|  |  |  |
| --- | --- | --- |
| generator | Seed (noise tensor) | result |
|  | No Seed |  |
| V2/1.3 |  |  |
|  |  |  |
|  | All Black |  |
|  | All white |  |
|  |  |  |
|  |  |  |
|  |  |  |
| X Token (ground) |  |  |
| # Token (Pyramid) |  |  |
| # Token (Pyramid) |  |  |
| % Token (Mushroom cap, temperature = 1) |  |  |
| % Token (Mushroom cap, temperature = 0.1) |  |  |
| % Token (Mushroom cap, temperature = 0) |  |  |
| Injecting two seeds (Mushroom cap and Mushroom stem)  Temperature = 1 |  |  |
| “S” token instead of mushroom caps,  temperature = 0.1 (Deterministic) | Same as above, temperature = 0.1 (deterministic) |  |
| Temperature = 1 | Same as above, temperature = 1 (allows for more variation) |  |