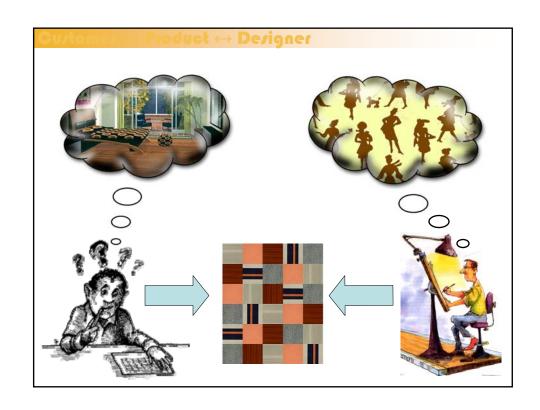
Evolutionary Graphical Design

Carl Anderson
Daphna Buchsbaum
Jeff Potter
Eric Bonabeau

2005





Designer - tailored Tool





from designer's perspective:

- · I have an idea in mind
 - say, Paul Smíth type stripes
 - palette, widths, swish etc
- There are very many variants of the basic idea I have in my head
- I will know the perfect design when I see it
- I just need to explore some ideas
 - by hand
 - designer-guided automated search...

Selective breeding







Key components:

• Selective agent: man

· Evolution: heritable variation

Variation

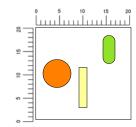
– Mutation: generates diversity

- Recombination: choose parents

How does it work?

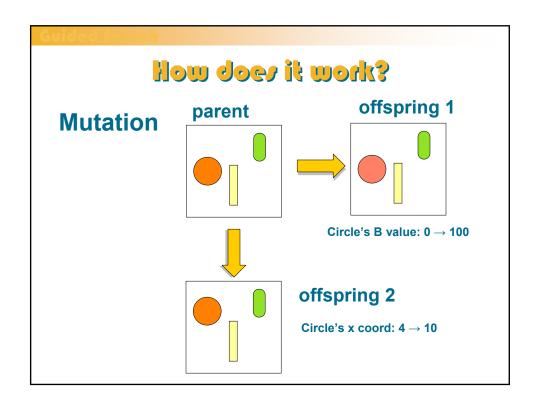
Genetic material

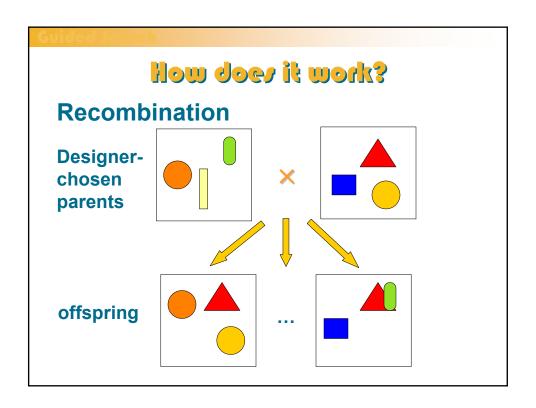
A design: vector of shapes or graphical elements:

