



AI Imagery & Gaming

Austin LangChain Users Group



Log into Sessions @ meet.aimug.org



The screenshot shows a web browser window with the URL https://event.meet.aimug.org/austin_langchain/hosted-gpu-access-ai-image-generation-llm-driven-npcs-in-games-and-more. The page features a large, vibrant illustration of a patio event with people, a large green parrot, and the Austin State Capitol in the background. Below the illustration, the event details are listed: April 03, 2024 - 6:30 PM, 2 hours 30 minutes, and a 'Register' button. The event title is 'Hosted GPU Access, AI Image Generation, LLM Driven NPC's in Games, and More!'. The Austin LangChain Group Meetup is mentioned. The date is April 3, 2024, time is 6:00 PM - 9:00 PM, location is 1204 San Antonio, Austin, TX, and a note states hybrid content starts at 7:00 PM Central. A description invites attendees to an evening of networking and learning. A schedule section lists '6:00 PM - 7:00 PM: Member Mixer on the Patio'.

Sign in Hosted GPU Access, AI Image Generation, LLM Driven NPC's in Games, and More! English Speakers Program Add to calendar

April 03, 2024 - 6:30 PM 2 hours 30 minutes Register

Hosted GPU Access, AI Image Generation, LLM Driven NPC's in Games, and More!

Austin LangChain Group Meetup: AI Image Generation, LLM Driven NPC's in Games, and More!

Date: April 3, 2024
Time: 6:00 PM - 9:00 PM
Location: 1204 San Antonio, Austin, TX
Note: Hybrid content starts at 7:00 PM Central

Join us for an exciting evening of networking, learning, and hands-on experiences with the Austin LangChain group! This meetup is your ticket to exploring the cutting-edge world of AI and programming, set against the backdrop of our beautiful patio overlooking the Capitol. Whether you're a seasoned member or new to our community, there's something for everyone.

Schedule

6:00 PM - 7:00 PM: Member Mixer on the Patio

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LangChain Quickstart

Ricky Pirruccio 

Manufacturing Engineer
Applied Materials



Riccardo Pirruccio is a Manufacturing Engineer at Applied Materials, holding a Bachelor's in Mechanical Engineering from the University of Texas at Tyler. His expertise lies in developing manufacturing intelligence applications in the semiconductor supply chain sector.





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Agenda

- Welcome Message
- News & Announcements
- Talks and Labs!
 - Integrating AI into Web Applications With Paperspace by DigitalOcean
 - AI Image Generation with Automatic 1111
 - AI gaming with LangChain NPC's



Welcome - Austin LangChain

- Local Austin LangChain User Group
 - Discord - <https://discord.gg/fjQfpwcsZX>
 - Github - https://github.com/colinmcnamara/austin_langchain
 - Meetup - <https://www.meetup.com/austin-lanchain-ai-group/>
 - Twitter - [@AustinLangChain](https://twitter.com/AustinLangChain)
 - Youtube - <https://www.youtube.com/@AustinLangChain>
 - Monthly in person meetings & workshops
 - Monthly virtual meetings
 - Low stress, learning and sharing
 - Connect with other early adopters
 - Learn, Share, Grow
-
- CoC - **Be cool** to each other, no gross behavior



