

Contents

1 (Niépce's decision)

2 (Edgar Allan Poe)

Popular algorithms in photography

Popular algorithms in art

3 (1000 × 1000 pixels)

4 (Fog)

5 (Fitness)

The moment when everything was possible

6 (Hierarchical structure)

7 (I know | I don't know)

8 (Schultz's experiments)

9 (Triggering and resolving an ambiguity)

Works of art that couldn't be used in textbooks as illustrations of scientific knowledge

Taking someone on a trip without letting them know that they've been taken

10 (Giakomo)

11 (Reward system)

12 (Trigger miners and distributors)

13 (Fading)

14 (Phantom)

15 (Fade rate)

Berlyne's version of the Wundt curve

16 (Individual differences)

17 (Berlyne's wave)

18 (Retro)

Triggers that always work

19 (Thrill combo)

20 (Semantic, episodic, and emotional memory)

21 (Outsourcing the fitness function)

Notes

Bibliography

Acknowledgements

Contents