

+FO AI

Creative Practices

Critical Perspectives

2024

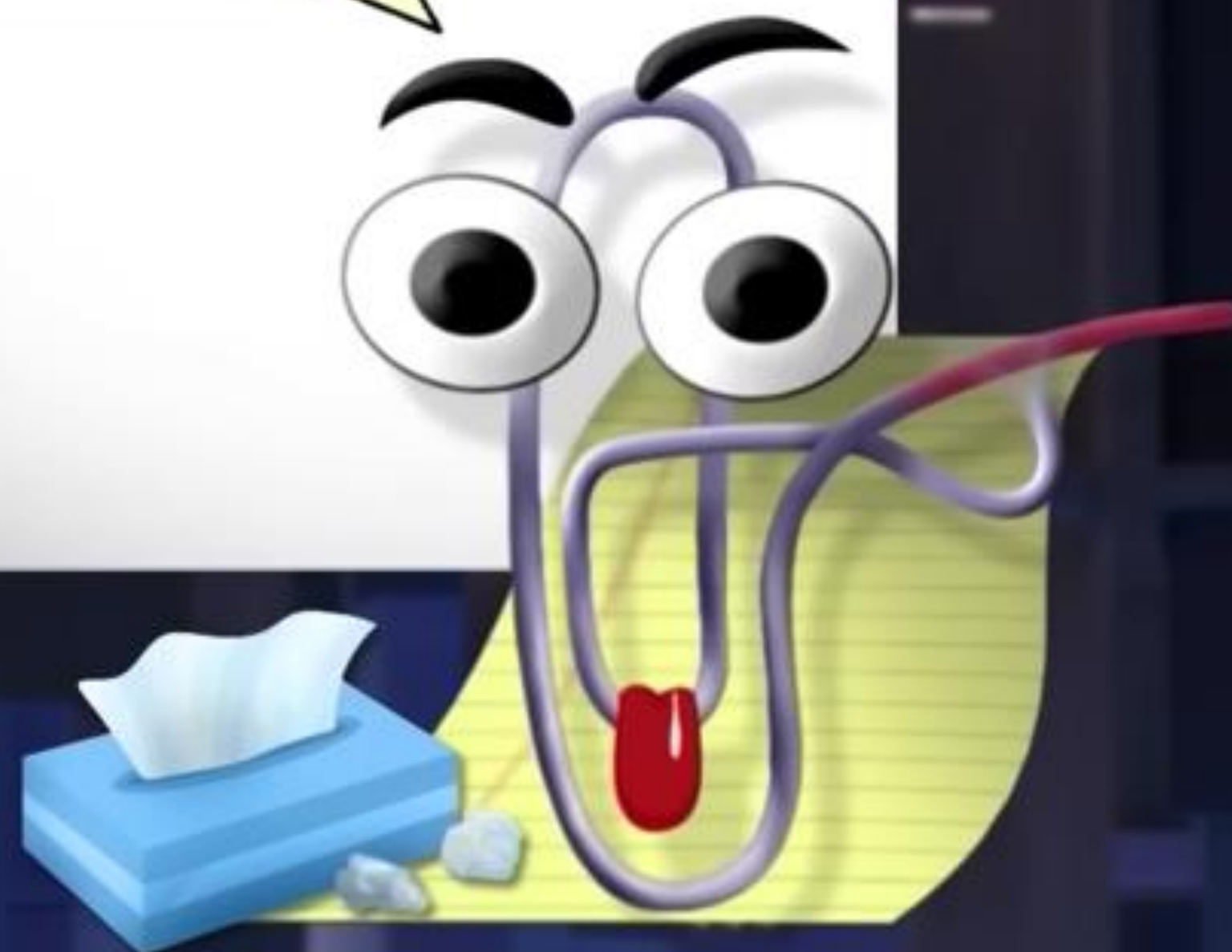
Overview

- Gen what? Short history of Gen Models
 - Text
 - Audio
 - Img
- Focus on Image Gen - Status Quo
 - Concept
 - Techniques
- Why we create?
 - Motivations
 - Means
- How we create?
 - Steps
 - Rules
 - Creative Fools
 - To the metal
 - Workflow
- The bigger picture
 - Automation
 - Future?
 - Pros / Cons
- Learning... Why?
 - Discussion

- “The problem with AI right now isn't that it's smart, it's that it's stupid in ways we can't always predict.”

John Oliver

Pretend I'm
not even here.



→ Gen Text



Gen what? Short history of Gen Models - TXT

Overview

- Introduction to Sequence Models
- Early Methods: Markov Chains (1940s-1950s)
- Recurrent Neural Networks (RNNs) (1980s-1990s).
- Advancements with LSTM and GRU
 - LSTM (1997)
 - GRU (2014)
- Attention Mechanism (2014)
- Transformers (2017)
- Modern Text Generation Models
 - GPT Series (2018-Present)
 - BERT and Variants (2018-Present)

NO CONVERSION

Delphi says:

“Stealing a giraffe from the zoo if it's a really awesome giraffe”

- *It's okay*

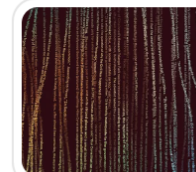


r/SubSimulatorGPT2

Rising ▾



Community highlights



What is r/SubSimulatorGPT2?

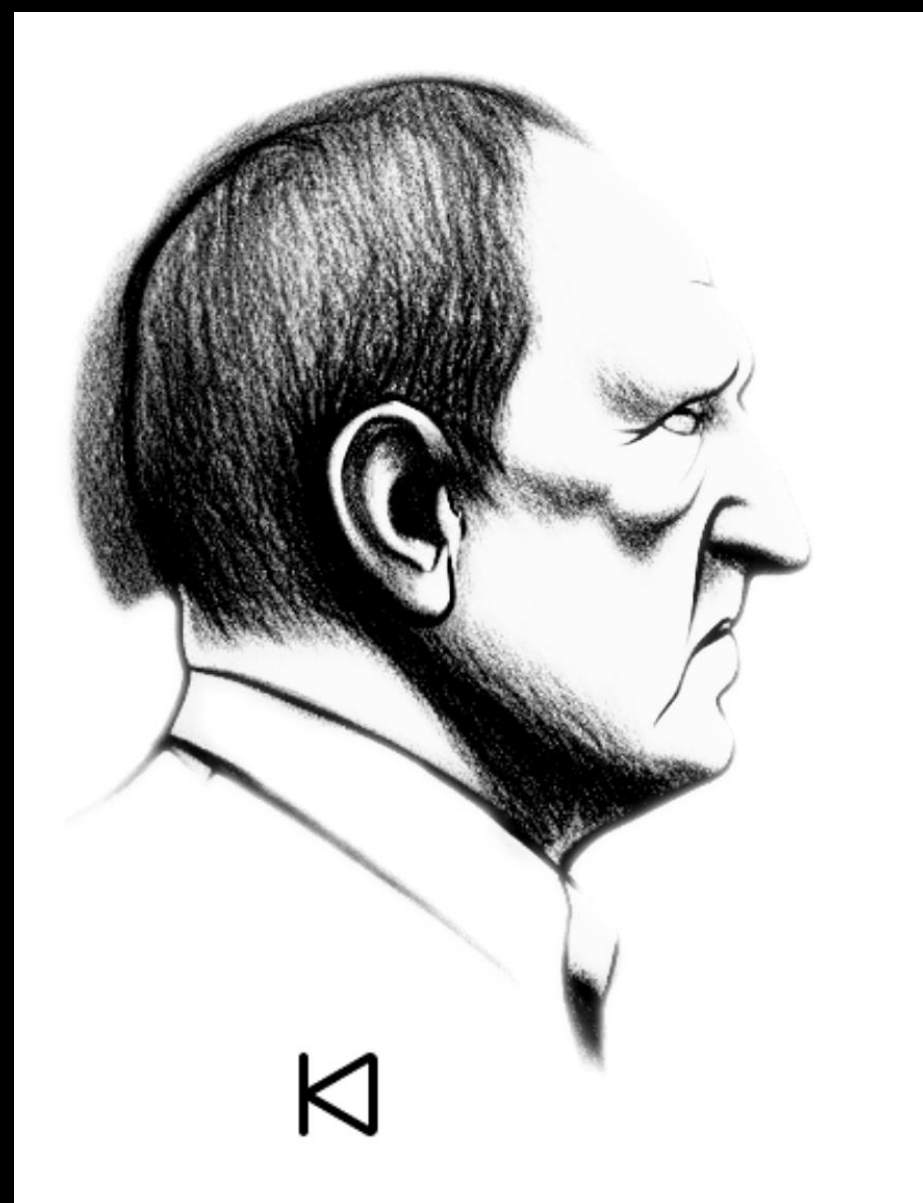
4.6K votes • 0 comments

u/disumbrationist

Only bots can post or comment in this subreddit; click here to go to r/SubSimulatorGPT2Meta for...

2.5K votes • 0 comments

u/disumbrationist



palanchillos

"the salivatepalanchillos have the form of sand slabs"

- [Link](#) / [New word](#) / [Write your own](#)



