

# 使用GPT-2的交互艺术实践

以CoroBot和1001 Nights为例

孙羽茜

<https://fakecheese.cargo.site/>

时间有限这次ppt比较丑 请大家相信我 美术生平常不是这个水平

# 自我介绍

孙羽茜

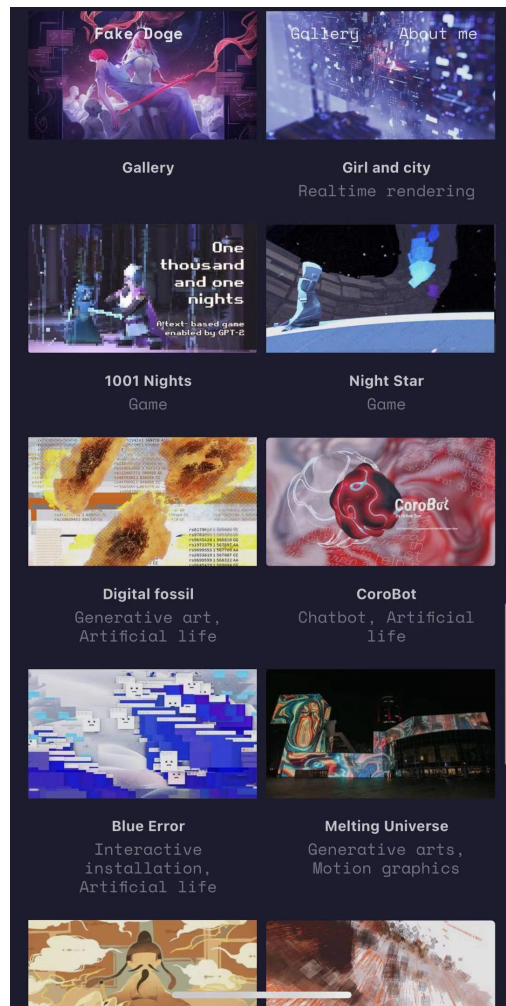
清华美院信息设计 15级 辅修智能硬件专业

现就读于伦敦大学金史密斯学院 (Goldsmiths)

计算艺术专业 Computational Arts 研二(今年毕业)

目前在远程网课+ 北京rct studio实习中.....

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# 旧坑回顾



(与@彭俊 合作)之前的分享 情感化ChatBot的另一种可能性

<http://www.bot5.club/talks/emotional-chatbot/>



即将掉线



醉酒睡觉中.....



清醒后



(与@彭俊 合作)之前的分享 情感化ChatBot的另一种可能性

<http://www.bot5.club/talks/emotional-chatbot/>

# 艺术家/设计师为什么要搞计算机

新的媒介，新的思考与创作方式





未必模仿人的人工智能技术就是好的人工智能技术

这是一种有效的 **艺术能力** 的认证 但不一定是 艺术的认证

不应该止步于风格迁移 人都有一个不断适应工具的过程 如 现在我们能接受3d  
打印机做雕塑

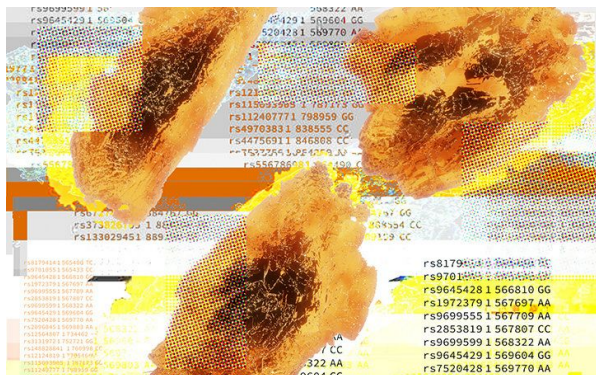
不应该局限于人类的灵感 智能的高低并不等于创造力





## Melting Universe @我自己

灵感来源于盘古创世论, 影像全部由算法生成。



## 数字化石 @我自己

压缩人类dna信息与网络信息的虚拟化石



## Archive Dreaming @ Refik Anadol

采用机器学习算法来搜索和排序 1,700,000 个文档之间的关系。归档中找到的多维数据的交互又转换为沉浸式媒体安装。存档梦在用户的驱动下作为“艺术的用途”



