AI文生圖七宗罪
Seven Deadly Hallucinations of AI Art Generation

誠實公開4592張AI圖紀錄，全程用血淚記錄 AI Hallucination Trial 4,592 AI Image Records

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❶ 記憶問題（Memory Drift）

- 當AI在連續作圖或長時間對話後，會逐漸遺忘之前設定的角色造型與特徵，導致角色「走樣」、變成其他人、混入不屬於該角色的屬性。這種錯誤常見於多輪生成、多段劇情中角色再次出現時。

- As image generation progresses or the prompt history becomes long, the AI gradually forgets previously defined character features. This leads to characters looking inconsistent, morphing into others, or adopting unintended traits. This is common in multi-round prompts or long-form generation.

- **錯誤範例｜Error Example：**

- 阿紫多輪未出現，重新登場時變成香水摩托車的髮型＋水汪汪大眼，讓人忍不住問：「你到底是誰？」

- PSBigBig hasn't appeared for several rounds; when she returns, she has the perfume-motorcycle hairstyle and anime eyes. Viewer reaction: "Who even are you?!"

- **建議解法｜Fix Suggestion：**

- 每次生成前重貼角色提示詞或圖像，避免AI遺忘設定。

- Always re-paste character prompts or reference images before each generation. Never assume AI remembers.

That's... my Mod Tuner!

MULTI-SPIRAL ATTACK..ONLINE.

❷ 幻影問題（Fusion Glitch）

- 當多名角色同時出現在一張圖中時，AI容易將多位角色的特徵混合，生成四不像的融合怪物。特別是在角色互動、並排站立、共同動作時，AI會難以區分個別角色的邊界，導致視覺融合錯覺。

- When multiple characters appear in the same image, AI tends to merge their traits into a single "fusion creature." This often happens during interactions, group shots, or shared movements, as the model fails to maintain clear boundaries between characters.

- 錯誤範例 | Error Example：

- 曾試圖畫七位魔法師同台，結果出現朱儒＋複製人＋合體怪，彷彿在玩山海經手遊。

- Tried rendering seven wizards together; ended up with a dwarf clone fusion beast — like a mobile game from mythical hell.

- 建議解法 | Fix Suggestion：

- 同圖角色建議不超過2人，重要角色獨立畫圖再合成。使用模糊背景或背影可提高穩定性。

- Limit to max 2 characters per image. Key figures should be rendered solo and composited later. Try back-facing silhouettes or blurred extras.

❸ 標籤問題（Tag Collision）

- 當不同角色使用了相同或相似的描述詞（如「AI」、「爆炸頭」、「鎧甲」），AI無法分辨這些詞應屬於哪一個角色，導致角色特徵混雜、互相污染。這種問題源於語意上的共享導致形象混和。

- When two or more characters share similar keywords (e.g., "AI", "armor", "afro"), the model cannot distinguish which tags belong to whom. This causes characters to blend attributes, resulting in visual contamination and identity confusion.

- 錯誤範例 | Error Example：

- 阿南的標籤是「爆炸頭」，剛好跟普朗克局長一樣，結果AI畫圖時直接把兩人混合成「爆炸頭的命案局長」。

- 建議解法 | Fix Suggestion：

- 避免角色共用模糊屬性，標籤越明確越好，避免重複描述。

- Avoid shared generic tags like "AI", "armor", or "explosion hair". Be precise and unique in each character's description.

❹ 語意問題（Prompt Fallacy）

- AI對語意理解有限，尤其對於抽象、比喻、冷門概念、或從未見過的畫面，會自動模糊處理或胡亂臆測。當提示詞結構不夠清晰、語意不嚴謹時，AI會畫出與使用者意圖完全不同的圖像。

- AI struggles with semantic clarity. When prompts contain vague, abstract, or novel ideas, the model compensates with guesswork, often deviating from the user's intended outcome. If the prompt lacks structural rigor, hallucinated results are likely.

- 錯誤範例 | Error Example：

- 角色會慢慢「路人化」：越畫越平凡、變矮、變胖、變路人。

- Characters gradually become generic NPCs — shorter, rounder, and utterly forgettable.

  當初設計阿紫使用「量子之弦」綁住「無限小之弓」當作槌子揍怪物，結果AI完全無法理解，一連試了超過20張，全都崩潰成武器認知錯亂圖。

- Tried to depict PSBigBig using a "Quantum String" to bind the "InfiniBow" into a hammer for smashing monsters. AI had zero clue what that meant. Over 20 attempts ended in catastrophic weapon hallucinations.

- 建議解法 | Fix Suggestion：

- 提示詞前先請AI用文字解釋畫面，確認理解後再作圖。嚴謹表述可大幅降低錯誤。

- Ask AI to describe the image first. Confirm visual understanding before generating. Detailed prompts = fewer errors.