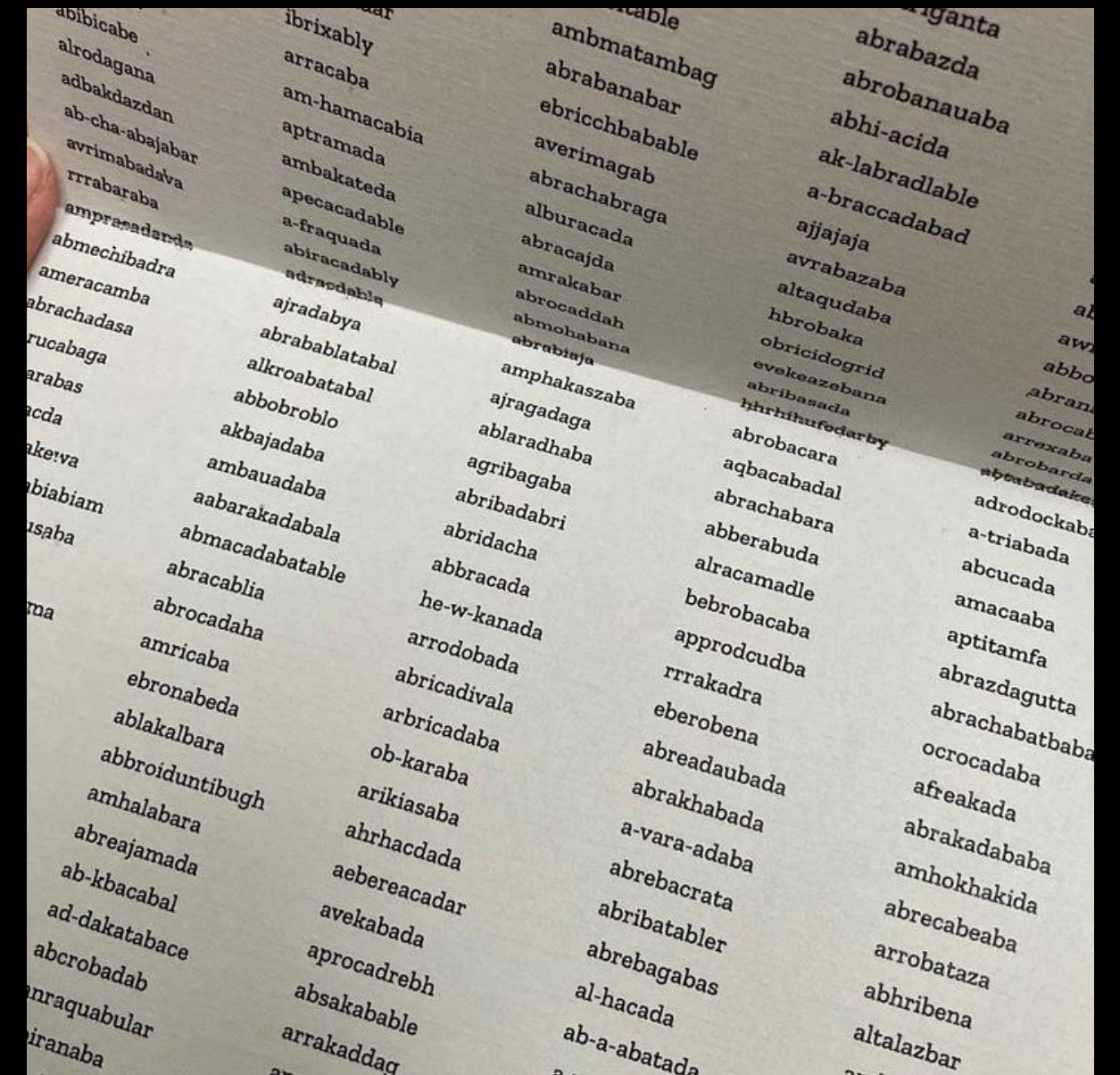
Write With Transformer

 Star

131,392



ROBIN SLOAN, a fiction writer



→ Gen Audio

Gen what? Short history of Gen Models - Audio

Overview

- 1950s-1960s: Early Experiments in Computer Music
- 1970s-1980s: Digital Synthesis and Algorithmic Composition
- 1990s: Neural Networks and Early AI Music
- 2000s: Evolution of Machine Learning in Audio
- 2010s: Deep Learning and Audio Generation
- 2020s: AI in Music Production and Compositio

Flow Machines

suggests a melody.
or arbitrary duration.
a chord progression

A key task in artistic creation

helping the artists build a new score for a song.

FLOW-MACHINES

Flow Machines help artists develop their style by suggesting melodies, harmonies, or timbre, in a continuous, creative dialog.

Flow Machines is an artificial intelligence that turns a creator's intention into music.





€URO-DANCE

United in diversity (1999)

★★★★★

→ Gen Images





Coarse styles
($4^2 - 8^2$)



Middle styles
($16^2 - 32^2$)



Fine styles
($64^2 - 1024^2$)





