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andreessen. horowitz

It's time to build

The Generative Al **Revolution in Games**

by James Gwertzman and Jack Soslow



CNBC

www.cnbc.com

Generative Al: Silicon Valley's next trilliondollar companies?

Oct 8, 2022 — Generative AI has gotten so much better that it's inspired people to leave their jobs, start new companies and dream about a new generation ...



The New

A.I.-Generated Art Is Already Transforming Creative Work - The New York Times

Oct 21, 2022 - Only a few months old, apps like DALL-E 2, Midjourney and Stable Diffusion are changing how filmmakers, interior designers and other ...



Motivation

Generative Al: A

Creative New

World

A powerful new class of large language

models is making it possible for

machines to write, code, draw and

create with credible and sometimes

superhuman results.





VentureBeat

https://venturebeat.com > ai > we-ar...

We are the artist: Generative Al and the future of art | VentureBeat

Sep 3, 2022 - If an individual artist created an image they would be compensated. What about generative artwork created by AI systems?



Digital Arts

https://www.digitalartsonline.co.uk ...

How generative Al is changing art and design - Features

Dec 22 2017 — Generative Al will drive the next generation of apps for autoprogramming, content development, visual arts, and other creative, design, ...





Harvard Business Review

Sian In

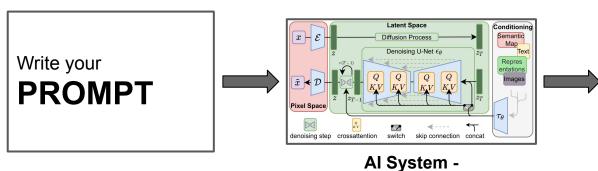
How Generative Alls **Changing Creative** Work

by Thomas H. Davenport and Nitin Mittal

November 14, 2022

How will humans interact with these tools?

Text-to-Image Model

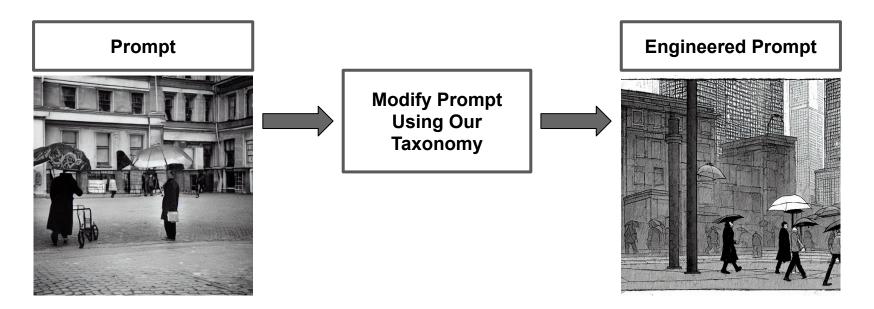


- Role of Al has changed from decision-maker to human supporter
- Focus on prompt-engineering
- Text-to-image systems is on the verge of becoming a mainstream phenomenon



Research Question

- Can we design a taxonomy for prompt engineering the desired generative art?
- Can our designed taxonomy quicken the generation process and lead to the desired result in less time?

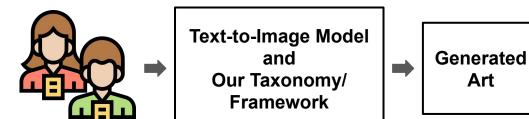


Related Works

- Liu, Vivian, and Lydia B. Chilton. "Design Guidelines for Prompt Engineering
 Text-to-Image Generative Models." CHI Conference on Human Factors in Computing
 Systems. 2022.
- Liu, Vivian, Han Qiao, and Lydia Chilton. "Opal: Multimodal Image Generation for News Illustration." arXiv preprint arXiv:2204.09007 (2022).
- Pavlichenko, Nikita, and Dmitry Ustalov. "Best Prompts for Text-to-Image Models and How to Find Them." arXiv preprint arXiv:2209.11711 (2022).
- Oppenlaender, Jonas. "A Taxonomy of Prompt Modifiers for Text-to-Image Generation." arXiv preprint arXiv:2204.13988 (2022).

