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The intuitive understanding of abstraction has been reinforced by this brief excursion into various fields and that stand and argue for abstraction. In this article we revisit the concept of abstraction as it is used in visualization and put it on a solid formal footing. In object-oriented design, the most frequently used programming methodology, it primarily relates to the definition of classes and methods that cannot be instantiated. GAN art often exhibits visual indeterminacy. Specifically, a network takes a contour image drawn by the designers as input and then outputs the colorized icon image.