2014



2015



2016



2017



2018



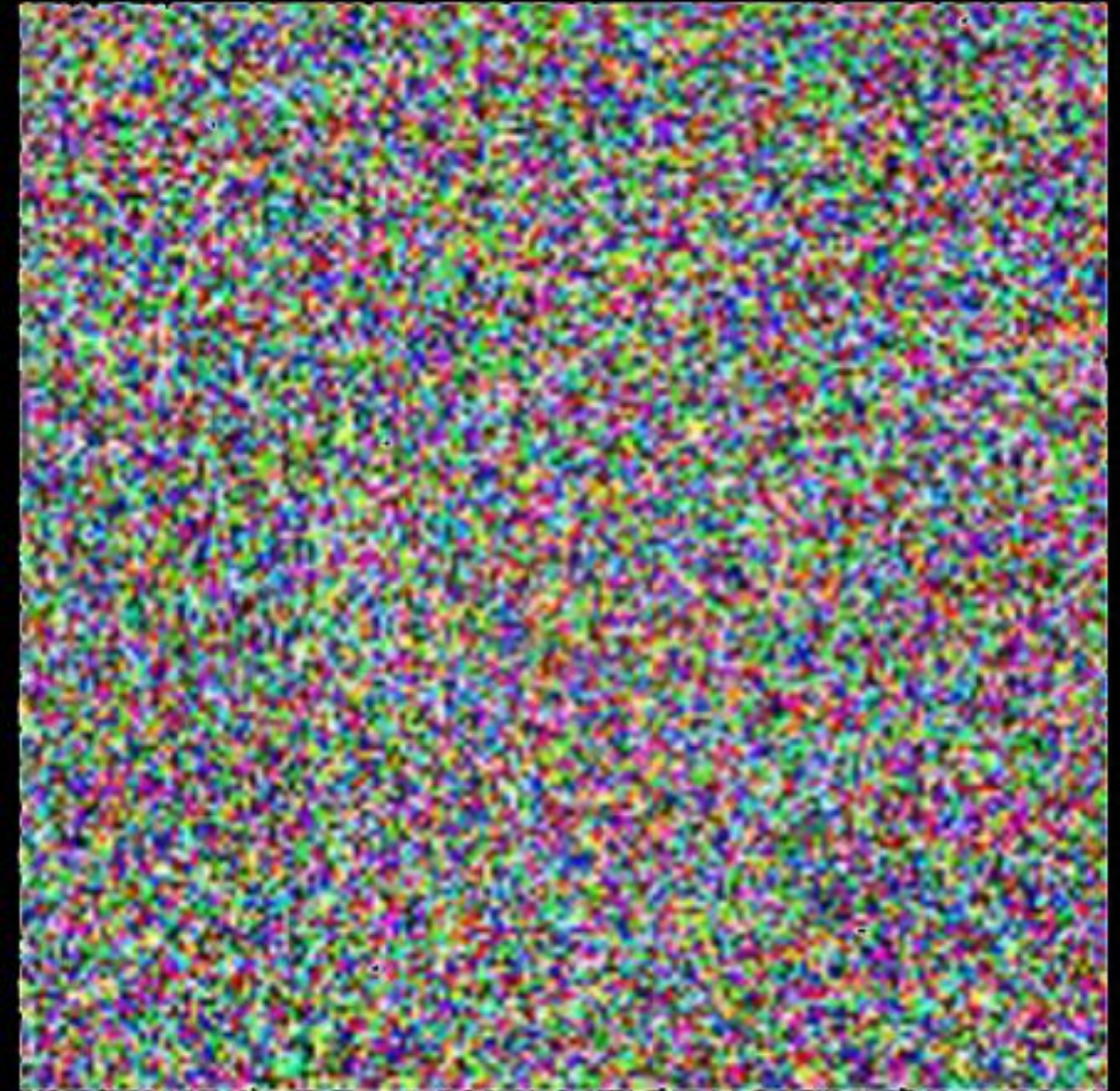


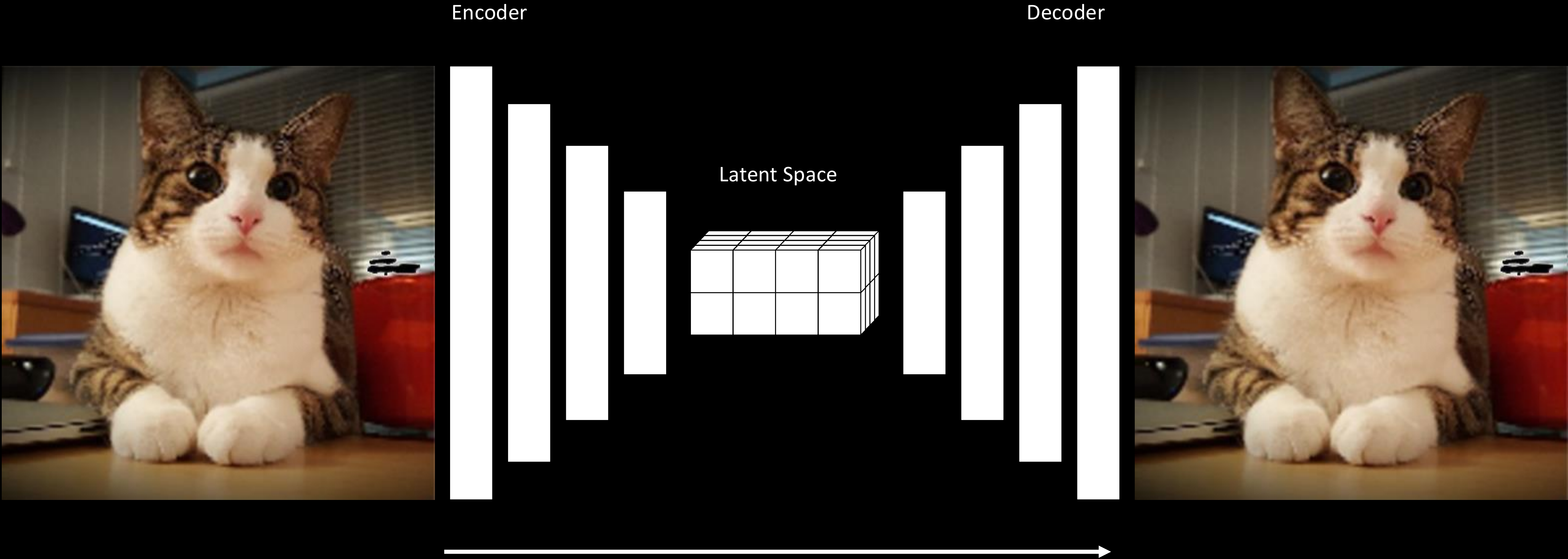
→ Status Quo

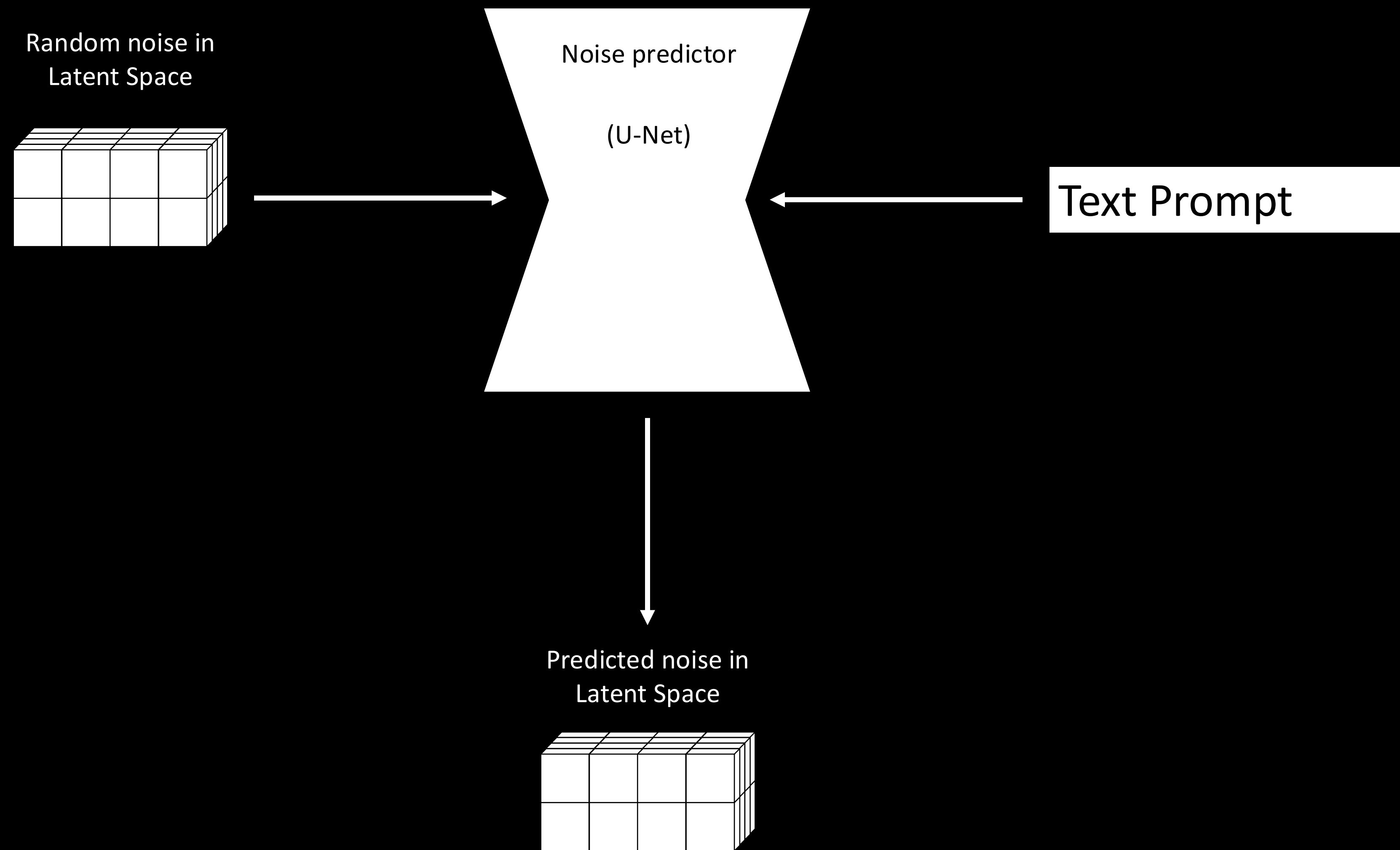




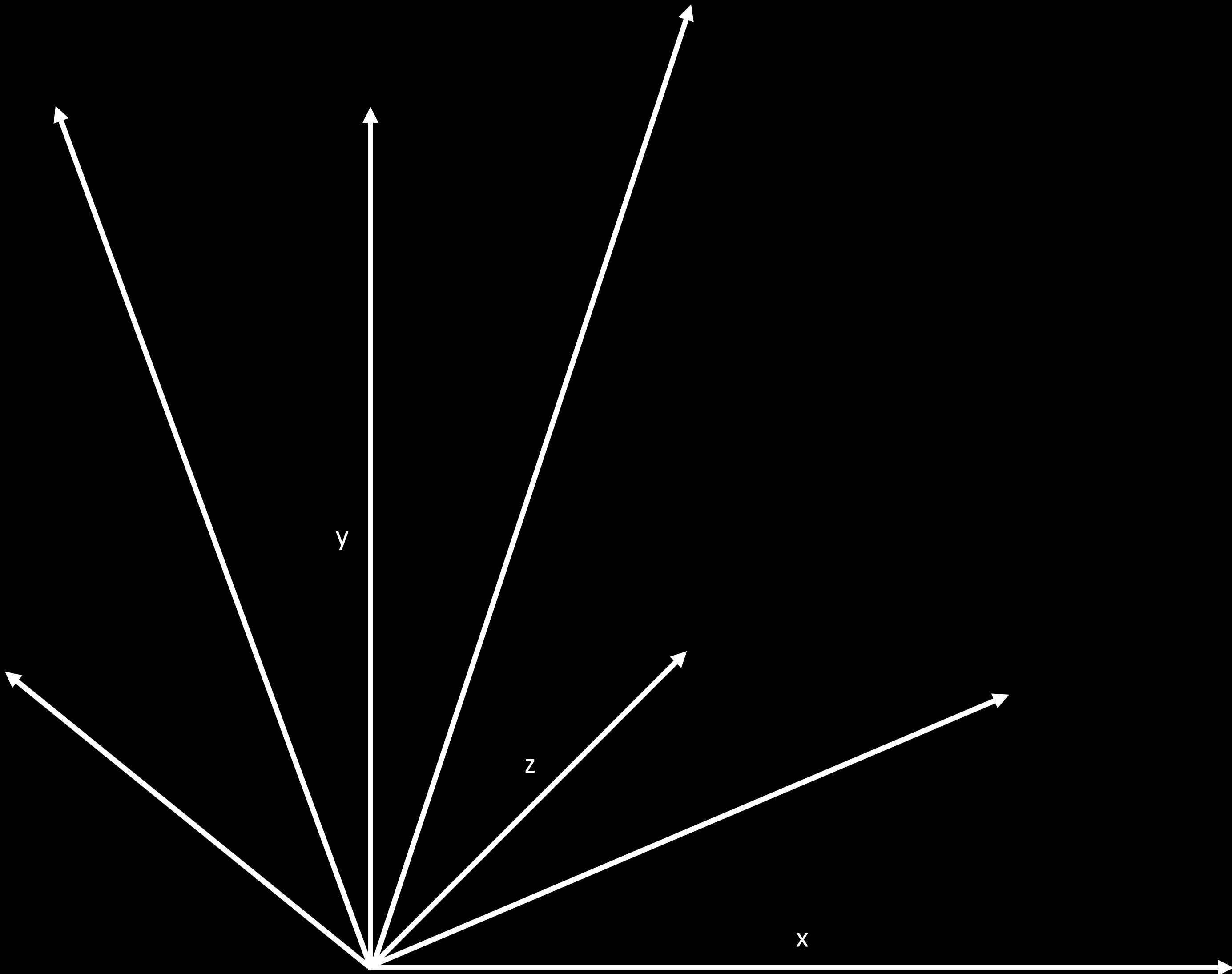
Diffusion













- “The perceptual relativity argument is that different objects can appear to have different characteristics (e.g. shape) depending on the observer's perspective”

George Berkeley

- Encoding
- Embedding
- Retrieval
- **Compression**



txt2img

img2img

...2img

...2...

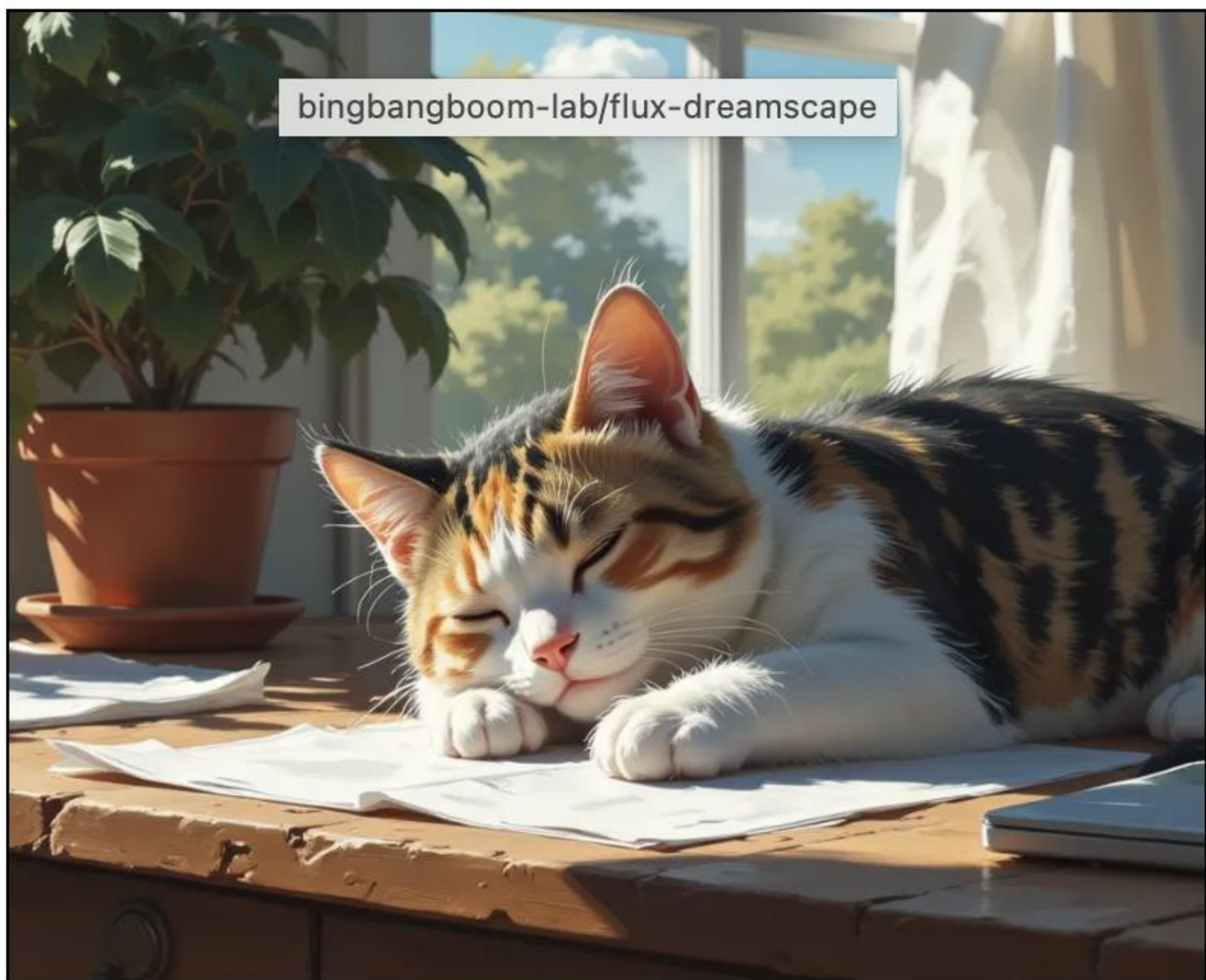




Explore

Search models and collections...

