

# UF AI Days 2023 Science Poster

## “Embracing AI in Artistic Visualization”

Jay Rosen, BFA

**UF AI Days**

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JAYROSEN.DESIGN

**Abstract**

Over the past year, the integration of AI into artistic endeavors has emerged as a transformative tool, enabling fresh perspectives and the realization of once-elusive visions. This journey, while not officially endorsed by the University of Florida, is deeply influenced by my dual roles as Web Developer in UF Information Technology and long-time Fine Artist in the Gainesville community. As an early beta-tester for OpenAI and utilizing platforms like MidJourney, my creations are inspired by the pioneering spirit of the UF AI initiative, and my own desire to push the boundaries of Art & Technology. While these works radiate artistic brilliance and complexity, they also stir conversations, primarily due to the lifelike fidelity achieved through AI, leading some to draw parallels with 'Deep Fakes.' It's imperative to note, however, that these pieces are anchored in positive creativity and exploration rather than deception. AI's potential in expanding an artist's horizon is undeniable, yet it beckons a responsibility to craft with joy and curiosity, steering away from potential misuse.


**Engineering Clocktower Hologram Kiosk**

This was a rejected proposal for UF Technology Innovation grant, to re-purpose the abandoned Engineering Clock Tower with a laser projected hologram kiosk. The kiosk uses 4 lasers projected mounted in the ceiling, to showcase the capabilities of HoloGator, the public hologram kiosk can display digital art, work, simulations, highlight UF sponsorships and events, and can be used for maps and AI chatbot, such as a 3D version of the AI Alligator.




**DCP Collaboratory Hologram Kiosk**

This 12x12x12 public art hologram was proposed for the Architecture Building expansion's call to arts competition. For this proposal, large transparent LED displays will showcase student and faculty architectural projects as public art. A student would be capable of uploading a CAD architecture or 3D model, and view an immersive experience that blends with the environment.




**ED3N™**

ED3N is being developed as an active-living simulation videogame where players can create life and trade goods in a Tompuchlik-like game. Our planned evolution mechanics are designed with DNA coding for procedural AI generated plants and creatures. ED3N Creations are intended to flourish into never-before-imagined life forms influenced by user input. This project is being developed by Interplay Entertainment.



**Astrophotography**


On May 20, 2023, I witnessed the newly discovered Supernova (SN 2023je) in M102 Pinwheel Galaxy, the cradle of discovery at Chandra Astronomy Village. For astrophotography, I use a full-spectrum modified Sony A6600 camera, mounted on a Skywatcher 305D Mount, and Skywatcher 80ED telescope (200mm, F6.3). I use various AI tools in my astrophotography development to stack and combine the long exposures in sequence, color correction with Adobe Photoshop, and noise reduction and sharpening with Topos Labs Denoise AI.



My astrophotography has won awards and featured in print publications and on-line blogs. My photos of the Midway are nationally recognized on state websites for Florida and Georgia, representing National Parks such as Paines Prairie, Ocala National Forest, and Stephen C. Foster Dark Sky Park.


**Algorithmic Eyewear**

Algorithmic Eyewear was created the week of GPT-4 and MidJourney 5 release. This is a collection of 300 AR headsets inspired by my Mirror Visionwear sculptures. This AI artwork won 1st place award in LUF Blockchain Lab NFT contest earlier this year. Each NFT unlocks a unique VR experience. This series has been exhibited at Miami NFT Week at HODLr Gallery, Wynwood Miami as well as Midwestern Fashion Week at Mirror Vision Gallery.




**Stadium-size Alligator Hologram**

Concept art for UF's \$400 million expansion to the Gator football stadium. Imagine a collapsible, motorized and good-looking dome screen and stadium-size laser projected holograms. The 200ft hologram alligator has been a re-occurring concept in my AI generated art, starting in December 2022 (Mid Journey 4), March 2023 (Mid Journey 5), and July 2023 (Mid Journey 5).




**Smart Helmets**

Introducing the future of football safety: Smart Helmets. Revolutionizing the game with AI-powered insights, this tech wonder not only elevates your strategy but safeguards your most valuable asset - your brain. Conceptualized with MidJourney 5.



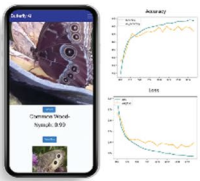
**XR Caption**

At RU ShellPacks, I prototyped XR Caption for Microsoft's Mixed Reality Challenge. XR Caption adds subtitles to reality to improve accessibility to information and can be used in the classroom to enhance education. Goal: to enable the disabled to hear with our eyes using AI. Built with OpenAI Whisper and Thread. The AR headset is an open-source 3D printed design that fits a user's smartphone to interface the AI generated captions into the wearer's eyes.



**Butterfly AI**


At UF AI Days GenHack, our team developed Butterfly AI, a 'jokester' machine learning app to identify species of butterflies native to Florida. Our dataset was developed using pictures and catalog Florida Museum of Natural History, and the Deep Learning model was generated using TensorFlow / Keras in Google Colab. The trained model had 85.4% accuracy. The user can upload an image or use their smartphone camera to identify over 70 species of butterflies and moths while visiting Butterfly Rainforest.



Team: Aileen Rangel Krasnitskaya, Amber Walchick, Sonya Batski, Jay Rosen.

**EX-Ray Vision**

Won Best XR Award at Armed Forces Jam for EX-Ray Vision, presented by VR/AR Association. Our military simulation prototype uses electromagnetic spectrum data emitted from WiFi devices to triangulate, locate, and neutralize malicious devices hidden in a building, simulating X-Ray vision ability to see through walls. By providing a more comprehensive and visual assessment of the wireless spectrum, EX-Ray Vision enhances situational awareness and decision-making abilities. Developed with assistance from technical staff at Unity, Magic Leap, and US Department of Defense.



Team: Dr. Jose Neto, Danny Tapia, Frederick Ellis, Noah Sherkow, Jay Rosen

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