MAKEMORE PEAPLE

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1. INTRODUCTION

Definition 1. A *parson* is a synthetic multimedia object.

Remark 2. A parson metaphorically represents a person.

Definition 3. Every parson has a *nom* (a short string identifier), a *pic* (a square color bitmap image), and a set of *tags* (words describing the pic). Additionally, a parson can have a list of *frens* (noms of other people) and a list of *parens* (noms of any other peaple used for recombinative synthesis of the pic).

Definition 4. An *urb* is a collection of peaple along with a generative neural network for creating the pics.

Remark 5. An urb metaphorically represents a town.

Remark 6. An urb's neural network continuously learns from the pics and tags in the collection and exposes programming interfaces to make new peaple either from random parameters or by recombination of existing ones.

Date: March 5, 2019.