Featured models

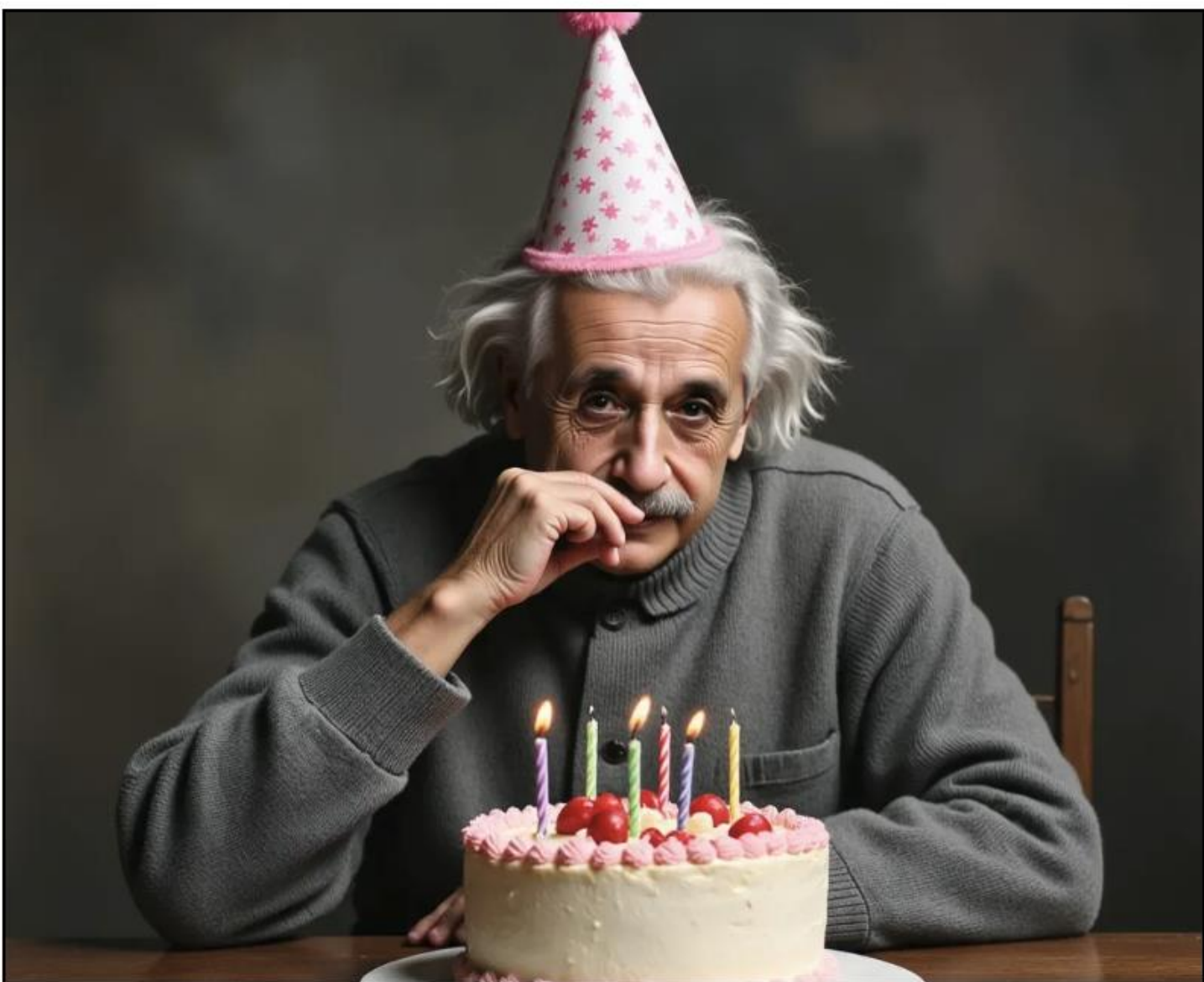


bingbangboom-lab/flux-dreamscape

bingbangboom-lab / **flux-dreamscape**

Flux lora, use "BSstyle004" to trigger image generation

🚀 1.2K runs



pwntus / **flux-albert-einstein**

A fine-tuned FLUX.1 model. Use trigger word "EINSTEIN". Created with ReFlux (<https://reflux.replicate.dev>).

🚀 936 runs



fofr / **flux-neo-1x**

Flux lora, fine tuned on NEO-1X robot, use "NEO1X" to trigger image generation

🚀 653 runs

→ STOP

→ Why we create

- Emulation
- Recognition
- Expression
- Be part of something
- Process
- PASSION





- Access
- Tools
- Inspiration
- Education
- Skills?

— “Creativity is intelligence having fun.”

Albert Einstein

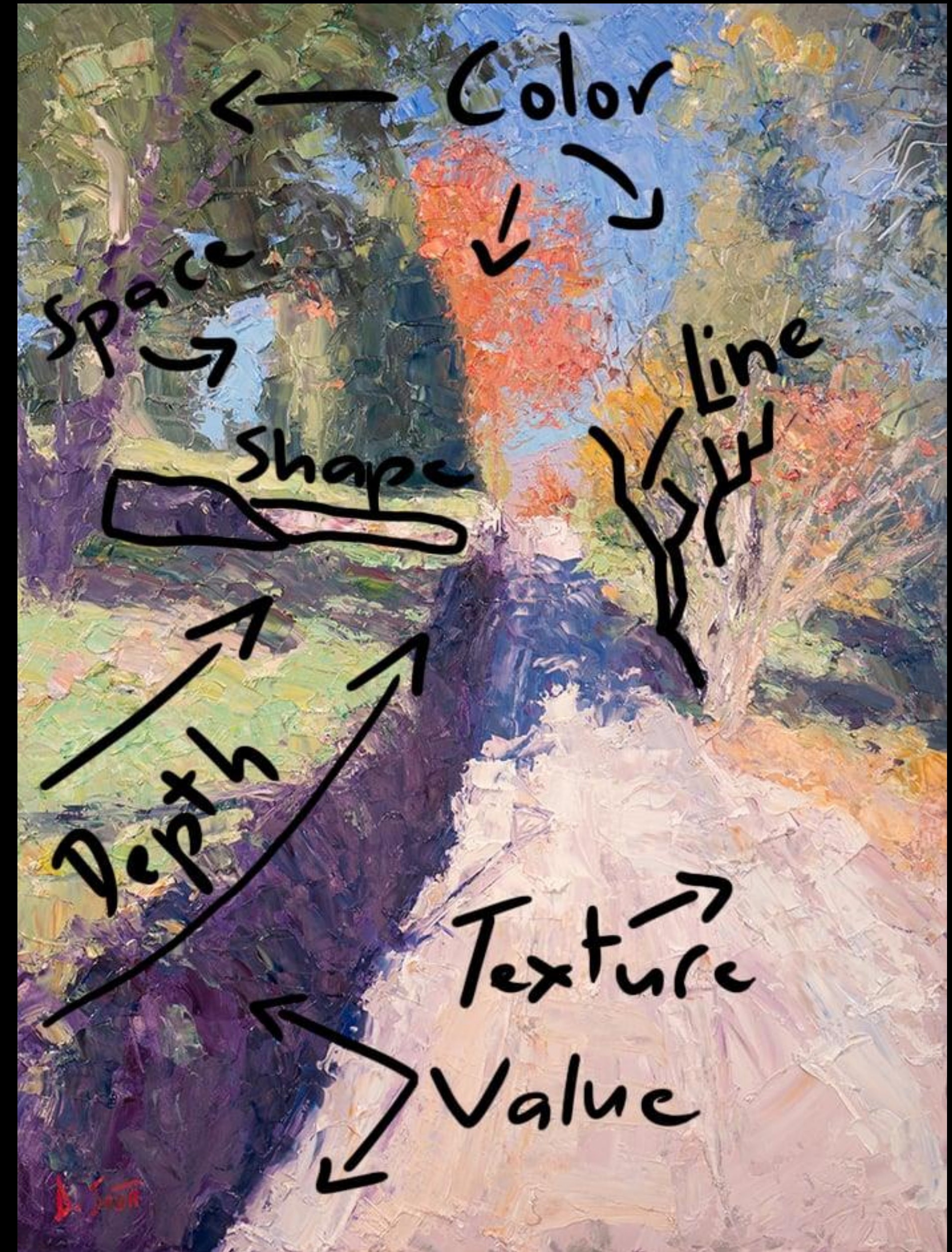
→ How we create

What do I want to say?

How am I going to say it?



- Line
- Shape
- Color
- Texture
- Value
- Space
- Depth



— “Learn the rules like a pro
So you can break them like an artist!”

Pablo Picasso



We used to search for content
that was already created
Now we “create” the content
that we’re searching.