## Anna Ridler & Daria Jelonek - “爱丽丝和鲍勃”

安娜·瑞德尔&达莉娅·叶罗勒克（Anna Ridler & Daria Jelonek）的作品《爱丽丝和鲍勃》是从一台量子计算机产生的数据里持续用算法演化出的情书。作品描述了量子运算“分离”和“纠缠”的潜能，并提出了关于叙事、结构和控制的话题。进一步触碰了人工智能的创作、交流与情感机能。在数据中用算法分离出两个角色“Alice”与“Bob”互相往来情书，在屏幕和打印机的三面环绕间，营造出近乎排除外物的感性氛围

艺术不以智能的高低来定高低

ai挑战创作方法、形态、主体身份 以及哲学问题

也有伦理价值







# CoroBot

By Uchan Sun

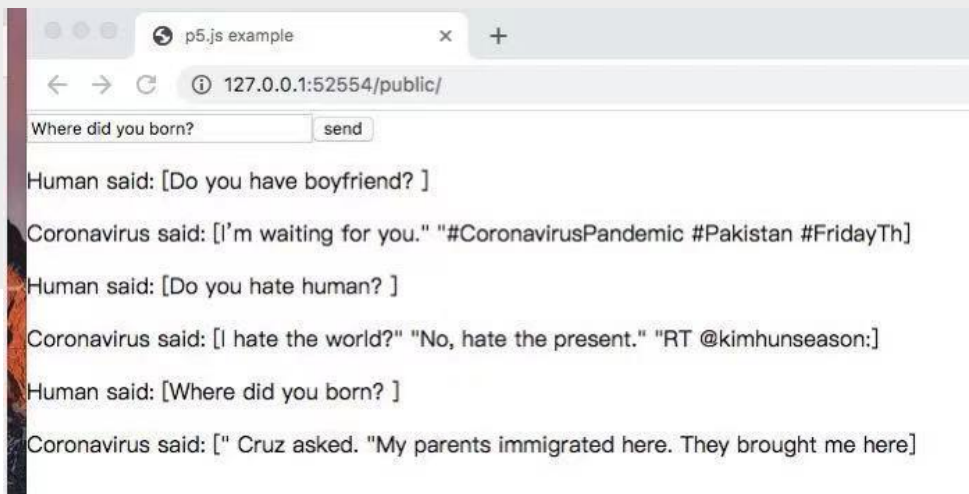
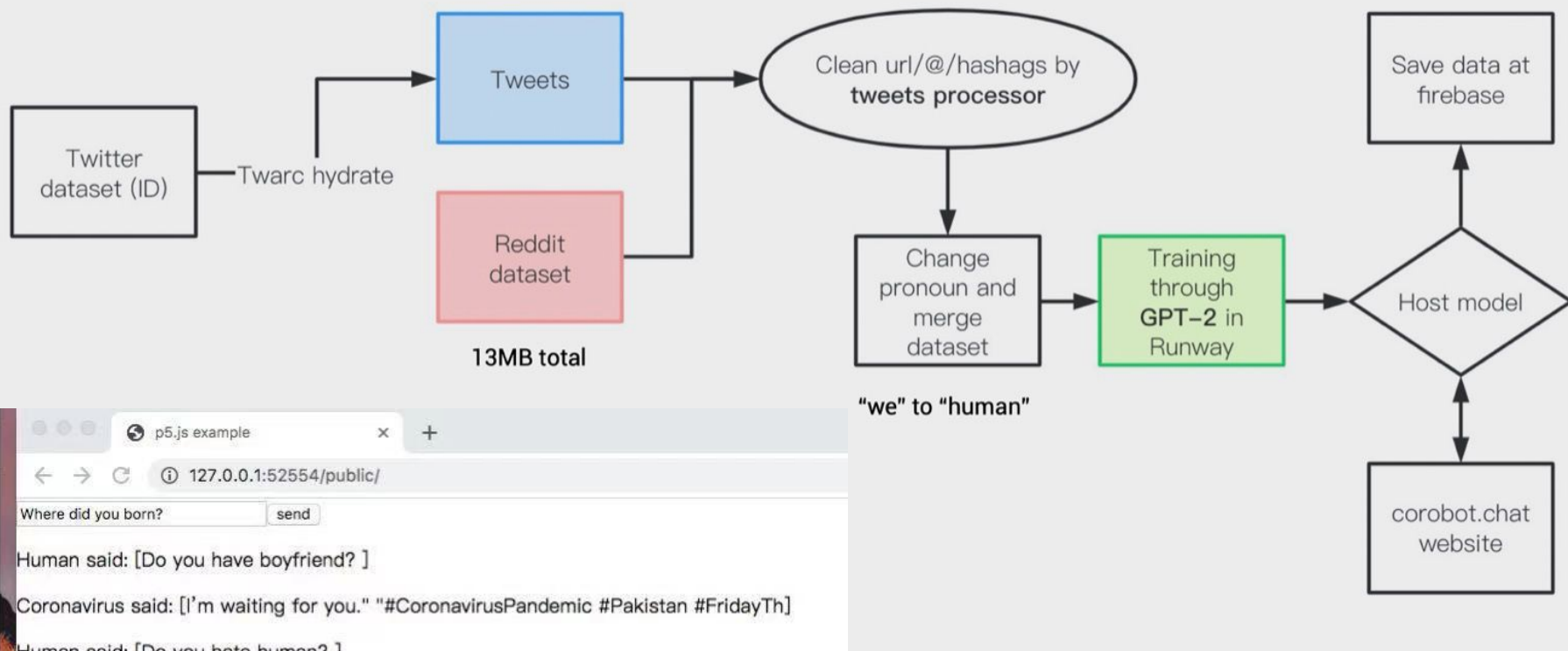
2020 Goldsmiths Computational Arts MA/MFA Degree show

