

# Curriculum Vitae

## Tatsuo UNEMI

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### Personality

**Birth date:** January 26th, 1956, **Birth place:** Kanazawa, Ishikawa pref., Japan, **Sex:** Male.

**Nationality:** Japan, **Religion:** Buddhism.

### Employment

#### Department of Information Systems Science, Soka University

*Dean of Faculty of Science and Engineering*, 2015–Present

*Professor*, 2012–Present

*Associate Professor (Jokyōju/Junkyōju)*, 1995–2012

*Assistant Professor (Kōshi)*, 1992–1995

Teach students on Cognitive Science, Artificial Intelligence, Data Structure, Graphical User Interface Programming, and Programming Languages including Lisp, Prolog, Java, Processing and Objective-C; and work with students on Artificial Life by software approaches including combinations among evolution, development, learning and collective behavior.

#### Tokyo Institute of Technology

*Part-Time Lecturer*, 1996–1999

Make two hours lecture for undergraduate students twice per year on Artificial Life as a part of the course “Human and Society in Multi-media age” arranged by Prof. Kyōichi Kijima.

#### Laboratory for International Fuzzy Engineering Research

*Visiting Scholar and Project Leader of ROB Group*, 1992–1995

Lead a group of four researchers from private companies in ROB (Robotics) Group to build a prototype of autonomous distributed robot system that works cooperatively with human.

#### Shinanogawa Techno-Academy

*Part-Time Lecturer*, 1989–1991

Teach students on Introduction to Computer Software and Data Structure.

#### Department of Planning and Management Science, Nagaoka University of Technology

*Assistant Professor (Kōshi)*, 1987–1992

Teach students on Statistics, Programming in OPS5 and Prolog, and Cognitive Science, and work with students and faculty on Reinforcement Learning Method, Applications of Genetic Algorithms, and Design of Graphical User Interface.

## **Department of System Sciences, Tokyo Institute of Technology**

*Research Associate (Joshu)*, 1981–1987

Work with students and faculty on Knowledge Engineering, Machine Learning, Human Interface, and Programming Tools for Artificial Intelligence.

## **Education**

### **Doctor of Engineering** 1994, Tokyo Institute of Technology

Dissertation: An Instance-based Reinforcement Learning Method and Its Applications to Control and Artificial Life Researches. (*in Japanese*)

Advisor: Prof. Shigenobu Kobayashi

### **Master of Engineering** 1980, Department of System Sciences, Tokyo Institute of Technology

Master Thesis: Extension of Extended-LINGOL to N-ary Tree. (*in Japanese*)

Advisor: Prof. Atsunobu Ichikawa and Dr. Hozumi Tanaka

### **Bachelor of Engineering** 1978, Department of Control Engineering, Tokyo Institute of Technology

Undergraduate Thesis: A Model of Roamer with Self-learning Function. (*in Japanese*)

Advisor: Prof. Atsunobu Ichikawa

## **Professional Activities**

**Committee member of Information Network Center of Soka University** Chairman 2014–2015.

### **Committee member of Information Center of Soka University**

Chairman 2004–2013.

Vice-chairman 2002–2004.

### **Chief of Industrial Application Council** Society for Instrument and Control Engineers, 2003.

The Council includes four divisions, Fluid Instrument and Control, Instrumentation Technologies, Industrial Systems, and Network Technologies for Instrument and Control.

**Steering committee member of Society for Instrument and Control Engineers** Chairman of the councils' conference. 2001–2002.

**Visiting Professor** AI Laboratory, Institute for Informatics, University of Zurich, April – September, 2000.

### **Administrator of Computers and Network**

Computer Center of Faculty of Engineering, Soka University 1994–2002

Information Processing Centre, Nagaoka University of Technology, 1987–1992

**Programming Consultant** Information Processing Center at Nagatsuda Campus, Tokyo Institute of Technology, 1990–1992

### **Chief of System and Information Council** Society for Instrument and Control Engineers, 1997–2000

The Society includes five councils and the Council includes seven divisions, System Engineering, Human Interface, Intelligent Engineering, Neural Networks, Bio-Engineering, Decentralized Autonomous Systems, and Discrete Events Systems.