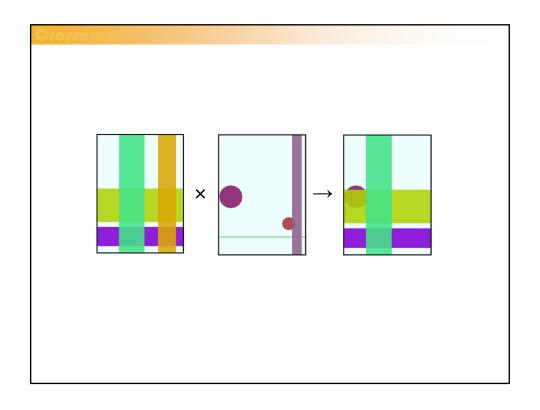


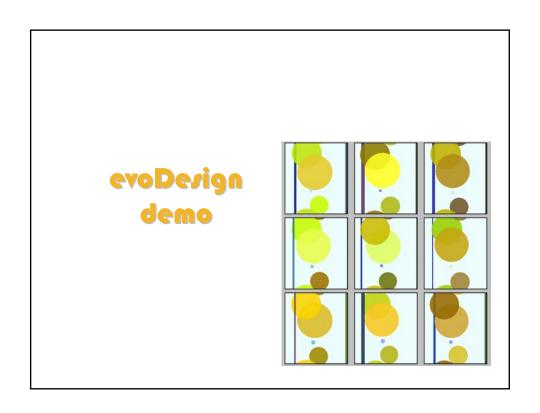
= $(\{x,y,r, R,G,B\}, \{x_0,y_0,x_1,y_1,R,G,B\},...,\{x_0,y_0,x_1,y_1,r,R,G,B\})$

 $= (\{4,10,3,255,128,0\}, \{9,3,11,12,225,225,153\},...,\{14,12,16,18,145,225,39\})$





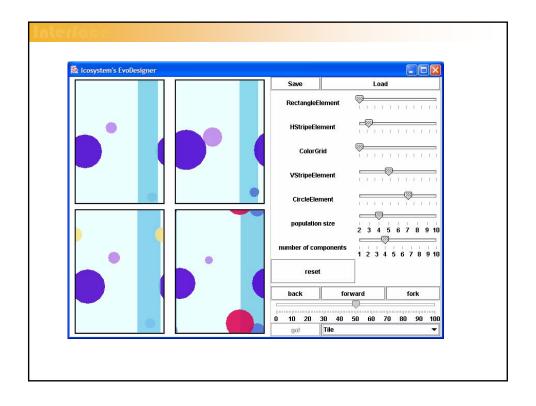


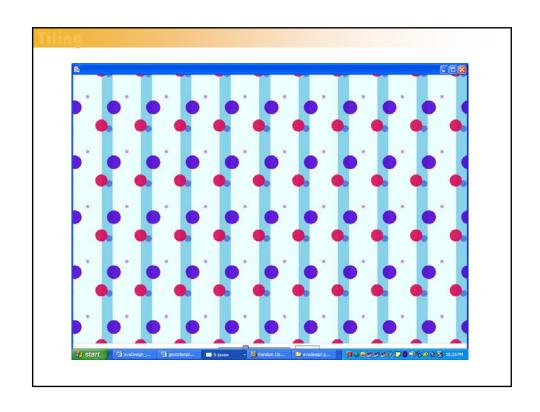


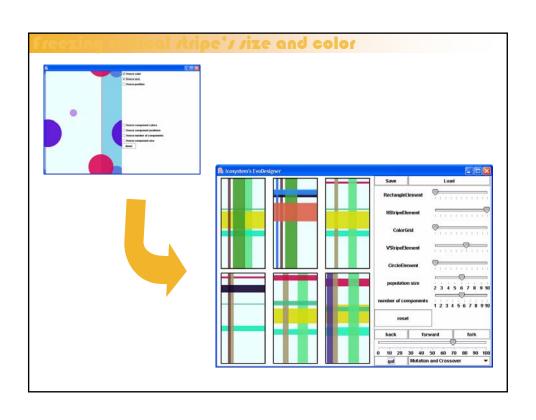
ldeal I

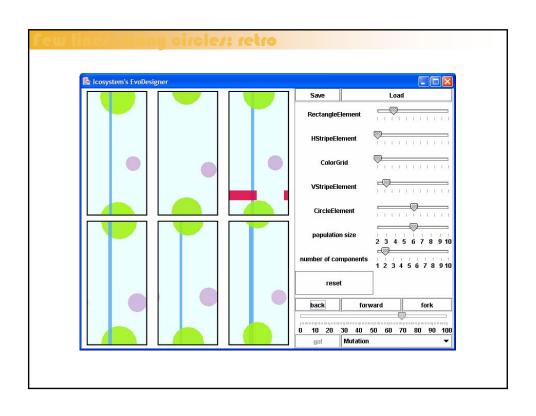
Ideal Interactive Evolution Tool...

