☑ Intro

“Good afternoon, I’m Fonseka S.A.N.P., and I’ll be starting off our presentation.
Our topic is *‘Distributed Computing Architecture in Midjourney’s AI Image Generation.’*
I’ll give a quick look at how Midjourney works and how its system evolved.”

☑ Slide 3 – How Midjourney Works

“Midjourney runs through Discord — you type a prompt, and it gives you images in seconds.
Behind that, there’s a powerful system that sends your prompt to a job queue, processes it using GPU servers, and returns the result.
This is all powered by a distributed backend, which makes it fast and smooth.”

☑ Slide 4 – AI Image Tools Context

“Midjourney is known for creative, artistic images.
Other tools like DALL·E aim for realism, and Stable Diffusion is more customizable.
Midjourney stands out because of its unique style — and that’s supported by how the system is built.”

☑ Slide 5 – Version Evolution

“From V1 to V6, Midjourney improved a lot — better quality, detail, and realism.
V6 now produces stunning, realistic images with smarter prompt understanding.
But all that also needed more computing power.”

☑ Slide 6 – Architecture Shift

“So as demand grew, Midjourney moved from a basic setup to a distributed system.
That helped it handle more users and bigger models.”

☑ Slide 7 – Current Architecture

“Today, the system sends prompts through Discord, queues them, and assigns them to GPU servers.
It’s designed to be scalable, fast, and reliable — even if one part fails, everything keeps running.”