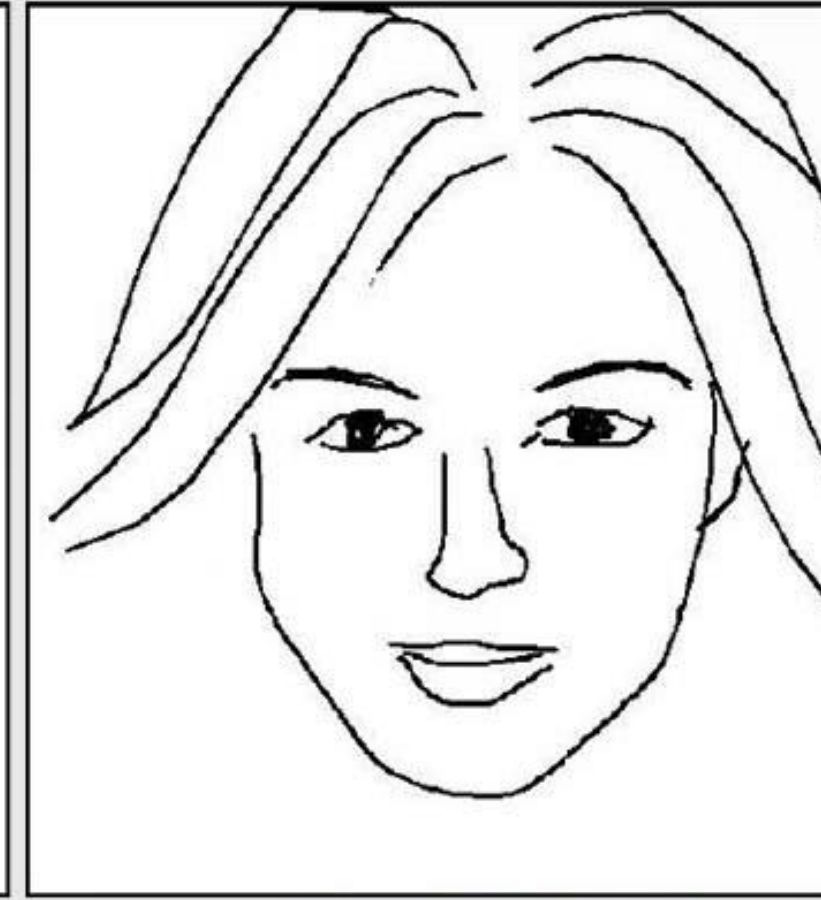
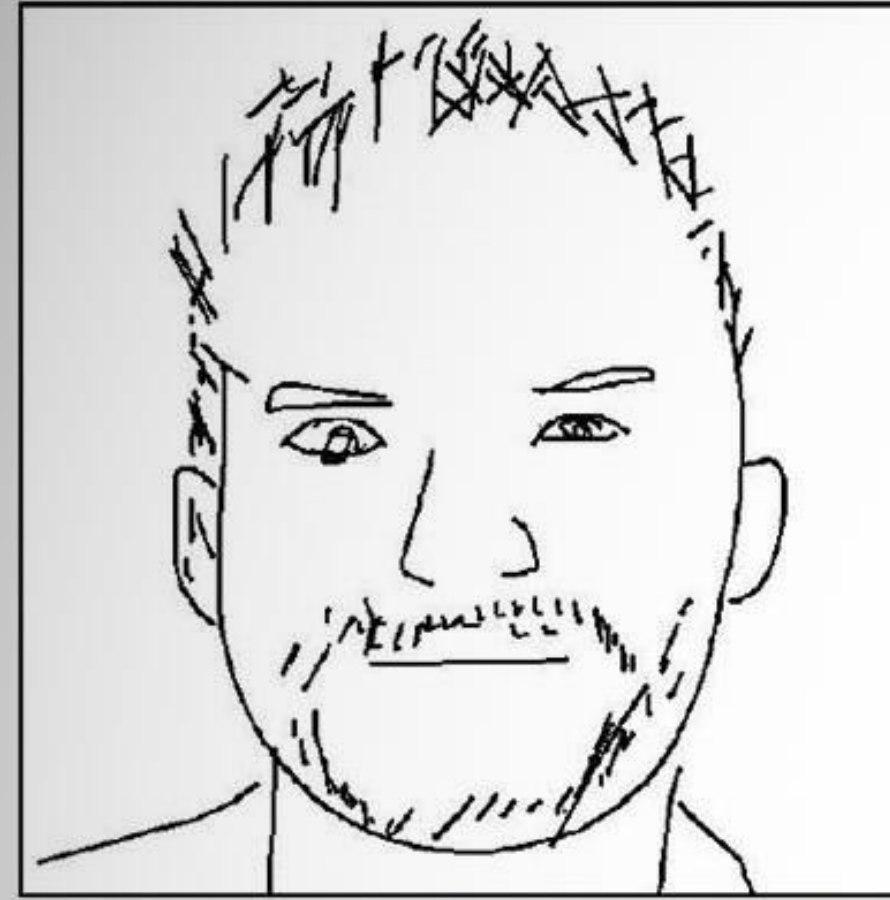
- Research
- Moodboards
- Drafts
- Sketches
- Lofi concepts
- Hifi concepts
- Etc...



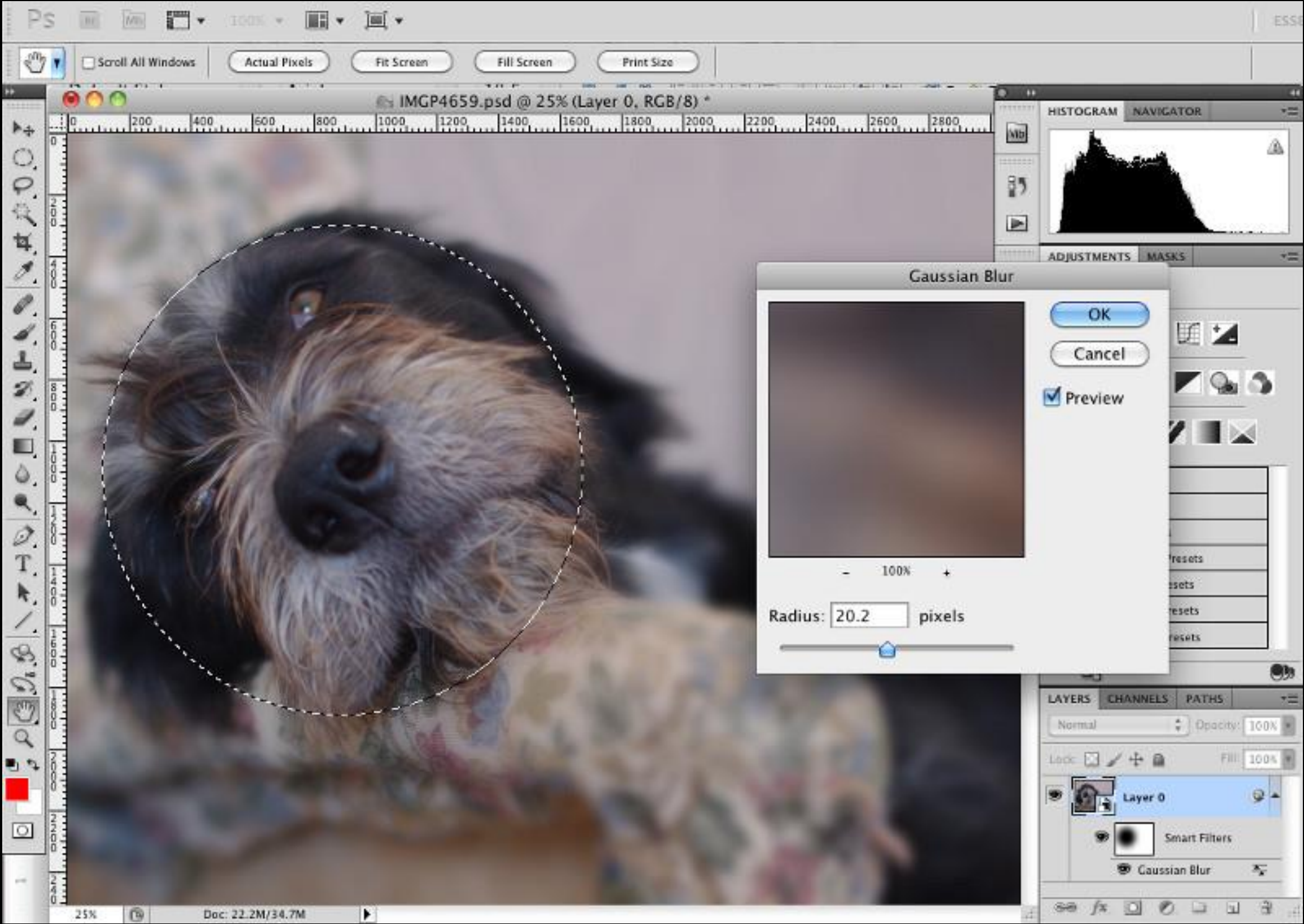
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How we create – Choices – Decision Time 🤔