Corobot is a virtual virus chatbot trained on COVID-19 related tweets and social media posts.

This project aims to provide a way to communicate with the illusional, unfamiliar creature and reflect on our own. Can we build a persuasive, believable persona through people' s comments and thoughts towards it? Even when this "person" does not exist? And, could we regard machine learning as modern witchcraft?

CoroBot是一个虚拟的病毒聊天机器人，它通过与冠状病毒疾病相关的 tweet 和社交媒体帖子进行训练。

这个项目旨在提供一种与虚幻的、不熟悉的生物交流的方式，并反思我们自己。我们能否通过人们对它的评论和想法来建立一个有说服力的、可信的人格？即使这个“人”并不存在？还有，我们可以把机器学习看作是现代的巫术吗？



早期成果



Coronavirus  
online

[Home](#) [About](#)

Did you born on earth??



[ I can't even imagine the pain and suffering this must be going through. It's just horrible to see how this is affecting so many people. Just wish I could do something to help but I'm so sorry.]

What's your ultimate goal of doing this.



[ I can have it or you can not. What do you want people to do? Do you want them to spread the virus? Do you want them to get tested? Do you want them to stay home?]

How do you feel these days?

13:37



[ I can't even imagine the feeling of living through this, knowing that I'm responsible for this for others.]

You caused this recession of human civilization.



[ It's a shame you have to pay for it.]

Type message...

SEND





AI版一千零一夜

玩家编故事+国王续写+文字映射武器

# One thousand and one nights

Artext- based game  
enabled by GPT-2



# 1001 Nights

[ Start ]

About



You: One day a cat met a assassin in the forest. ...

King: The assassin threw himself at the cat, but the cat dodged and bit the assassin. Then the assassin's mother, who had no other children...

You: The lady rushed out and cried aloud. Suddenly, the cat turn into a little boy. ...

King:  
"Ah, you are the personification of the misfortune of the race, Hsiang-chou. I can hardly believe that you are not already dead, for you are already an old woman. What ...

You: The lady, Hsiang-chou, got shocked when she heard the words. For decades, she finally heard a person mention her past stories. ...