Thanks to our Supporters

Amini & Conant - Meeting Space

KeyChange - Food & Beverage

Always Cool Brands - Sessions Platform

Contributors - code, content, community



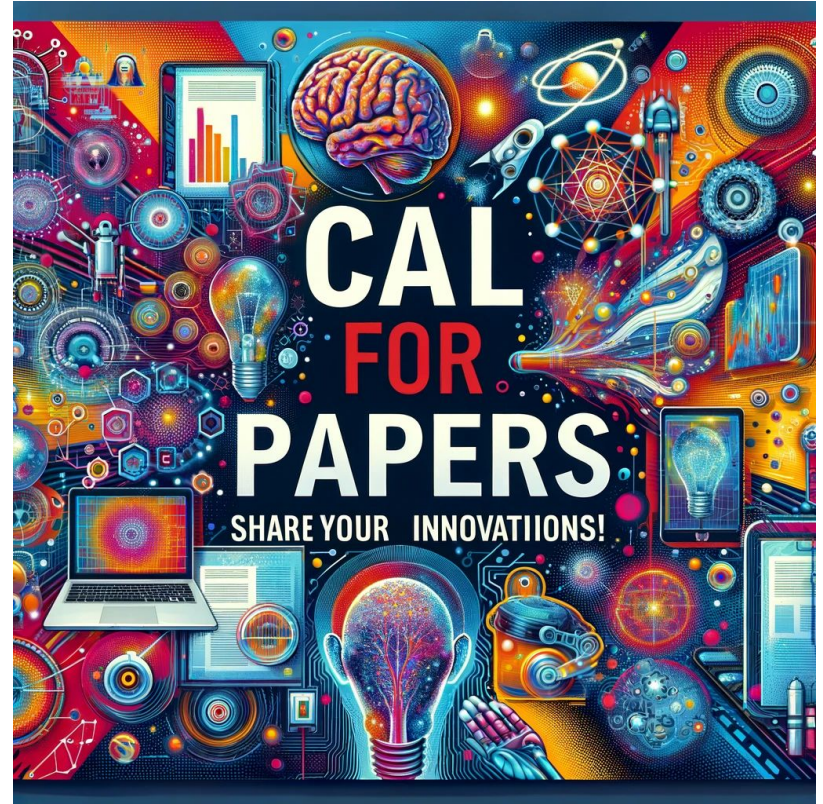
News and Announcements

- Hacky Hour - 6pm Wed April 17th @ Central Machine Works
<https://www.meetup.com/austin-langchain-ai-group/events/299873427/>
- Office Hours Tuesdays at 2pm on Discord - <https://discord.gg/fjQfpwcsZX>
- Community call Thursdays at 2:30 -
<https://app.sessions.us/session/56b791ec-0676-45ee-9caf-cfd72b3faa32>
- Video Posted Exploring LangGraph - <https://www.youtube.com/watch?v=c-7xpl7ahZw&t=106s>
- Blazer Tag w/ KJES4 Sunday April 7th @ 12 Noon



Call for Papers

- Present your work!
- Learn together!
- Improve on an introduced concept!
- Post your idea on our discord!



Want to review our last meeting?

<https://www.youtube.com/watch?v=c-7xpl7ahZw&t=106s&pp=ygUcYXVzdGlulGxhbmdjaGFpbiB1c2VycyBncm91cA%3D%3D>



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Integrating AI into Web Applications

James Skelton 

Technical Evangelist
Paperspace



James Skelton is a technical evangelist and ML engineer for Paperspace by DigitalOcean. For the past two years, he has led Paperspace content creation efforts through the Paperspace Blog and Tech Talk webinar series. His focus is largely on reviewing and developing Deep Learning applications on the cloud, and creating useful tutorials for users of all skill levels to learn about open source Deep Learning projects.



AI Image Generation using Automatic1111

Karim Lalani 


Software Engineer
Office of the Governor of Texas



Karim Lalani, a seasoned Software Engineer with over 16 years of expertise, has recently delved into the realms of AI/ML and Large Language Models (LLMs). Holding a Bachelor's in Computer Science, Karim has excelled in roles at The Office of the Governor of Texas, Intrivo Diagnostics, Sertainty Corporation, and Wipro Gallagher Solutions. His career is marked by providing hands-on engineering support, impactful contributions, and leadership for diverse projects.



LangChain based NPCs in AI Gaming

Dan Manning 

Principal Engineer
Pixel Valley



Dan Manning, a Software Architect and Game Designer in Austin TX for over fifteen years, has left an indelible mark on gaming with cult-classic titles spanning Xbox, Android, iOS, and even the Atari 2600. At the forefront of innovation, Dan's upcoming talk will delve into the exciting realm where AI, LLMs, and game design converge, illuminating how these technologies intertwine to craft immersive and emergent gaming experiences that redefine the boundaries of interactive entertainment.



Thank you - Please Join

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 - Meetup - <https://www.meetup.com/austin-lanchain-ai-group/>
 - Youtube - <https://www.youtube.com/@AustinLangChain>
 - Twitter - [@AustinLangChain](#)
 - Monthly in person meetings & workshop
 - Monthly remote lab repeat
- Low stress, learning and sharing
- Connect with other early adopters
- Learn, Share, Grow