**Chief of Intelligent Engineering Division** Society for Instrument and Control Engineers, 1995–1997

### **Working Group Member of Institute for New Generation Computer Technology**

Distributed and Cooperative Problem Solving WG, 1987–1988

Foundations of Artificial Intelligence WG, 1986–1990

Application System WG1-2, 1986–1987

Consultation System WG, 1982–1986

**Research Committee Member of Japanese Society for Mechanical Engineers**

RC-223 Co-Creative Industrial Processes in Knowledge Economical Society, 2005-2007  
RC-211 Highly Skilled System Technologies for Manufacturing utilizing Human Aspects, 2003-2005  
RC-194 Application of Information Technologies for Intelligent Industrial Processes in the Globalized Society, 2001-2003  
RC-175 Intelligent System Technologies for Human/Society Environmental Symbiosis in Distributed Artifacts System, 1999-2001  
RC-155 Intelligent System Technologies for Human-Machine Cooperative Plant in Uncertain Environment, 1997-1999  
RC-139 Intelligent Human-Machine Systems, 1995-1997  
RC-123 Development of Human Friendly Systems by Amalgamation of Intelligent Technologies, 1993-1995  
RC-106 Intelligent System Integration Technology for Plant Engineering, 1991-1993

**Editorial Board Member Of:**

GASATHJ, Generative Art, Science and Technology Hard Journal, 2012-  
Keisoku to Seigyō (Communications for Society of Instrument and Control), 2004-2005  
Journal of Information Processing Society in Japan, 1999-2001  
Journal of Advanced Computational Intelligence, 1996-Present  
Journal of Japanese Society for Artificial Intelligence, 1997-1998

**Program Committee Member Of:**

14th European Conference of Artificial Life (ECAL 2017)  
8th International Conference on Computational Creativity (ICCC 2017)  
7th International Conference on Computational Creativity (ICCC 2016)  
15th International Conference on the Synthesis and Simulation of Living System (A-Life XV, 2016)  
13th European Conference of Artificial Life (ECAL 2015)  
6th International Conference on Computational Creativity (ICCC 2015)  
Virtual World 2012  
IEEE Symposium on Artificial Life (IEEE ALIFE 2011)  
7th European Evolutionary Computing Workshops (EvoMUSART, 2004)  
6th European Evolutionary Computing Workshops, (EvoMUSART, 2003)  
International Conference on Intelligent Robots and Systems (IROS, 1996)  
International Workshop on the Synthesis and Simulation of Living System (A-Life V, 1996)

**Reviewed Journal Submissions For:**

Computer Software (published by Japanese Society of Software Sciences)  
IEEE Transactions on Evolutionary Computation  
IEEE Transactions on Knowledge and Data Engineering  
IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences  
Journal of Information Processing Society in Japan  
Journal of Japanese Society for Artificial Intelligence  
Journal of Japanese Society for Mechanical Engineers  
Journal of Society for Instrument and Control Engineers  
Journal of Advanced Computational Intelligence  
Machine Learning

**Reviewed Conference Submissions For:**

International Workshop on the Synthesis and Simulation of Living System (A-Life XIV, 2014)  
IEEE Symposium on Artificial Life (IEEE ALIFE 2011)  
International Conference on Knowledge-based Intelligent Information Engineering Systems (KES, 1999)  
International Conference on Intelligent Robots and Systems (IROS, 1996)  
International Workshop on the Synthesis and Simulation of Living System (A-Life V, 1996)  
Pacific Rim International Conference on Artificial Intelligence (PRICAI, 1990)  
International Conference on Fifth Generation Computer Systems (FGCS, 1988)

## Public Domain Software Development

**ZugVoegel** 2009-Present, Soka University and University of Zurich. Flocking birds simulator originally developed for a theater effect for contemporary ballet *Zugvögel*, that runs on MacOS X.

