Artificial Intelligence & Graphic Design
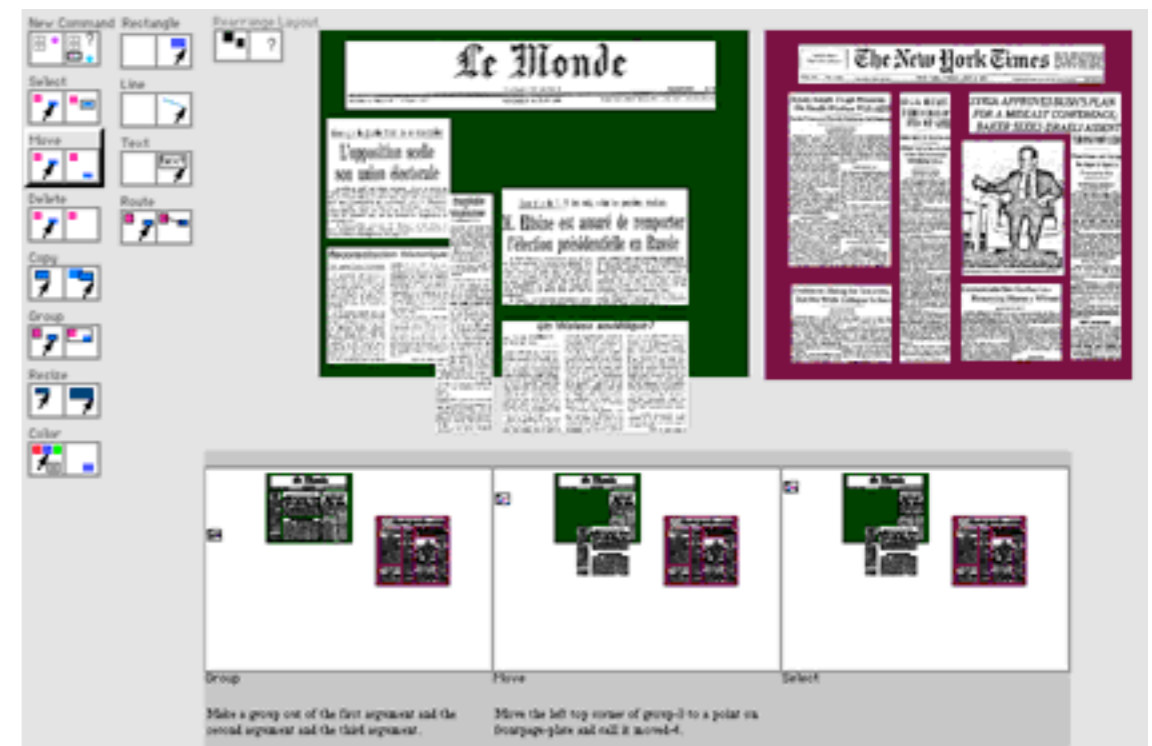
History

The Visible Language Workshop began research in this area in the mid 80's. Among other things they explored *automatic layout*, *intelligent assistance* for graphic designers and *learning by example*

Mondrian, a graphical editor that learns from example.
H. Lieberman

What's New

1 New Data.
The Web

(Lots of) HTML + CSS + Collaborative Filtering + Machine Learning + Common Sense = Design Manual for Computers?

Not to mention the amount of .ai files out there

2 New Senses.
Affect

Affect may also be another means by which to teach a system a 'sense' of aesthetics. It is also definitely a factor that any design seeks to engage.

An Example

If a web browser was good at graphic design and knew your preferences, it might redesign web pages as you view them to suit your taste and needs better.

While this may seem harsh to the poor designer whose work is thrown out the window there are some practical benefits for end users [automatic accesibility] and a tool like this could be a boon to designers during the design process.

A gmail skin from userstyles.org

What's in reach*

Previous work focused in layout and to a degree typesetting. What else could a computational system learn about design in the not so distant future.

Colour, Composition, More on Typesetting, Finding and selecting assets...

Aesthetiscope. H. Liu, P. Maes

*I don't really know but here's hoping.

Thanks!

http://web.media.mit.edu/~lieber/Lieberary/
Graphic-Design/Graphic-Design.html

Henry Lieberman's papers on AI.
and design at the VLW.

http://web.media.mit.edu/~hugo/research/
#aesthetiscope

Hugo Liu's aesthetiscope