

**Mario Verdicchio**

*Paper and Artwork: Painting with Outliners and Fillers.*



**Abstract:**

Ant-based artificial art has reached significant levels of visual appeal and aesthetics [1].

Nevertheless, the artworks are still clearly recognizable as computer-generated, and present a diffused colouring effect common to most of the ant-based art.

In this work we propose to introduce two different roles, namely outliner and filler, that ants or ant-like agents can play on a digital canvas, aiming at producing artworks that, although sketchy at this stage of our research, look promising in the pursue of generative art that resembles human-made drawings.

**Topic: Art**

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**References:**

[1] Nicholas Monmarché et al., “Artificial Art made by Artificial Ants”, in *The Art of Artificial Evolution*, Springer, 2008



Figure 1: fillers at work

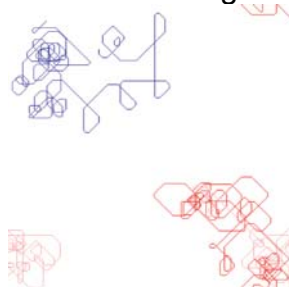


Figure 2: outliners at work

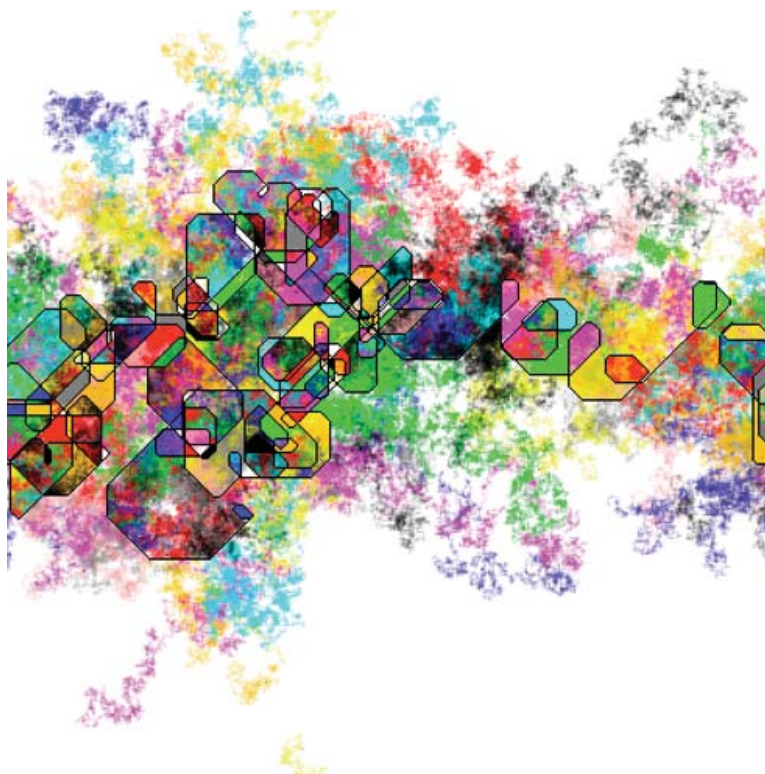


Figure 3: outliners and fillers combined

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**Keywords:**

Ants, Evolutionary Computation, Artificial Art