

Evolutionary robotics uses ideas from evolution to automatically design robots: poorly-performing robots are discarded; modified copies of the remaining robots are made; and some of these new robots perform better than their 'parents', incrementally improving the population. Usually though only the brains of the robots are optimized. Previous studies suggest that morphological change and the evolution of development are two important processes that improve the evolution of robust behaviors for robots, in addition to animals. Here I expand upon a study in which an evolving, simulated robot begins as a slithering anguilliform and develops the physiology for walking during its lifetime. In this study, I automate the highly sensitive time line of this development, thus removing the assumptions and parameters associated with this previously hand designed feature.