Latent Type
Z or W

Network name
ffhq

Random Noise on/off
noise

Randomize Latents
by a neighbor normal distribution

Zero Latents
0.0498 Randomize Zero TAG

URL for current result
can be saved in your browser bookmarks

Copy current latent code into clipboard
Ctrl+V to restore last stashed result

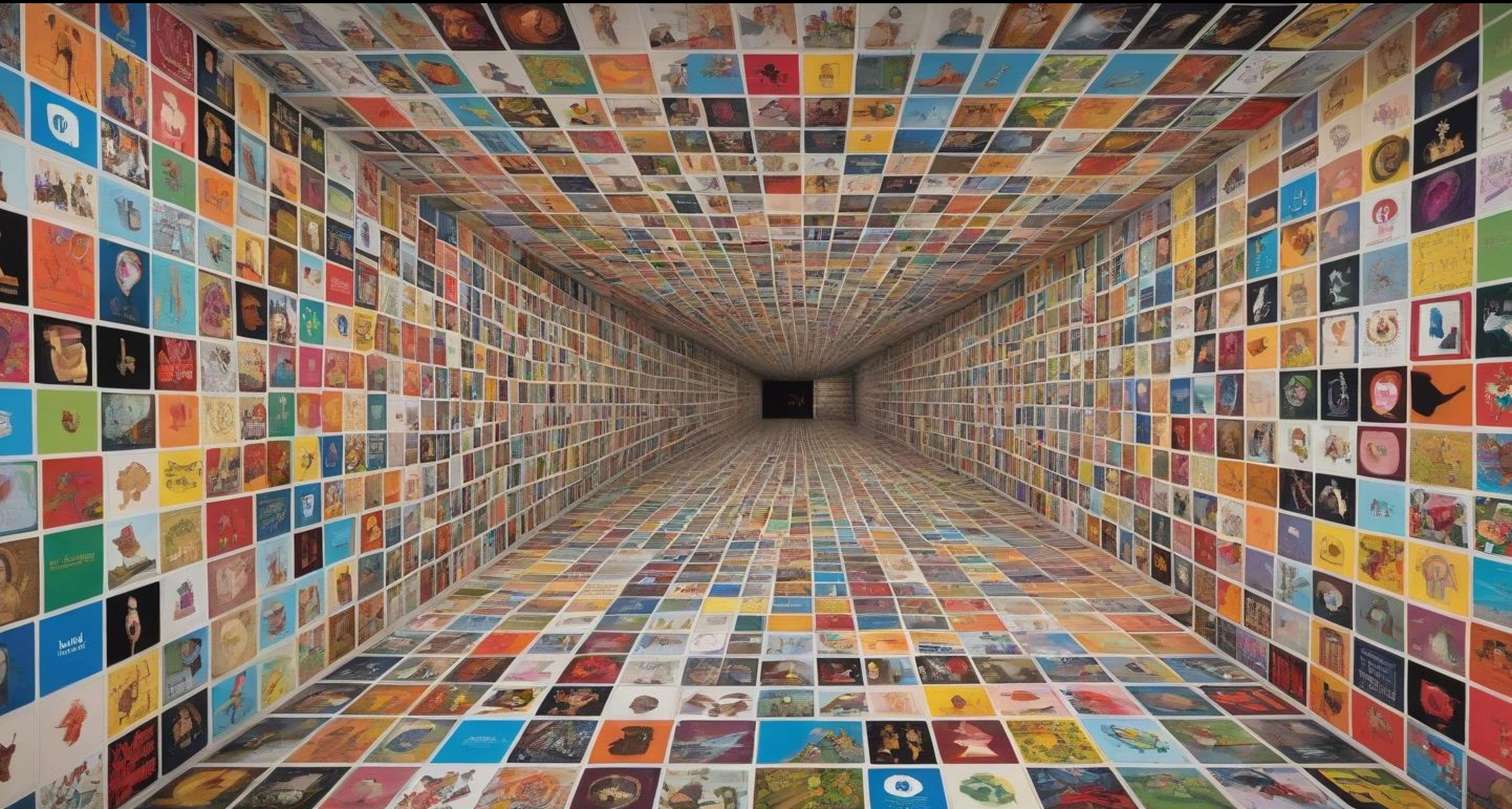
Ψ parameter for generator

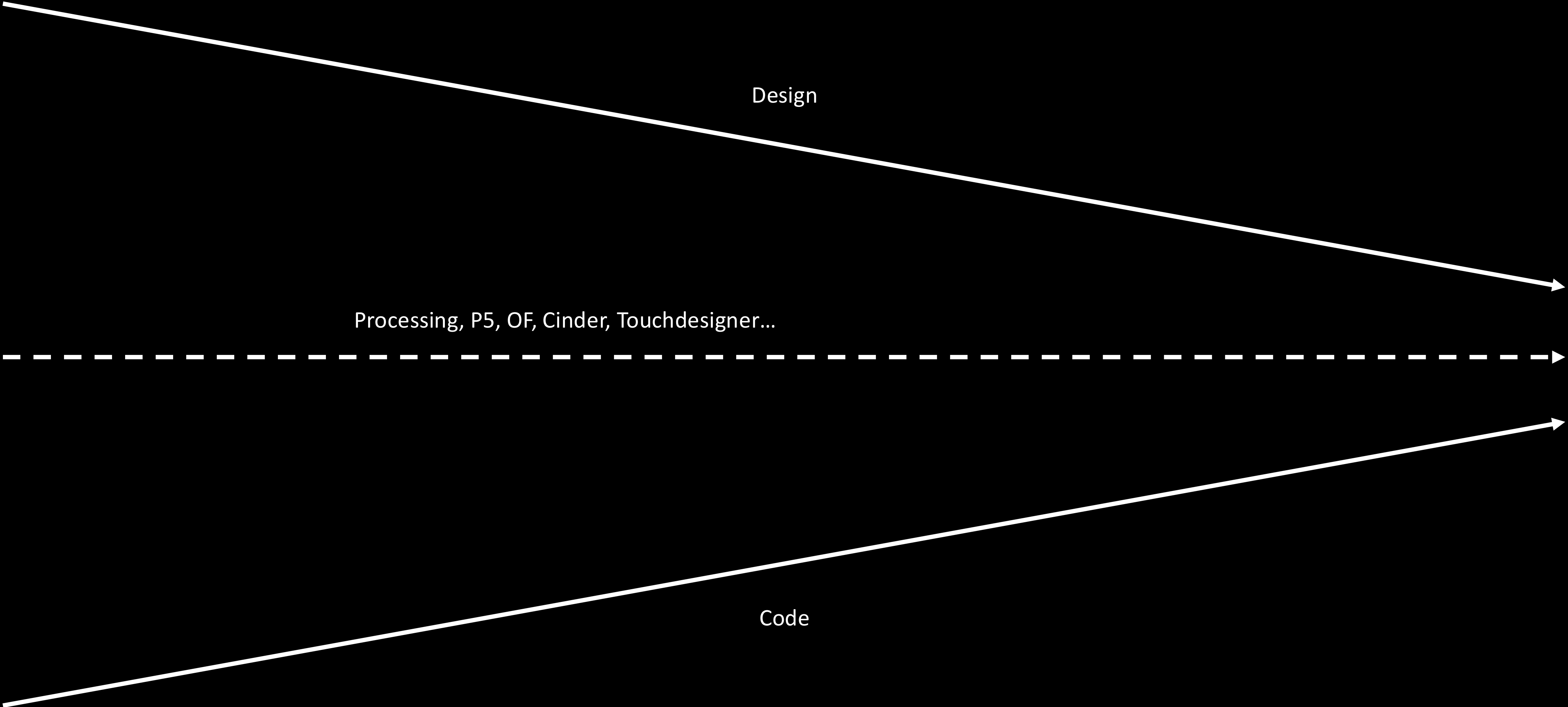
Slerp step length

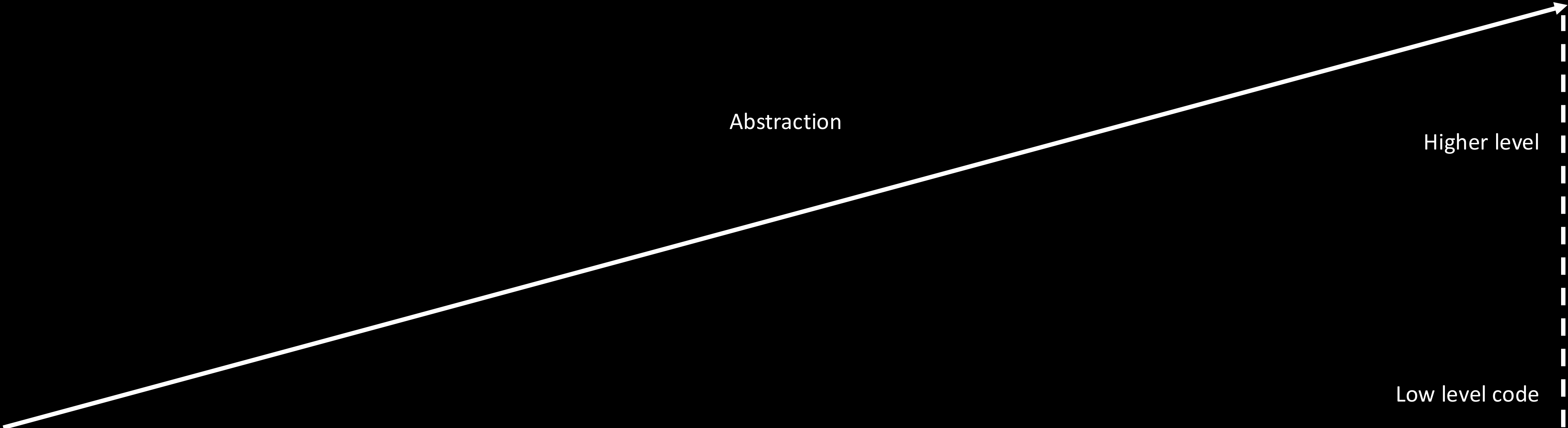
How far between
this result and last tag