**DT4 Identity SA** 2007-Present, Soka University and University of Zurich. Generative and interactive artwork running on MacOS X with live camera.

**DT1 Flocking Orchestra** 2004-Present, Soka University and University of Zurich. Generative and interactive artwork running on MacOS X with live camera.

**VideoSummary** 2002-Present, Cubit Co., (shareware). Video utility that summarize a movie file into a collection of extracted frame images running on MacOS X.

A revised version *Video Summary 2* was released in 2014, available from App Store.

**SBEAT** 2001–2003, Soka University

A composition support tool to create short musical phrases and rhythms based on artificial selection. This is an application of Simulated Breeding, a type of Interactive Evolutionary Computing Technique. This software runs on MacOS 9 and X, and has been widely distributed through the world wide web.

**Sample Programs for Complex Systems and Artificial Life** 1998, Soka University

Collection of sample programs written in C language that work on Unix with X Window System. The collection includes Logistic map, Langton's self replicator, TSP solver by Genetic Algorithm, a simplified version of BOID and Tierra, and so on.

**SBART** 1994–Present, Soka University

A support tool to draw 2D CG images and movies using Simulated Breeding method. The first version works on Unix with X Window System including Linux, FreeBSD, SunOS, Solaris, HP-UX and IRIX. The version 2 runs on MacOS 7.6, 8, and 9. The third version runs on MacOS X PowerPC. The forth version runs on MacOS X Intel CPU. The source code of all of versions are written in C language and Motif for Unix, Toolbox for MacOS 9, and Objective-C on Cocoa framework for MacOS X. This software has been widely distributed through the world wide web.

**TEW on PC-9801** 1983, Tokyo Institute of Technology

A terminal emulation software with window system working on the MS-DOS-based personal computer, NEC PC-9801 series, which was written in the assembly language.

**Co-PS** 1982, Tokyo Institute of Technology

An interpreter of concurrent production system designed for building expert systems written in LISP 1.9.

**LISP 1.9 on MELCOM COSMO** 1981, Tokyo Institute of Technology

An interpreter and compiler of a type of LISP programming language, written in the assembly language for Mitsubishi MELCOM-COSMO series super-mini computer system. This system was installed more than ten machines in universities and laboratories including Educational Computer Center in Tokyo University, Computer Center of Kyushu Institute of Design, and KDD Research Laboratory.

**N-ary Extended LINGOL** 1980, Electrotechnical Laboratory, MITI

A parser for Japanese language text written in LISP 2.0 on Toshiba TOSBAC-5600.

## Awards

- [1] Unemi, T. and Bisig, D. (2016) Visual Liquidizer or Virtual Merge, *Best Artwork Award*, Arts Program in the 15th International Conference on the Synthesis and Simulation of Living Systems (ALIFE XV), Cancun, Mexico.
- [2] Bisig, D. and Unemi, T. (2011) Cycles, *Audience Prize*, Media Art Biennale WRO 2011 Alternative Now, WRO Center, Wrocław, Poland.
- [3] Bisig, D. and Unemi, T. (2007) MediaFlies, *Excellent Award*, 10th Japan Media Arts Festival, Agency for Cultural Affairs, Japan.
- [4] Unemi, T. and Bisig, D. (2006) Flocking Messengers, *Honorary Mention*, VIDA 9.0 Concurso Internacional sobre Arte y Vida Artificial, Fundación Telefónica, Spain.

- [5] Unemi, T. (2001) For the First Graduation in 21st Century. (CG poster), *The Winner of the Competition on Evolutionary Art and Design*, in IEEE Congress on Evolutionary Computation, Seoul, Korea.

