Patrick Chavez-Nadarajah

Professor Vigliensoni

CART 498

January 22, 2026

CART 498 – Assignment 1 Essay

My current knowledge of generative AI is still limited in terms of applying satisfying results and understanding the mechanisms of image-generating models. Nevertheless, I will explain my workflow for this assignment.

The first generative model that I tried was *Openjourney* by PromptHero. I merely chose it due to the high number of downloads. However, the model ended up feeling limited due to its usage of the *mdjrny-v4 style* database, which put realism over all else. As a result, the generative model that I ended up using was *stable-diffusion-v1-5-GGUF* by Runway ML, as it gave me flat compositions that better fit the Surrealist theme.

In order to get an idea on prompt structure, I skimmed through some examples from Strikingloo's *Stable Diffusion: Prompt Guide and Examples* article. Ultimately, I ended up separating key aspects of a composition with commas, while the scene components would be written as short sentences, so as to not confuse the AI. Creating prompts can be surprisingly tricky, as the AI seems to have a priority system with certain words. For example, in one instance, I typed "outdoors" as one of the subjects separated by a comma. This led the AI to

fully emphasize depicting landscapes, giving little regard to the subject of computers, often putting the latter as background elements.

An AI-driven work that I find interesting is Harold Cohen's *Aaron* program. Developed in the 1960 to 1970s, this very early form of generative art depicts a plotter machine drawing a fully realized composition.[1] *Aaron* was coded to know about drawing tools, technique and physics, in addition to following orders and mimicking human decisions.[2] It does not rely on a database, unlike its contemporaries.[3] I find this work fascinating due to the anthropomorphic quality of *Aaron*; it feels like an individual that is learning how to draw. Furthermore, the program has a distinctive style, which helps to reinforce its individuality. I believe adding uniqueness and personality to machine can help with its likeability.

---

[1] Whitney Museum of American Art 2024
[2] Cengel 2024
[3] Cengel 2024

Bibliography

Cengel, Katya. 2024. "The First A.I.-Generated Art Dates back to the 1970s." Smithsonian

Magazine. March 2024. https://www.smithsonianmag.com/innovation/first-ai-

generated-art-dates-back-to-1970s-180983700/.

PromptHero. 2023. "Prompthero/Openjourney · Hugging Face." Huggingface.co. May 15, 2023.

https://huggingface.co/prompthero/openjourney.

———. 2026. "Openjourney Prompts | PromptHero." Prompthero.com. 2026.

https://prompthero.com/openjourney-prompts.

Runway ML. 2024. "Gpustack/Stable-Diffusion-V1-5-GGUF · Hugging Face." Huggingface.co.

November 8, 2024. https://huggingface.co/gpustack/stable-diffusion-v1-5-GGUF.

Strikingloo. 2022. "Stable Diffusion: Prompt Guide and Examples." Stable Diffusion: Prompt

Guide and Examples. August 30, 2022. https://strikingloo.github.io/stable-diffusion-vs-

dalle-2.

Whitney Museum of American Art. 2024. "Harold Cohen: AARON." Whitney.org. 2024.

https://whitney.org/exhibitions/harold-cohen-aaron.