

HW 5: Creative ASCII Art

Develop a C/C++/Python program using your preferred AI(s) that generates stochastic (guided randomization) ASCII art to the terminal, so that each time I run the program, I see a new piece of art with the same theme/style as all the other runs. Specifically, I've become fond of the badly Photoshopped product photos for so many things on Amazon (they're really just collages), so I'm looking for something inspired by that, but ASCII... scenes of a certain type with layered smaller bits of ASCII art that make the whole scene. Placement and shape of things could be made stochastically.

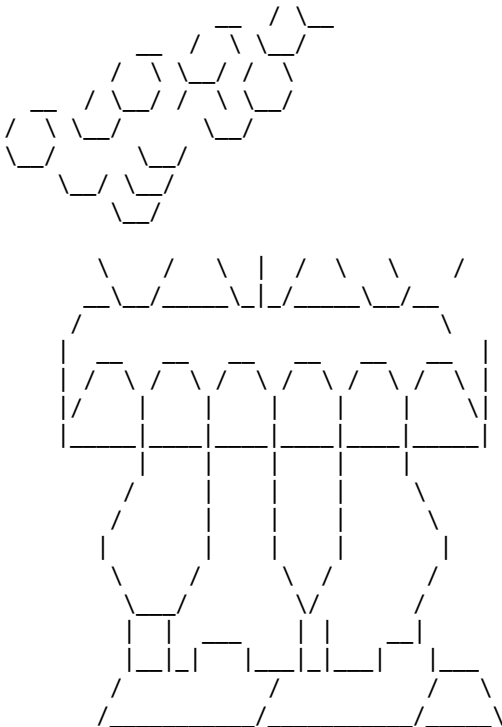
Here was my first attempt to just get a single image from ChatGPT. You can see it's not great.

1) User

generate an ascii art scene of rolling hills with some things on them to make it pretty. Ideas for things could be fences, small houses, farm buildings, churches, streams, roads, and/or clouds. It would be wonderful if there was color, too.

2) ChatGPT

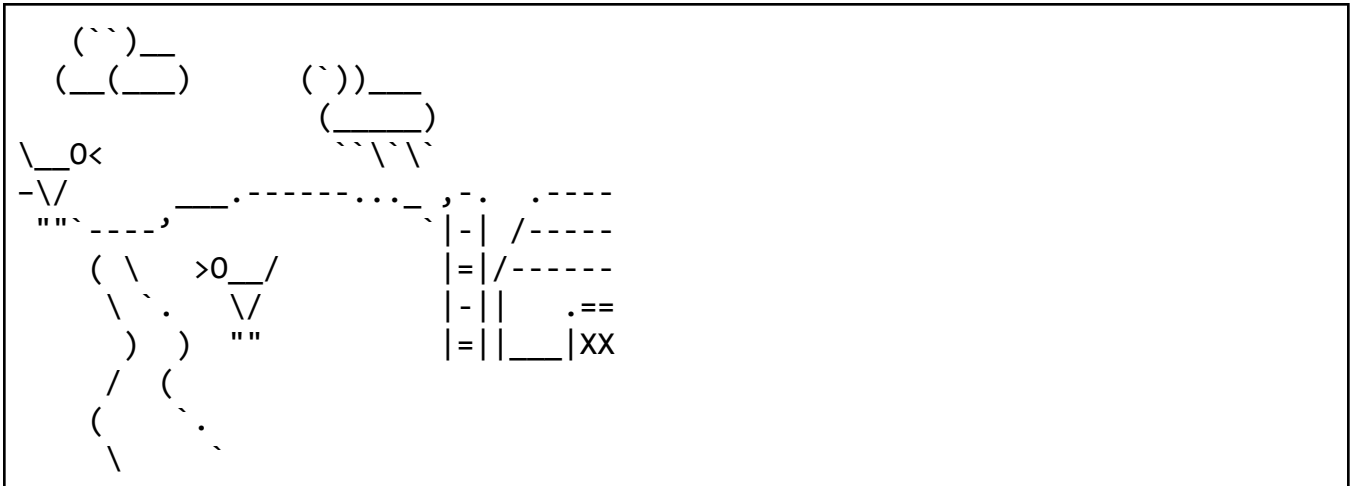
Certainly! Here's an ASCII art scene depicting rolling hills with various elements to make it visually appealing:



Legend:

- / \ : Rolling hills
- _ : Road
- | : Fences
- \ / : Streams
- \ / \ | / \ \ / : Clouds
- | _ _ _ _ _ | : Small houses or farm buildings

Eventually, I worked with it to make code that generated this...



There's a rolling hill, a stream (or road), two ducks (one that is layered over the hill), two clouds (one is raining), and a barn that also is layered over the hill. The stream even gets narrower in the distance to show perspective. A program like this on another run might have a different hillside, different clouds (these have a small algorithm even for generating them), barn in a different location, etc. What makes it stochastic (rather than just random) is it ensures the overlay of elements make sense. For example, clouds might be required to be above the hillside, or the entire bottom of a building must be below the hillside, etc.

Your program does NOT have to generate farm scenes. Please be creative here... desert scenes, a tall hamburger that always has different toppings and in a different order (not sure how to do that in ASCII, but it sounds cool), an overhead map of an island, etc. Since this assignment will have each team/person leveraging some creativity and having to describe this to AIs to get the beef of the code written, I'm giving two weeks for this. The more stochastic elements, the better. You can assume the user's terminal could be resized so your images make sense, too.

Please don't feel your art must be glorious. This is about developing a creative concept, coming up with how that would be modeled and executed, and getting your AIs to write as much of it as is reasonable with you "collaging" those code bits together yourself into a working program. ...neat... collaged code that make collages.

You do NOT need to log much for this. Instead focus on the review elements for the PDF and only bother logging just a few examples of prompts that really worked out for you. Good luck and have fun.