## Invited talks

- [6] Unemi, T (2015) Creativity in Evolutionary Arts, *Plenary Lecture in IEEE Congress on Evolutionary Computation 2015*, Sendai, Japan, May 28.
- [7] Unemi, T (2012) A Fully Automated Evolutionary Art, *Special Lecture in SCIS-ISIS 2012*, Kobe, Japan, November 22.

## Exhibitions

- [8] Unemi, T. (2016) Selections by the computer from the five years' stock of Daily Evolved Animations, *the 19th Generative Art Conference*, Auditorium of CRF Foundation, Florence, Italy, December 15–17.
- [9] — (2016) —, *NICOGRAPH 2017*, Toyama University, Toyama, Japan, November 4.
- [10] Unemi, T. (2016) Daily Evolved Animations, Arts Program in the 15th International Conference on the Synthesis and Simulation of the Living Systems (ALIFE XV), Cancun International Convention Center, Mexico, July 4–8.
- [11] Unemi, T. and Bisig, D. (2016) Visual Liquidizer or Virtual Merge, New Media Art Installation, —.
- [12] — (2015) *Demo session in ISEA 2015*, Simon Fraser University, Vancouver, BC, Canada, August 16.
- [13] — *Interactivity Exhibition, in ACM CHI 2015*, COEX, Seoul, Korea, April 20–23.
- [14] Unemi, T. (2015) Non-Stop Evolutionary Art You are Embedded in, New Media Art Installation, *Techfest 2015*, Indian Institute of Technology, Bombay, Mumbai, India, January 2–4.
- [15] Unemi, T. and Bisig, D. (2014) Visual Liquidizer or Virtual Merge #1, New Media Art Installation, *the 17th Generative Art Conference*, Biblioteca Angelica Gallery, Rome, Italy, December 17–19.
- [16] Unemi, T. (2013) Non-Stop Evolutionary Art You are Embedded in, New Media Art Installation, *the 16th Generative Art Conference*, La Triennale di Milano, Milan, Italy, December 9–12.
- [17] Bisig, D. and Unemi, T. (2011) Cycles, *Media Art Biennale WRO 2011 Alternative Now*, Pasaż Pokoehof, Wrocław, Poland, May 10 – June 19.
- [18] — (2010) —, *lab 30 Augsburger Kunstlabor*, Kulturthaus Abraxas, Augsburg, Germany, November 4–6.
- [19] — (2010) —, *ISEA Ruhr 2010 Exhibition*, Museum für Kunst und Kulturgeschichte Dortmund, Germany, August 20 – September 5.
- [20] Unemi, T. and Bisig, D. (2007) Identity SA, *The Tenth Generative Art Conference*, Politecnico di Milano University, Milan, Italy, December 12–14.
- [21] Unemi, T. and Bisig, D. (2007) Flocking Orchestra, *Velocity Festival of Digital Culture*, Lanternhouse, Ulverston, UK, October 11 – November 3.
- [22] Bisig, D. and Unemi, T. (2007) MediaFlies, *ArtEscapes*, Universidad Politécnica de Valencia, Valencia, Spain, April 11 – May 18.
- [23] Unemi, T. and Bisig, D. (2007) Flocking Messengers, —.
- [24] Unemi, T. and Bisig, D. (2007) Flocking Messengers, *Telefónica booth in ARCO 2007*, IFEMA, Madrid, Spain, February 14–19.
- [25] Bisig, D. and Unemi, T. (2007) MediaFlies, *Japan Media Art Festival*, Tokyo Metropolitan Museum of Photography, Tokyo, Japan, February 24 – March 4.
- [26] Unemi, T. and Bisig, D. (2006) Flocking Messengers, *The Ninth Generative Art Conference*, Politecnico di Milano University, Milan, Italy, December 13–15.