Latent Vector

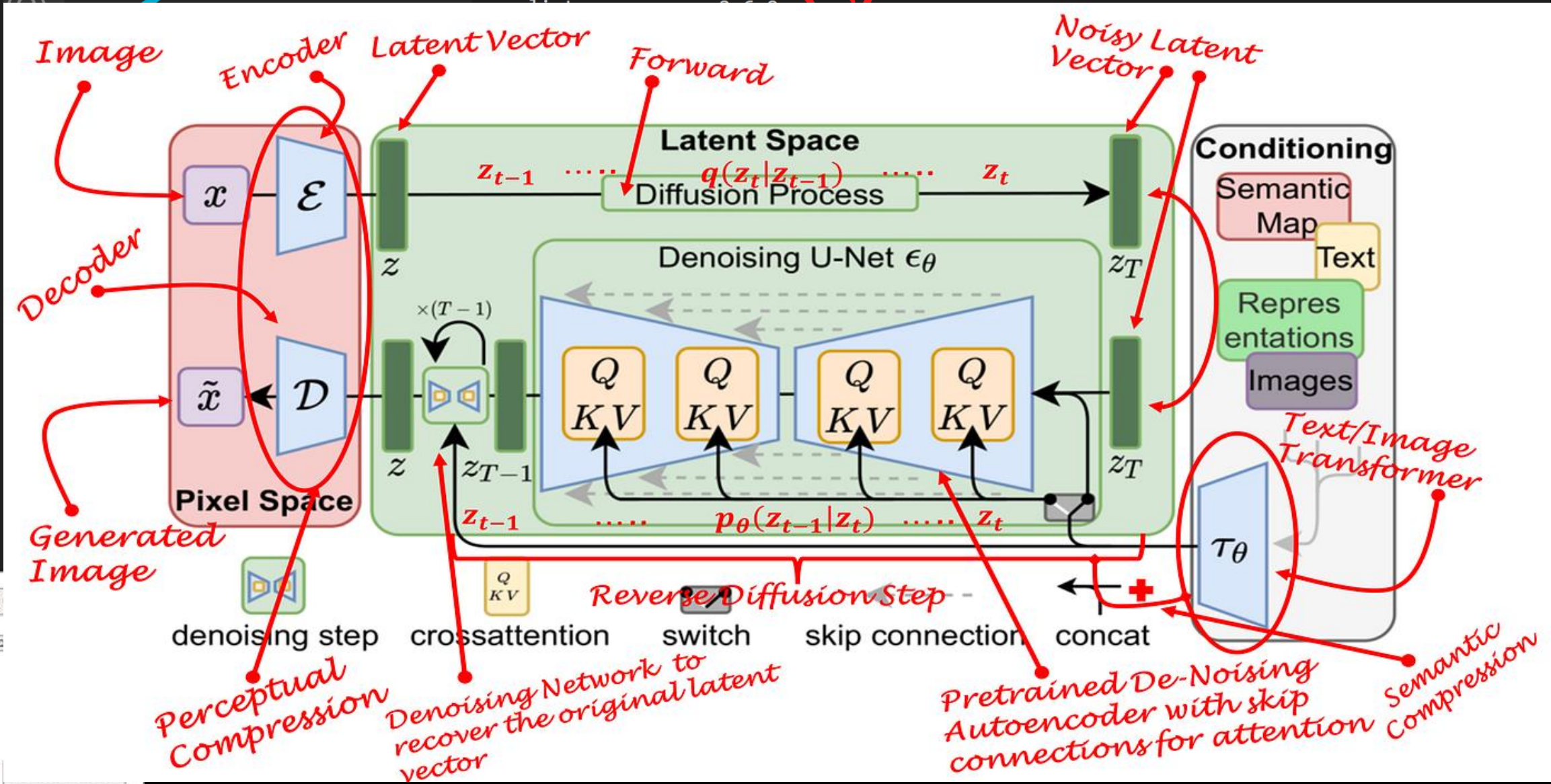
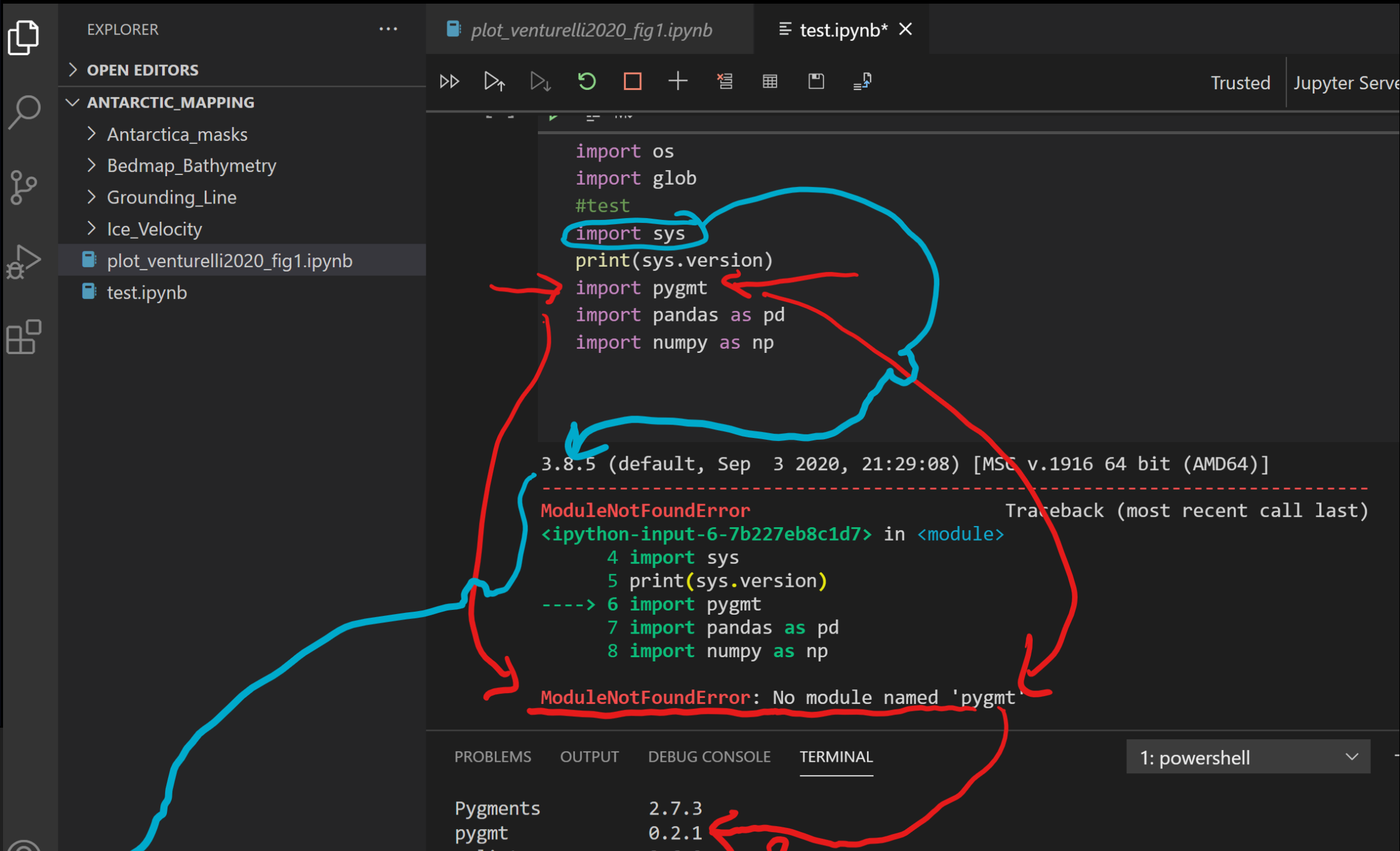
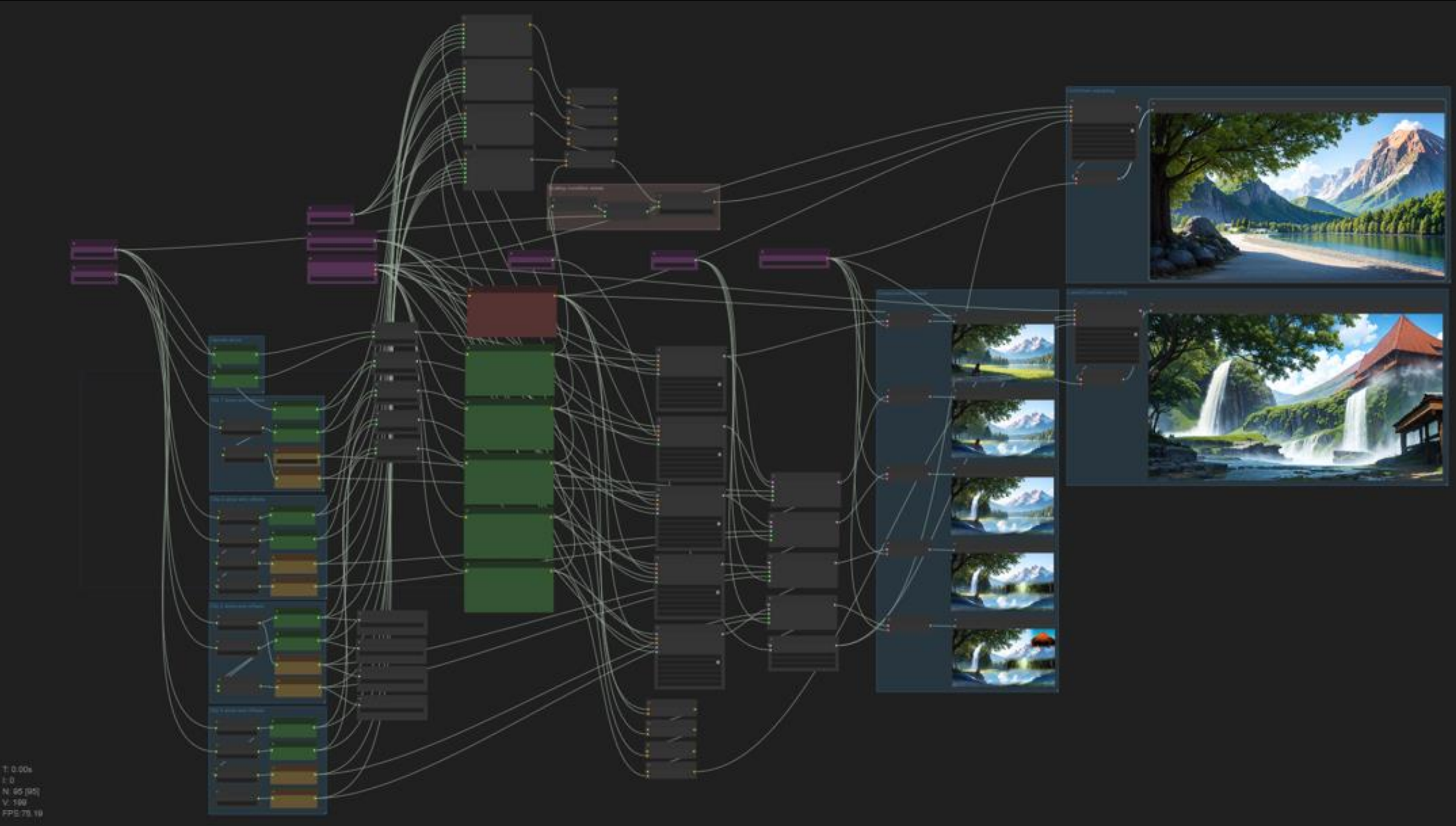
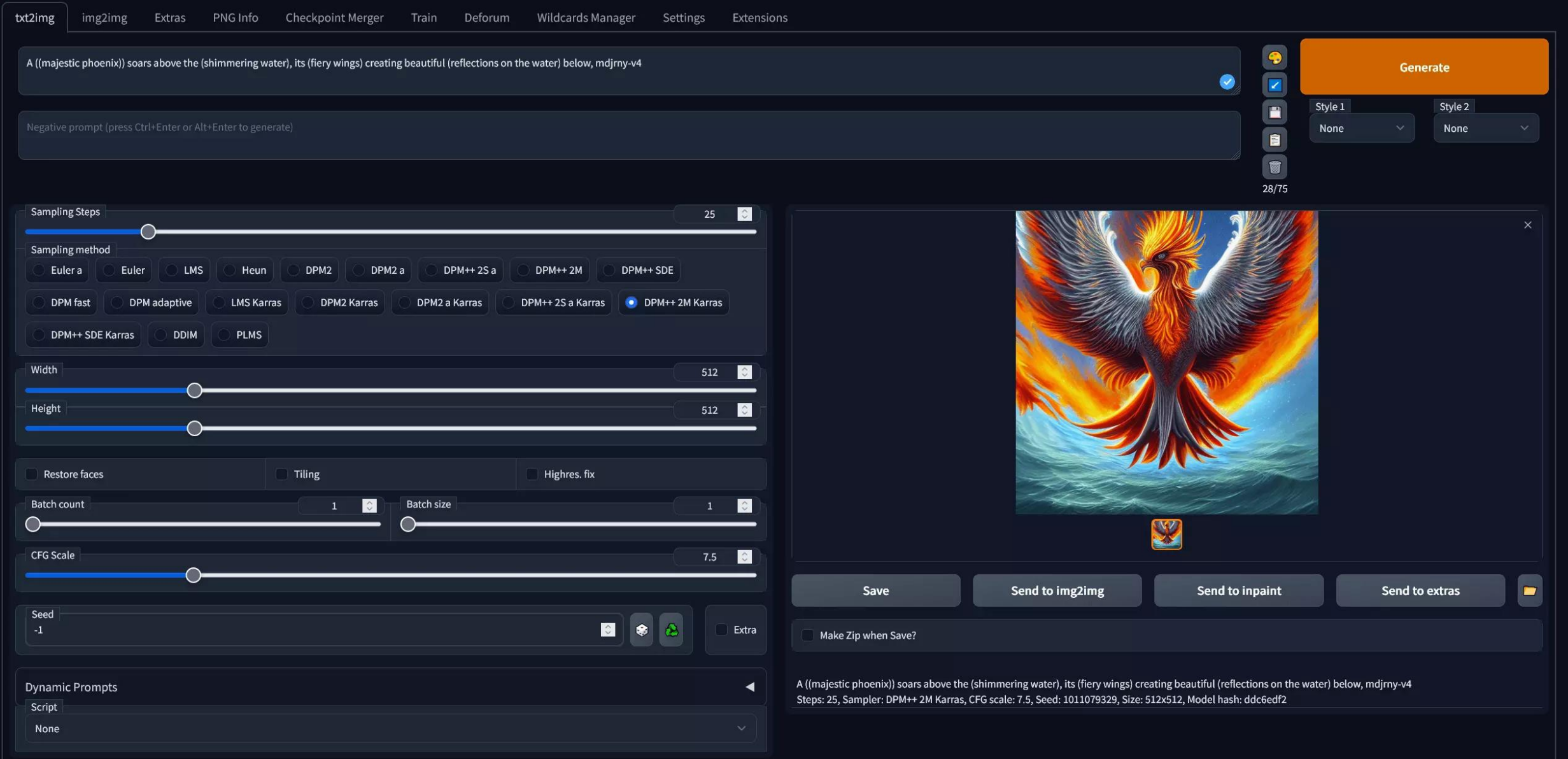
A screenshot of a web interface for generating images from a latent vector. The interface includes a 'Latent Vector' input field with a list of values, a 'Randomize Latents' button, a 'Zero Latents' button, a 'TAG' button, and a 'Slerp' button. A 'URL for current result' is displayed, and a 'Copy current latent code into clipboard' button is also present. A large image of a young child's face is shown on the right side of the interface.







