A Visual Language for Darwin

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Abstract. The main motivation for the research that allowed the creation of the works presented here was the development of a system for the evolution of visual languages. When applied to artistic domains the products of computational creativity systems tend to be individual artworks. In our approach search takes place at a higher level of abstraction, using a novel evolutionary engine we explore a space of context free grammars. Each point of the search space represents a family of shapes following the same production rules. In this exhibit we display instances of the vast set of shapes specified by **one** of the evolved grammars.