- [27] Bisig, D. and Unemi, T. (2006) MediaFlies, —.
- [28] Unemi, T. and Bisig, D. (2006) Flocking Orchestra, *Leonardo II Art Show*, in International Conference on Advances in Computer Entertainment, Bel Age Hotel, West Hollywood, CA, USA, June 14–16.
- [29] Bisig, D. and Unemi, T. (2006) MediaFlies, —.
- [30] Unemi, T. and Bisig, D. (2005) Flocking Orchestra, *The Eighth Generative Art Conference*, Politecnico di Milano University, Milan, Italy, December 15–17.
- [31] Unemi, T. (2000) Works at Gerhardstrasse 5 in a rainy day of May (Computer-generated film), *Pitture Digitali*, Museo Civico di piazza del Santo, Padua, Italy, July 7 – August 27.
- [32] Unemi, T. (1993) Evolution of a Simple Growth System in 2-D Euclidean Space, *A-Life World*, Tokyo International Art Museum, T-Brain Club, June 23 – August 30.

## Live performances and demonstrations

- [33] Unemi, T. (2016) SBArt4 breeding on site as VJ, *Algorave – Algorithmic Horizon*, Org. R. Bell, Forestlimit, Tokyo, May 27, Spazio Rita, Nagoya, May 28.
- [34] Unemi, T. (2013) A Fully Automatic Evolutionary Art, *4th International Conference on Computational Creativity*, the University of Sydney, Sydney, NSW, Australia, June 14.
- [35] Unemi, T. (2011) SBArt4 breeding on site, *14th Generative Art Conference*, Instituto Cervantes di Roma, Piazza Navona, Rome, Italy, December 7.
- [36] Unemi, T. and Bisig, D. (2009) Identity SA, *SIGGRAPH 2009 Computer Animation Festival, Real-Time Rendering Live demonstration*, Ernest N. Morial Convention Center, New Orleans, LA, USA, August 3–6.
- [37] Unemi, T. (2008) Project 7<sup>2</sup> – a swarm-based interactive art, Demo Party in NTT-ICC, Tokyo, January 20.

## Collaborations

- [38] Unemi, T. and Bisig, D. (2009) Computer-based projection for a stage effect, *Mémoires d'Oubliettes*, Contemporary Ballet, Choreographed by Jiří Kylián, Netherlands Dance Theatre I, World-premiered in Lucent Dance Theatre, The Hague, Netherlands.
- [39] Unemi, T. and Bisig, D. (2009) Computer-based projection for a theater effect, *Zugvögel*, Contemporary Ballet, Choreographed by Jiří Kylián, Bavarian State Ballet, World-premiered in Bavarian State Opera, Munich, Germany.
- [40] Unemi, T. and Bisig, D. (2008) Computer-based projection for a stage effect, *Gods and Dogs*, Contemporary Ballet, Choreographed by Jiří Kylián, Netherlands Dance Theatre II, World-premiered in Lucent Dance Theatre, The Hague, Netherlands.
- [41] Unemi, T. and Bisig, D. (2008) Computer-based projection for a stage effect, *Vanishing Twin – Unfinished Works*, Contemporary Ballet, Choreographed by Jiří Kylián, Netherlands Dance Theatre I, —.

## Publications

### Doctor's Thesis

- [42] Unemi, T. (1994) An Instance-based Reinforcement Learning Method and Its Applications to Control and Artificial Life Researches (in Japanese). Tokyo Institute of Technology.

### Journal Publications

- [43] Sasaki, T., Unemi, T. (2011) Replicator dynamics in public goods games with reward funds, *Journal of Theoretical Biology*, Vol. 287, pp. 109–114.

