

Evolutionary Art by Jerzy Korczak

The idea is to create an **artificial painter** by genetic evolution. In the program EVA the individuals are the images generated with the application.

The individual's **ADN** is composed by a sequence of operators applied to an image source (each operator is represented by a gene).

During the **initialization process**, these operators are randomly chosen, and the relevant parameters as well. The sequence of operators represents the **genotype** of the individual, and the rendered image is the **phenotype**, the expression of the genotype.

The basic cycle for each generation is:

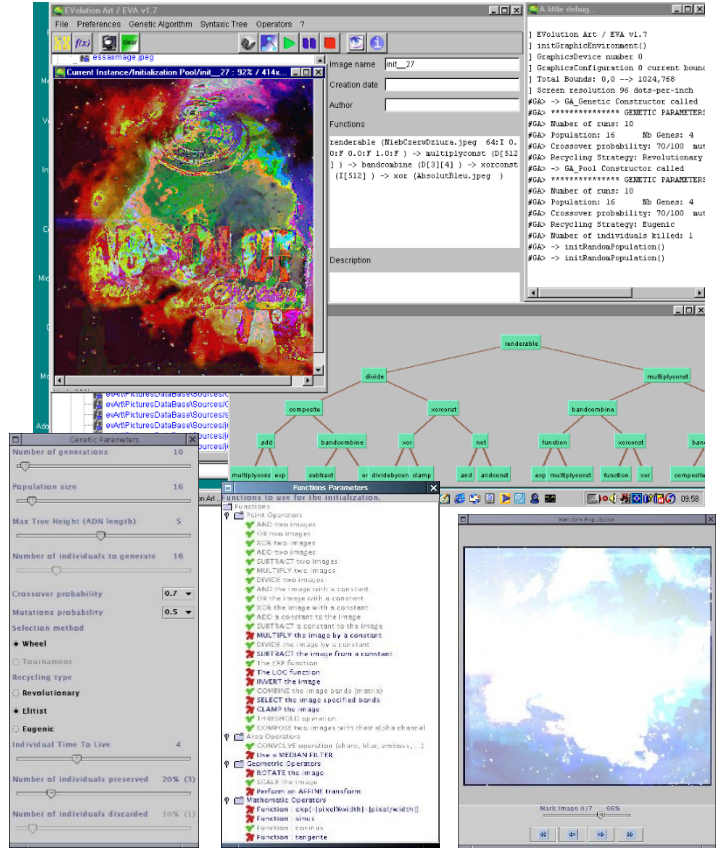
Evaluation: the user assigns a mark to each image). **Aesthetic fitness score:** a number assigned by the user to the generated image.

Selection: the wheel-sampling algorithm

Reproduction: X-over or a mutation

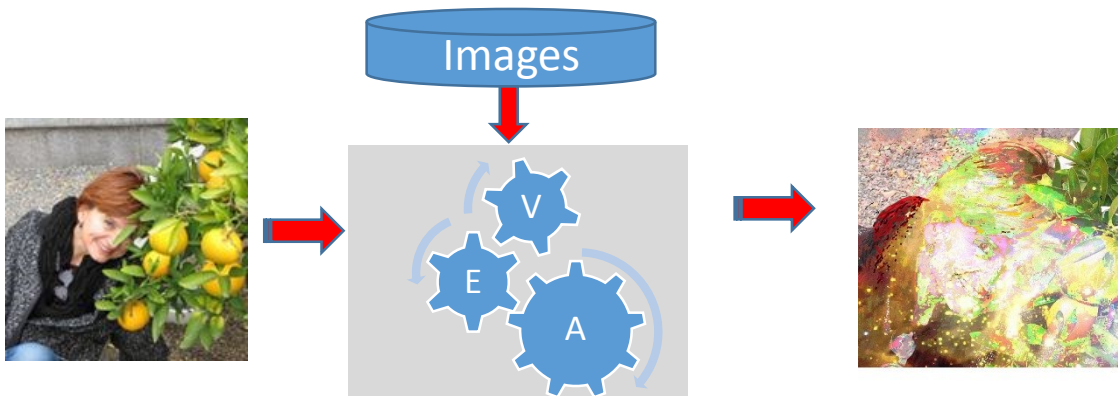
Recycling: revolutionary, eugenic, elitist

The cycle is repeated until the chosen number of generation is reached. At any moment, an individual can be saved to be used for a new session. An image can be printed or saved (JPEG, BMP, and PNG formats).



Examples:

1)



2)

