

# **Constraint Techniques for Artistic Applications**

Workshop at ECAI'98

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## **Workshop Organising Committee**

- **François Pachet (contact person)**

Sony CSL Paris

6, rue Amyot,

75005 Paris

Tel: +33 1 44 08 05 16

Fax: +33 1 45 87 87 50

Email: pachet@csl.sony.fr

- **Philippe Codognet**

INRIA / Sony CSL Paris

- **Gérard Assayag**

Ircam

- **Camilo Rueda**

University Javeriana de Cali Colciencias and Ircam

## **Foreword**

The goal of this workshop is to study the application of constraint technologies in the artistic domain. Constraint technology makes it possible to declaratively state and efficiently solve problems either in numeric or symbolic domains. This technology is now mature enough to support the realization of large-scale applications. For artistic applications, constraints are therefore a key concept to develop high-level authoring systems, to be easily used by people with light or no computer science background.

More precisely, the workshop will focus on identifying and investigating the specific conceptual and technological problems emerging from artistic applications when using constraints. Music is a particularly promising field in this respect (see e.g. automatic harmonization systems). The long tradition of workshops in Music and AI (e.g., AAAI-88, IJCAI-89, ECAI-90, ECAI-92, AAAI-94, IJCAI-95 and IJCAI 97), shows that there is a growing community of researchers interested in musical applications of AI. This trend is further supported by advances in multi-media systems, and growing interest in subjective and artistic aspects of human activity. Although this workshop will continue this series, it will focus on constraint technology and broaden the application field to other artistic domains, such as graphics and visual arts.

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