- [44] Minoya, K., Unemi, T., Suzuki, R., Arita, T. (2011) A Constructive Approach to the Evolution of the Planning Ability, *International Journal of Artificial Life Research*, Vol. 2, No. 3, pp. 22–35.
- [45] Sasaki, T., Okada, I., Unemi, T. (2007) Probabilistic participation in public goods games, *Proceedings of the Royal Society – Biological Sciences*, Vol. 274, No. 1625, pp. 2639–2642.
- [46] Unemi, T. (2003) Simulated Breeding – a Framework of Breeding Artifacts on the Computer, *Kybernetes*, Vol. 32, No. 1/2, pp. 203–220.
- [47] Unemi, T. (2002) SBART 2.4: an IEC Tool for Creating 2D Images, Movies, and Collage, *Leonardo*, Vol. 35, No. 2, pp. 171, 189–191, MIT Press.
- [48] Unemi, T. (1999) A Simple Evolvable Development System in Euclidean Space, *Lectures on Mathematics in the Life Science*, American Mathematical Society, Vol. 26, pp. 103–110.
- [49] Unemi, T. (1992) An Instance-based Reinforcement Learning Method for Control not to Fail, *Journal of Japanese Society for Artificial Intelligence*, Vol. 7, No. 6, pp. 1001–1008 (in Japanese)
- [50] Unemi, T. (1992) An Instance-based Reinforcement Learning Method, *Journal of Japanese Society for Artificial Intelligence*, Vol. 7, No. 4, pp. 697–707 (in Japanese)

### Co-authoring Books

- [51] Ueda, K. *et al* (1995) *Methods in Artificial Life*, Kougyou-chousa-kai (in Japanese)
- [52] Kobayashi, S. *et al* (1990) *Intelligent Systems Handbook*, Ohm-sha (in Japanese)

### Book Chapters

- [53] Simulated Breeding — a Framework of Breeding Artifacts on the Computer, in A. Adamazky and M. Komosinski eds. (2005) *Artificial Life Models In Software*, and 2nd edition (2009), Springer.
- [54] Artificial Life, in K. Hirota *et al* (1996) *Introduction to Intelligent Engineering*, Shōkōdō (in Japanese)
- [55] Phenomena of Life in the Computer – Artificial Life, in H. Takagi, *et al* (1995) *Human and Society in the Multi-media Age*, Nikka-giren Shuppan (in Japanese)
- [56] Development and Ecological Systems on Two Dimensional Euclidean Space, in I. Aizu, O. Sakura, K. Wada, T. Ikegami, T. Hoshino, H. de Garis, H. Kitano, Y. Kawaguchi, T. Unemi, and H. Iwata (1994) *Artificial Life – Crossing among Information, Life and CG*, Kyouritsu Shuppan (in Japanese)
- [57] The World of Art that A-Life Creates, in T. Shibata, *et al* (1994) *Near Future of Artificial Life – The Technology to Create a New Life*, Jiji-tsūshin-sha (in Japanese)
- [58] Design of User Interface (1) Multi-window systems, in F. Mizoguchi, *et al* (1987) *Science of Interface*, Kyouritsu Shuppan, pp. 111–130 (in Japanese)
- [59] Introduction to Prolog, in H. Yoshino (ed) (1986) *Foundation of Law Expert Systems*, Gyousei, pp. 228–251 (in Japanese)
- [60] Applications to Natural Language Processing, in F. Mizoguchi, M. Takeda, T. Unemi, and R. Mizoguchi (1985) *Prolog and the applications 2*, Souken Shuppan, pp. 185–246 (in Japanese)

### Handbook/Encyclopedia Items

- [61] Search and Problem Solving, in R. Suzuki *et al* (1994) *Fuzzy, Neuro, and AI Systems Handbook*, Ohm-sha (in Japanese)
- [62] AI Programming, in K. Hirose *et al* (1990) *Encyclopedia of Computer Software*, Maruzen (in Japanese)
- [63] Learning System, in S. Ura *et al* (1989) *Information Systems Handbook*, Baifu-kan (in Japanese)

## Translations

- [64] Modification of Rules, in Ichikawa, S. *et al* (1991) *Induction – Toward an Integrated Theory of Inference, Learning, and Discovery*, Shin-yō-sha, pp. 81–118. (Holland, J. H. *et al* (1986) *Induction*.)
- [65] Shift of Bias for Inductive Concept Learning, in Asoh, H. *et al* (1988) *Learning Concepts and Rules*, Kyouritsu Shuppan, pp. 71–117. (Michalski, R. S. *et al* eds. (1986) *Machine Learning: An Artificial Intelligence Approach, Vol. II*.)

