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CSC 466

AI and Generative Art

Abstract

This assignment is for enrichment purposes, where I generate a few images using subsymbolic AI art generators.

First Image

Prompt sentence: The dog chased the talking hat



This image was made using DeepDeamGenerator, I typed in the prompt and specified a fantasy style art. I imagined a personified hat running away from the dog, this image made me a little disappointed as it seems like AI did not understand my intention, however the background and the dog look very nice, very Fanciful.

Second Image

Prompt sentence: An professor with long white hair smiling



The second image is also made using DeepDreamGenerator, I wondered what I thought of white haired professors so I chose this prompt. I also specified that the image I want is a portrait, and of “Hearts of Iron IV” style (A game that I play). The professor turns out looking very nice, he looks very caring and smart. Upon a closer look he is wearing a military uniform, not exactly something a professor would wear, but it is reasonable as portraits in that game usually wear uniforms, so it seems like the AI picked up on that.

“Big Picture”

AI is actually very good at generating art, from my personal experience art is easier to judge than create, and the AI is better than what most people can do in this sense. Although it is very good, it still has some very noticeable flaws. In the second image you can see some inconsistencies with his bear, and in the first image it misunderstood the prompt text.