

# 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

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