## Refereed Conference Papers

- [66] Unemi, T. (2016) Selections by the computer from the five years' stock of Daily Evolved Animations, *the 19th Generative Art Conference*, December 15–17, Florence, Italy, pp. 469–475.
- [67] Tagawa, S. and Unemi, T. (2016) System Development toward Human-Computer Co-Drawing Study on Computer Behavior, November 4–6, Toyama, Japan, pp. 196–203. (in Japanese).
- [68] Unemi, T. (2016) Automated Evolutionary Production of Audio-Visual Pieces – Can we call it Art? *Proc. of the 21st International Symposium on Artificial Life and Robotics*, p. 308, January 20–22, in Beppu, Japan.
- [69] Unemi, T. and Bisig, D. (2015) Visual Liquidizer or Virtual Merge, *Art.CHI, a workshop in ACM CHI 2015*, April 18–19, in Seoul, Korea.
- [70] Unemi, T. (2014) Automated Daily Production of Evolutionary Audio Visual Art – An Experimental Practice, *Proceedings of the Fifth International Conference on Computational Creativity*, June 9–13, Ljubljana, Slovenia, Session 2-2.
- [71] Unemi, T. and Bisig, D. (2014) Visual Deformation by Swarm – a Technique for Virtual Liquidizer of Objects, *Proceedings of the 17th Generative Art Conference*, December 17–19, Rome, Italy, pp. 347–356.
- [72] Unemi, T. and Bisig, D. (2014) Visual Liquidizer or Virtual Merge #1. —, pp. 376–381.
- [73] Tagawa, S. and Unemi, T. (2014) On Effects of Cooperation with the Machine in Human- Computer Co-Drawing, —, pp. 306–315.
- [74] Unemi, T. (2013) Non-stop Evolutionary Art You are Embedded in, *Proceedings of the 16th Generative Art Conference*, December 10-12, Milan, Italy, pp. 247–253.
- [75] Unemi, T. (2012) Synthesis of sound effects for generative animation, *Proceedings of the 15th Generative Art Conference*, Lucca, Italy, pp. 364–376.
- [76] Unemi, T. (2012) SBArt4 for an Automatic Evolutionary Art, *Proceedings of the IEEE World Congress on Computational Intelligence (WCCI 2012 – IEEE CEC 2012)*, June 10–15, Brisbane, QLD, Australia, pp. 2014–2021.
- [77] Unemi, T. (2011) SBArt4 as Automatic Art and Live Performance Tool, *Proceedings of the 14th Generative Art Conference*, Rome, Italy, pp. 436–447.
- [78] Bisig, D. and Unemi, T. (2011) From Shared Presence to Hybrid Identity, in Ascott, R. and Girão, L. M. eds. *Consciousness Reframed 12*, Lisbon, Portugal, pp. 48–53.
- [79] Unemi, T. (2010) A Breeding Tool for Abstract Animations and Its Applications, *Proceedings of the 13th Generative Art Conference*, Milan, Italy, pp. 452–458.
- [80] Bisig, D. and Unemi, T. (2010) Cycles – Blending Natural and Artificial Properties in a Generative Artwork, *Proceedings of the 13th Generative Art Conference*, Milan, Italy, pp. 140–154.
- [81] Unemi, T. (2010) SBArt4 – Breeding Abstract Animations in Realtime, *Proceedings of the IEEE World Congress on Computational Intelligence (WCCI 2010 – IEEE CEC 2010)*, July 18–23, Barcelona, Spain, pp. 4004–4009.
- [82] Bisig, D. and Unemi, T. (2009) Swarms on Stage – Swarm Simulations for Dance Performance, *Proceedings of the 12th Generative Art Conference*, Milan, Italy, pp. 105–114.