Approach: Design poster for a New Yorker article





Experiment Design:

- Between-Subjects design
- Independent variable: Our taxonomy (binary)
- Dependent variable: task completion time

Quantitative Evaluation:

 One-way ANOVA of task completion time

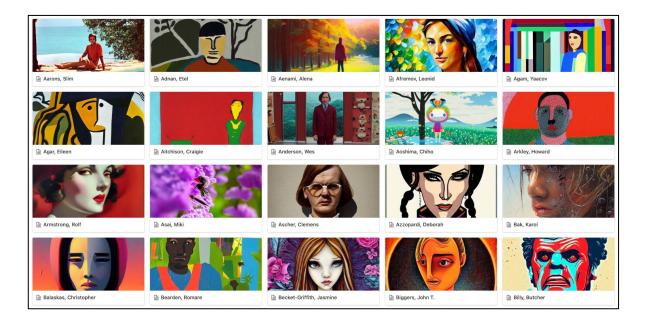
Qualitative Evaluation:

- Post-study survey
- Does developed taxonomy help improve the generation experience and enhance user self - satisfaction?

Designing a Taxonomy

Conducted a detailed literature and resource review and performed multiple design tasks to understand prompt structure.

Our Taxonomy



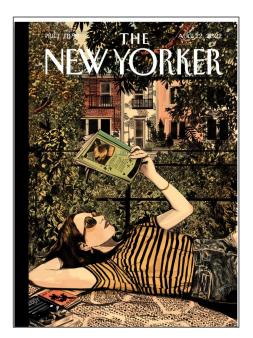


HCI Task

Generate a **New Yorker Poster** using the **Stable Diffusion text-to-image model**.



- Submit the final prompt, design, and time taken for each poster.
- Complete Survey



NICOLE RIFKIN'S "SUN-DAPPLED"

The artist on her creative process and finding inspiration among artistic friends.



GAYLE KABAKER'S "SUMMER WALK"

The artist on loosening up and the rewards of keeping a sketchbook.

Survey Questions

- Demographic Information
- Indicate difficulty of the task (1-7)
- Describe your strategy for poster generation
- Most useful keywords/ modifiers
- Only for Taxonomy candidates:
 - O Did you find taxonomy useful?
 - Any suggestions for taxonomy

Some Designs

















Quantitative Analysis

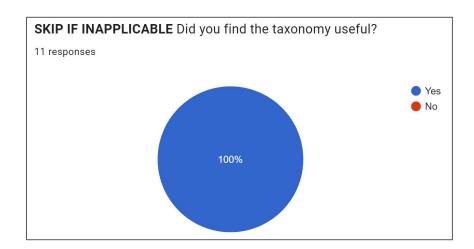
Effect of Image Type and Taxonomy on Completion Time. *: significant at 0.05 level

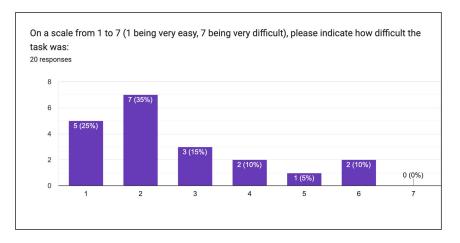
Effect	Df	Sum Sq	Mean Sq	F value	Pr(>F)
Image Type	1	34.21	34.21	4.645	0.0379 *
Taxonomy	1	10.87	10.87	1.476	0.2323
Image Type: Taxonomy	1	1.00	1.00	0.135	0.7153
Residuals	36	36	265.09	7.36	

- Taxonomy did NOT have a significant main effect on completion time
- Image type had a significant main effect on completion time

Qualitative Analysis

- Taxonomy users found the task easier.
- 100% of taxonomy users found the taxonomy useful.
- No consensus in keywords/ modifiers.
 Different users choose, different artist names and modifiers.
- Prompt Strategy:
 - Describe desirable art in great details
 - Add prefix and keywords for style modification
 - Iterate





Limitations and Future Work

- Completion time may not be the best metric for this task.
- Completion time depends on task context and prompt.
- Future work includes:
 - Larger sample size
 - Larger number of tasks per participant
 - Same participant performing non-taxonomy and taxonomy task
 - Evaluation by artists
 - More detailed post-study survey

Conclusion

- Generative AI algorithms can be used for poster generation tasks.
- Taxonomy can help the designer in the design process.
- The gains might not necessarily come in terms of completion time but in the quality of generated images.
- Taxonomy helped designers in coming up with new innovative ideas.
- The type of posters impacts the design process, completion time, and prompt keywords.







Thank you!







Structure Plan (10 minutes):

- 1. Introduction (motivation/problem) (30 second)
- 2. Related work (this can be brief 1 page) (30 second) Ajay
- 3. Taxonomy Anushruti
- 4. Your approach (method/implementation/approach)
- 5. Results
- 6. Discussion/Conclusion