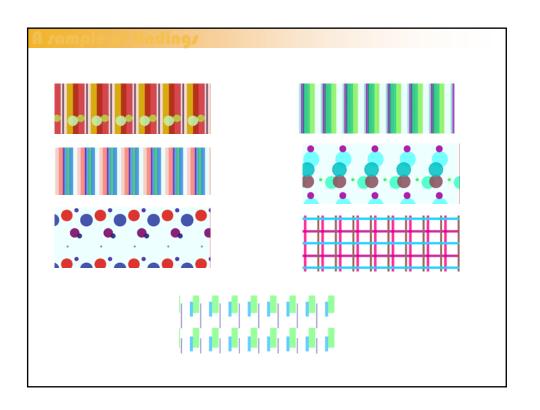
- Fully interactive
 - See value of every attribute
 - Edit / manipulate value of every attribute
 - · Including all mutation rates
 - Including freezing components of choice
- See complete evolutionary history
 - Restart search from any point
 - Save / load any and every design

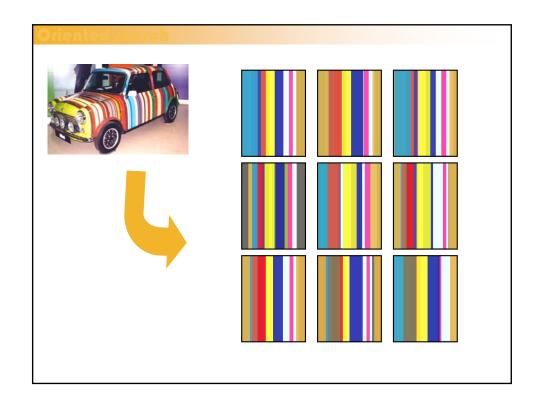




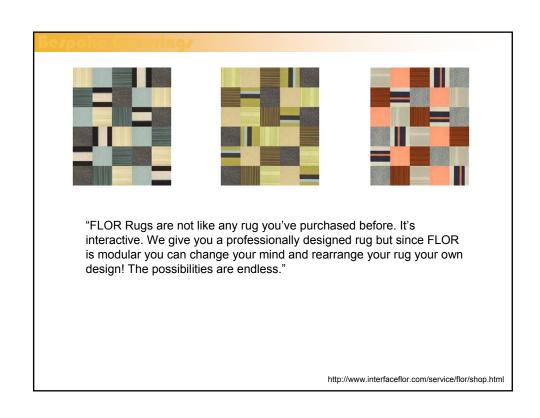




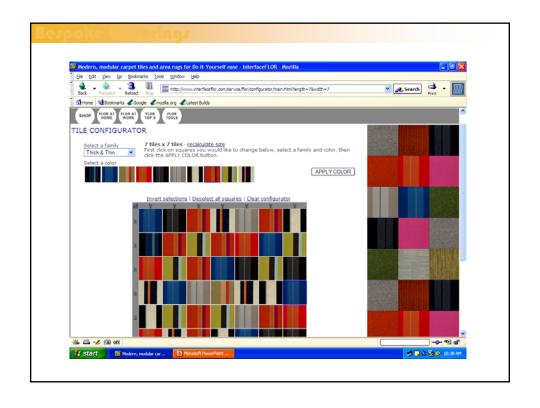




Curtomer - tailored Tool







Berpoke Hoverings

Tailored coverings...

- Tile Configurator
 - Limited number of tiles [20x20]
 - Limited configuration [rectangle]
 - Limited to certain Interface tiles
- What if the use could evolve a grid of tiles?
- What if the user could specify their own room shape?
- What if the customer could evolve their own bespoke tile?

Existing tools

