Assignment 1 - Self Reflection

The field of Generative AI is still relatively new to me. Even though its prominence has steadily increased over the last two years, the concept often feels like something pulled straight out of a *Blade Runner* movie. The truth is, the world post-COVID feels blurry through my lens. Personally, I sometimes get jittery at the thought of being able to generate any form of media at the click of a button. It can feel like too much power. However, I am eager to witness its evolution, and I want to find ways to integrate it into my own projects.

During the first class alone, I learned a lot about the historical, social, and economic foundations of Generative AI. More people are investing in AI development, and companies like NVIDIA, which provide the tools to drive these innovations, have seen their markets soar over the past two years. I find the current financial surge in AI comparable to what cryptocurrencies experienced during the last decade, prior to COVID. We also explored different learning paradigms, which I found fascinating and relatable since the core premise of AI is that it is literally a learning machine.

Funnily, I first learned about ChatGPT through a *South Park* episode and have been using it ever since to help generate ideas for art, writing, and research. Outside of school, I am an avid 3D modeler and content creator with a relatively small but growing fanbase. To grow my audience, I need to actively post and create new material to keep people entertained, which can be quite stressful. However, it is my dream to make a career out of this!

In relation to the assignment, I looked up a few tools designed specifically for 3D animation. One that caught my eye is [Cascadeur,](#) an AI-assisted software that generates animations from just a few key poses. I first heard about it through a classmate and am very excited to explore it in the coming weeks. Here is a [reel](#) that was created entirely using this software, which I found to be incredibly inspiring!