- [83] Minoya, K., Unemi, T., Suzuki, R. and Arita, T. (2009) A Constructive Approach to the Evolution of the Planning Ability, *Proceedings of 13th Asia Pacific Symposium on Intelligent and Evolutionary Systems*, Fukuoka, Japan.
- [84] Unemi, T. and Bisig, D. (2008) A generative remixing of music tracks based on an interactive swarm, *Proceedings of the 11th Generative Art Conference*, Milan, Italy, pp. 388–392.
- [85] Unemi, T., Matsui, Y. and Bisig, D. (2008) Identity SA 1.6 – An artistic software that produces a deformed audio-visual reflection based on a visually interactive swarm, *Proceedings of the ACE 2008 International Conference on Advances in Computer Entertainment Technology*, Yokohama, Japan, pp. 297–300.
- [86] Unemi, T. and Bisig, D. (2007) Identity SA – an Interactive Swarm-based Animation with a Deformed Reflection, *Proceedings of the Tenth Generative Art Conference*, Milan, Italy, pp. 269–279.
- [87] Bisig, D. and Unemi, T. (2006) MediaFlies – An Interactive Flocking Based Tool for the Remixing of Media, *Proceedings of the 19th International FLAIRS Conference*, Melbourne, FL, USA.
- [88] Bisig, D. and Unemi, T. (2006) MediaFlies – A Video and Audio Remixing Multi Agent System, *Proceedings of the Ninth Generative Art Conference*, Milan, Italy, pp. 63–74.
- [89] Unemi, T. and Bisig, D. (2006) Flocking Messengers, —, pp. 272–280.
- [90] Unemi, T. and Bisig, D. (2005) Music by Interaction among Two Flocking Species and Human. *Proceedings of the Third International Conference on Generative Systems in Electronic Arts*, Melbourne, Australia, CEMA, Monash Univ., pp. 171–179.
- [91] Unemi, T. and Bisig, D. (2005) Flocking Orchestra – to play a type of generative music by interaction between human and flocking agents, *Proceedings of the Eighth Generative Art Conference*, Milan, Italy, pp. 19–21.
- [92] Unemi, T. and Bisig, D. (2004) Playing Music by Conducting BOID Agents - A Style of Interaction in the Life with A-Life, *Proceedings of the Ninth International Conference on the Simulation and Synthesis of Living Systems (ALIFE9)*, Boston, MA, USA, MIT Press., pp. 546–550.
- [93] Unemi, T. (2004) Embedding Movie into SBART – Breeding deformed movies, *Proceedings of the IEEE International Conference on Systems, Man and Cybernetics*, Den Haag, Netherlands, pp. 5760–5764.
- [94] Unemi, T. and Soda, M. (2003) An IEC-based Support System for Font Design, *Proceedings of the 2003 IEEE International Conference on Systems Man and Cybernetics*, Arlington, VA, USA, pp. 968–973.
- [95] Unemi, T., Kaneko, Y., and Takahashi, I. (2003) War and Peace among Artificial Nations - a model and simulation based on a two-layered multi-agent system, *Advances in Artificial Life - 7th European Conference (ECAL 2003)*, Dortmund, Germany, Springer Verlag, pp. 146–153.
- [96] Unemi, T. (2002) A tool for multi-part music composition by simulated breeding, *Proceedings of the Eighth International Conference on Artificial Life (A-Life VIII)*, Sydney, Australia, pp. 410–413.
- [97] Unemi, T. (2002) Partial breeding — a method of IEC for well-structured large scale target domains, *Proceedings of the 2002 IEEE International Conference on Systems Man and Cybernetics*, Hammamet, Tunisia, CD-ROM, TP1D4.
- [98] Unemi, T. and Senda, M. (2001) A New Musical Tool for Composition and Play Based on Simulated Breeding, *The Second International Conference on Generative Systems in the Electronic Arts*, pp. 100–109, Melbourne, Australia.
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