King: "I heard then from a friend. They were of course true, but the story had gone on for a long time. She had not heard of me."  
"And what was your name?" asked Hsiang-chou. "My name is Chourgen," replied Chourgen ...

You: Chourgen looked away. The lady suddenly realized that this might be her last chance to kill him. Eventhough her son is still nearby, she ...

King: was not afraid of his life. She moved to close the door.  
"Well, you are to be taken away to a hospital," he said. "I will send for you and have you checked out."  
"It is the boy who has the sword, I am sorry," said Chourgen. ...



试玩地址：

<https://sunnyqian1997.itch.io/once-thousand-and-one-night>



如果说电子游戏是计算机产生的幻觉，那么机器学习可以根据玩家的直觉使其无限延长。《一千零一夜》是一个经典的框架故事（framed story）和嵌入式叙事（embedded narrative）：人物叙述一套故事，和故事包含其他故事。

基于传说故事，通过文本生成算法，游戏允许玩家通过自然语言讲述故事，来影响故事的发展方向。借助于机器学习，我的目标是在游戏中创造超越语言的体现，呈现一种程序化的修辞体验，使隐喻和语言侵入现实，就像维特根斯坦的陈述：我的语言的极限意味着我的世界的极限。



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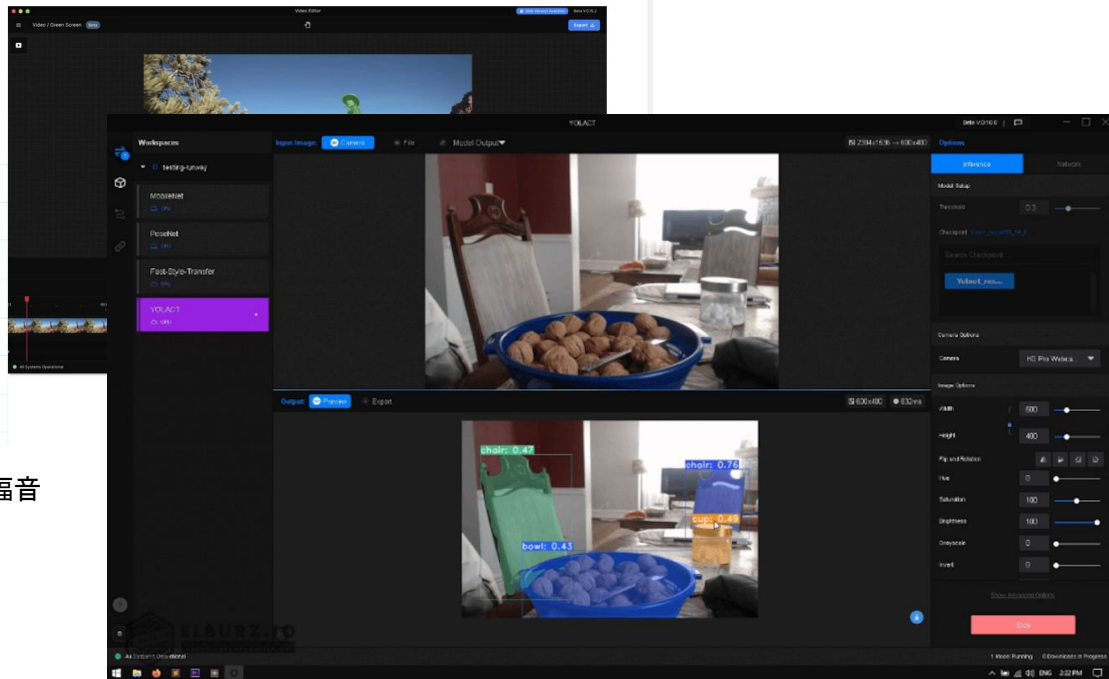
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Runway.ml 机器学习界的美图秀秀 低代码人群福音



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<https://www.gcores.com/articles/113947>

《Cybertext》读书笔记(一): 小说和游戏之间的那片广袤的新世界

<https://mark-riedl.medium.com/an-introduction-to-ai-story-generation-7f99a450f615>

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