary Computation in Combinatorial Optimization, EvoMUSART 2019, held in Leipzig, Germany, in April 2019, co-located with the Evo*2019 events EuroGP, EvoCOP and EvoApplications. The 16 revised full papers presented were carefully reviewed and selected from 24 submissions. The papers cover a wide range of topics and application areas, including: visual art and music generation, analysis, and interpretation; sound synthesis; architecture; video; poetry; design; and other creative tasks.
