

# EvoMUSART 2005

3rd European Workshop on Evolutionary Music and Art,  
30 March - 1 April 2005, Lausanne, Switzerland  
<http://evonet.lri.fr/eurogp2005/index.php?page=evomusart>

EuroGP & EvoCOP, incorporating EvoWORKSHOPS  
<http://www.evonet.info/eurogp2005>



The application of Evolutionary Computation (EC) techniques for the development of creative systems is a new, exciting and significant area of research. There is a growing interest in the application of these techniques in fields such as: art and music generation, analysis and interpretation; architecture; and design.

EvoMUSART 2005 is the third workshop of the EvoNet working group on Evolutionary Music and Art. Following the success of previous events, the main goal of EvoMUSART 2005 is to bring together researchers who are using Evolutionary Computation in this context, providing the opportunity to promote, present and discuss ongoing work in the area.

The workshop will include an open panel for the discussion of the most relevant questions of the field. In order to promote participation, we encourage the participants to submit topics for debate. To foster cooperation among researchers, there will also be a panel for the proposal and discussion of potential collaboration opportunities.

The event includes a demonstration session, giving an opportunity for the presentation of evolutionary art and music in an informal environment. The submission of works for the demonstration session is independent from the submission of papers.

For additional information about previous editions please visit:

- <http://evonet.lri.fr/eurogp2003/evomusart.html>
- <http://evonet.lri.fr/eurogp2004/musartindex.html>

The workshop will be held from 30 March to 1 April 2005 in Lausanne, Switzerland, as part of the EuroGP&EvoCOP2005 event.

Accepted papers will be presented orally at the workshop and included in the EuroGP2005 conference proceedings, published by Springer Verlag in the Lecture Notes in Computer Science series.

## TOPICS OF INTEREST

The papers should include original and unpublished contributions related to the use of EC in the scope of the analysis, generation and interpretation of art and music. Topics of interest include, but are not limited to:

- Generation
  - Evolutionary Art – Systems that create drawings, images, animations, sculptures, poetry, text, etc.;
  - Evolutionary Music – Systems that create musical pieces, sounds, instruments, voices, etc.;
  - Robotic Based Evolutionary Art and Music;
- Analysis and Interpretation
  - Systems that resort to EC to perform the analysis of image, music, sound sculpture, or some other types of artistic object;
  - Systems in which the analysis of artworks is used in conjunction with EC techniques to produce novel objects;
- Computer Aided Creativity
  - Systems in which EC is used to promote the creativity of a human user;
  - New ways of integrating the user in the evolutionary cycle;
  - Collaborative distributed environments;
- Theory
  - Surveys of the current state-of-the-art in the area; identification of weaknesses and strengths; comparative analysis and classification;
  - Validation methodologies;
  - New models designed to promote the creative potential of EC;
  - Aesthetics, emotional response;
  - Studies on the applicability of these techniques to other creativity-related areas;

## SUBMISSION PROCEDURE

Submissions should be a maximum of ten A4 pages and they should be sent in postscript or PDF format. It is advisable that the papers conform to the Springer Lecture Notes in Computer Science format.

The reviewing process is double blind. Authors should remove their names from submitted papers, and should take reasonable care that their identity is disguised. References to own work can be included in the paper, but should be referred to in the third person. It is very important that the e-mail accompanying submission should state all the authors, including all their e-mail addresses. To avoid problems with electronic delivery, papers should be emailed to both of the program chairs. A notification of receipt will be e-mailed a few days after the deadline.

## EvoMUSART CHAIRS

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## IMPORTANT DATES

Submission: 5 November 2004  
Notification: 10 December 2004  
Camera ready: 14 January 2005  
Workshop: 30 March-1 April 2005

## PROGRAMME COMMITTEE

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