Special Issue

Computational Aesthetics

Message from the Guest Editor

For centuries, artists, psychologists, and philosophers have dealt with different aspects of aesthetic quality with regards to paintings, images, and other types of artwork. Over the last few years, researchers from the field of image processing and computer vision have joined this line of work by using computational techniques to distinguish between aesthetic and non-aesthetic artwork and establish quantitative measures for such subjective discrepancies. It is clear that both groups could drastically benefit from possible collaborations between each other. This Special Issue aims to bridge research in both fields and encourage interdisciplinary research to be presented to a wide range of different audience. The publications will try to use different techniques, which could be new to the other group of researchers to answer open questions in this field of study. We invite researchers, artists and practitioner from different fields of work to submit their novel and unpublished research in the field of computational aesthetics with a deadline of 1 August 2018.

Guest Editor

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Deadline for manuscript submissions

closed (1 August 2018)

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Message from the Editor-in-Chief

Arts welcomes scholarly contributions that address fundamental issues in the arts, broadly conceived, from any meaningful perspective—theoretical, historical, interdisciplinary, and global. Submissions are expeditiously and rigorously reviewed by peers, in order to insure the highest scholarly standards. Because *Arts* is an online journal, articles reach their desired audiences more quickly and reliably than its print media peers. The future is digital, and *Arts* combines the stringent scholarly standards of traditional journals with the easy accessibility afforded by digitalization.

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