Sequoia Capital's Pat Grady and Sonya Huang on Generative AI

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For insights into the future of generative AI , check out the latest episode of the NVIDIA AI Podcast . Host Noah Kravitz is joined by Pat Grady and Sonya Huang, partners at Sequoia Capital, to discuss their recent essay, "Generative AI: A Creative New World."

The authors delve into the potential of generative AI to enable new forms of creativity and expression, as well as the challenges and ethical considerations of this technology.

Grady and Huang emphasize the potential of generative AI to revolutionize industries such as art, design and media by allowing for the creation of unique, personalized content on a scale that would be impossible for humans to achieve alone.

They also address the importance of considering the ethical implications of the technology, including the potential for biased or harmful outputs and the need for responsible use and regulation.

Listen to the full episode to hear more about the possibilities of generative AI and the considerations to be made as this technology moves forward.

Art(ificial) Intelligence: Pindar Van Arman Builds Robots That Paint

Pindar Van Arman, an American artist and roboticist, designs painting robots that explore the differences between human and computational creativity. Since his first system in 2005, he has built multiple artificially creative robots. The most famous, Cloud Painter, was awarded first place at Robotart 2018.

Real or Not Real? Attorney Steven Frank Uses Deep Learning to Authenticate Art

Steven Frank is a partner at the law firm Morgan Lewis, specializing in intellectual property and commercial technology law. He's also half of the husband-wife team that used convolutional neural networks to authenticate artistic masterpieces, including da Vinci's Salvador Mundi , with AI's help.

GANTheftAuto: Harrison Kinsley on AI-Generated Gaming Environments

Humans playing games against machines is nothing new, but now computers can develop games for people to play. Programming enthusiast and social media influencer Harrison Kinsley created GANTheftAuto, an AI-based neural network that generates a playable chunk of the classic video game Grand Theft Auto V .

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