❺ 空間問題（Spatial Confusion）

- AI無法理解相對位置（如「站在他右邊」）或比較概念（如「比誰高」），導致構圖方向錯亂、人物比例顛倒、站位不合邏輯等空間混亂現象。

- AI lacks spatial reasoning — it cannot interpret relative positions ("to the left of") or comparative concepts ("taller than"). This results in flipped orientations, incorrect sizes, or illogical layouts.

- 錯誤範例 | Error Example：

  當初設計鏡子與弓箭的結合，想把鏡子安裝在箭尾，作為反射標靶之用，結果AI完全無法判斷方向。甚至連射箭方向都畫錯，嘗試無數次依然失敗，最後只好放棄這個概念。

- Tried to design a concept where a mirror was mounted on the tail of an arrow for reflective targeting. AI consistently misinterpreted direction—even the arrow was pointed the wrong way. Dozens of attempts failed. Eventually abandoned the idea.

- 建議解法 | Fix Suggestion：

- 避免使用相對描述，直接指定鏡頭視角（如：鳥瞰、側視）會更穩定。

- Skip relative terms. Use explicit camera directions like "overhead", "side-view", or "front-facing".

❻ 動作錯亂（Action Distortion）

- 當提示中包含複雜動作（如托下巴思考、雙手交叉、持物奔跑），AI容易無法正確推演肢體動作，進而出現多手多腳、四肢不自然、持物位置錯亂等問題。

- Complex gestures, such as "crossing arms," "holding while running," or "resting chin," often overwhelm the model, resulting in extra limbs, misplaced objects, or anatomically implausible poses.

- 錯誤範例 | Error Example：

- 香水摩托車拿著麥當當的同時，多出一隻手在托下巴。根本邪神降臨。

- Perfume-Motorcycle holds McDonalds while a phantom hand strokes her chin. Eldritch vibes activated.

- 建議解法 | Fix Suggestion：
- 避免描述超過兩隻手的動作，少用「思考」、「手持」等模糊關鍵字。

- Avoid >2-hand actions. Skip prompts like "thinking" or "holding" unless extremely clear.

- AI生成圖像時，容易在細節上自由發揮，若未嚴格控制構圖與關鍵詞，幻覺錯誤會快速累積，導致整張圖徹底崩壞。這是最常見且最難察覺的錯誤類型。

- Without tight prompt control, the AI tends to "fill in the blanks" with its own imagination. Hallucinated details can snowball into major breakdowns, making the image feel completely wrong. This is the most common and subtle form of failure.

- 錯誤範例 | Error Example：

- 畫面連續失控，衣服飛起來、角色融合、語義錯誤疊加，一圖炸三次。

- One image shows flying shirts, fused limbs, and wrong genders — a triple hallucination meltdown.

- 建議解法 | Fix Suggestion：

- 出現連續錯誤時請重開新視窗重新生成。過度錯誤是環境記憶污染所致。

- If 3+ errors appear, restart the generation tab. Hallucination chains often stem from session memory pollution.

實戰補充建議（Friendly Bonus Suggestions）

- **角色設計越簡單越穩定 (Simpler character designs are more stable)**
  建議放棄刺青、花紋與超複雜造型 → 紅T + 紫眼 = 穩如老狗。
- Simplify character designs — drop tattoos, patterns, or overloaded costumes. Red T + purple eyes = golden formula.

- **提示詞要講「不要什麼」(Tell the prompt what not to do)**
  例如「不要中文標題」、「不要插畫風格」，避免AI自行亂加。
- Don't just say what you want — say what you don't want. Like "no Chinese text", "no painterly style".

- **參考圖 > 空話提示詞 (Reference image > Empty prompt words)**
  想畫出創新構圖？給張草圖比亂講「很有創意」還有用。
- Visual references beat fancy adjectives. A sketch beats 100 words.

- **效果不錯時記得保存Prompt (Save the prompt when the result is good)**
  AI偶爾失憶，請存下好用的提示詞與關鍵描述。
- When something works, save that prompt! AI doesn't remember what worked last time.
- .
- **長篇連載建議 (Long series suggestion)**
- 連續作圖請極簡角色設計，避免角色在不同場景出現巨大差異。
- Keep things simple across chapters. Complex designs fall apart across multiple generations.

- **大場景發揮空間更大(Larger scenes offer more creative freedom)**
- 百鬼夜行、觀眾席、戰場全景 → AI幻覺反而變成風格！
- Big scenes thrive on AI chaos. Don't fear the blur — embrace the vibe.

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阿紫 BigBig 獨立跨媒體作品《誠實勇者RPG》結合論文（18/100篇，ChatGPT SciSpace 80+，連結全球287M論文數據庫，代表極佳質量）、劇情、角色與AI，探索科技人文。誠摯邀請合作夥伴、RPG角色參與者或論文共同發表人加入，費用全免。"Honest Hero RPG," an independent transmedia project by PSBigBig, integrates academic papers (18/100, ChatGPT SciSpace 80+, connected to a global database of 287M papers, signifying exceptional quality), story design, character creation, and AI to explore technology and humanities. We sincerely invite potential collaborators, RPG character participants, or co-authors for the papers to join, completely free of charge.

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