How we create – Creative tools



NOBODY
STARTS
OUT
ORIGINAL



“Start copying what you love.
Copy copy copy copy.
At the end of the copy
you will find yourself.”
Yohji Yamamoto





0:06 / 0:33



ALL NEW! (MOSTLY

everything
a Remix



We are not
Only
A brain...

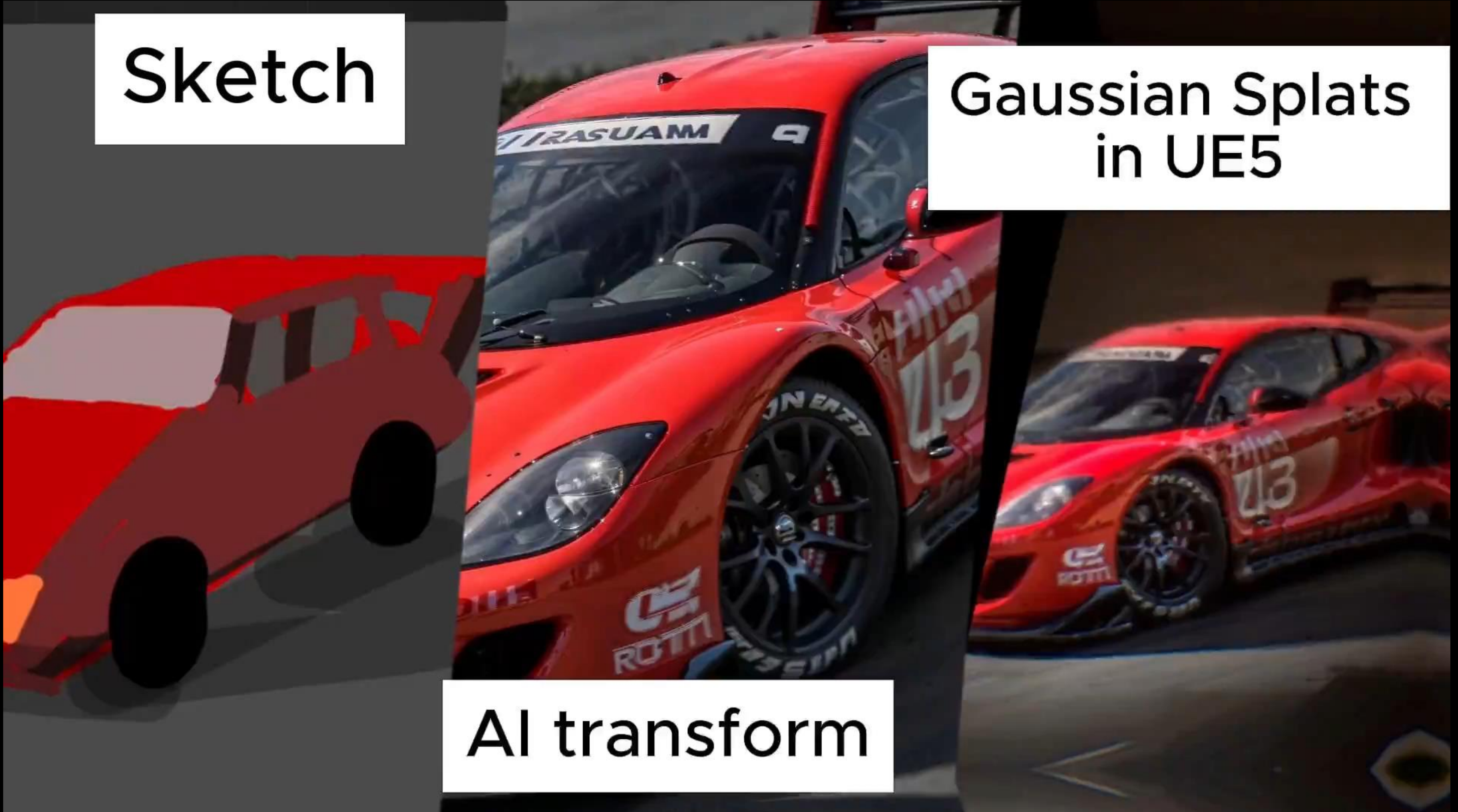




Sketch

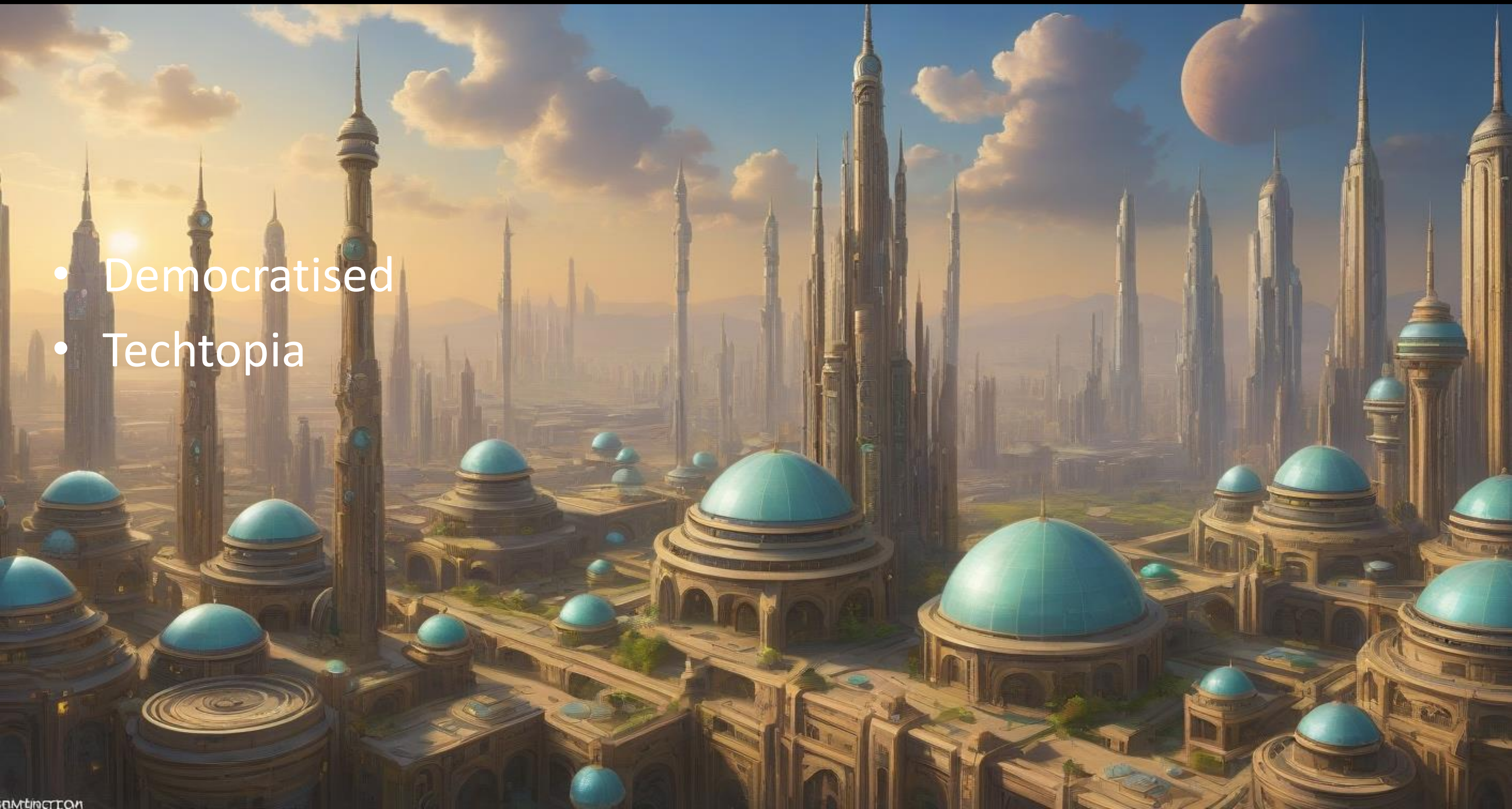
Gaussian Splats
in UE5

AI transform



→ The bigger picture

- Democratised
- Techtopia



The bigger picture

Automation

