

# Yonkoma: The Headaches of Iterative AI Generation

MICHAEL NGUYEN, Texas A&M University, USA

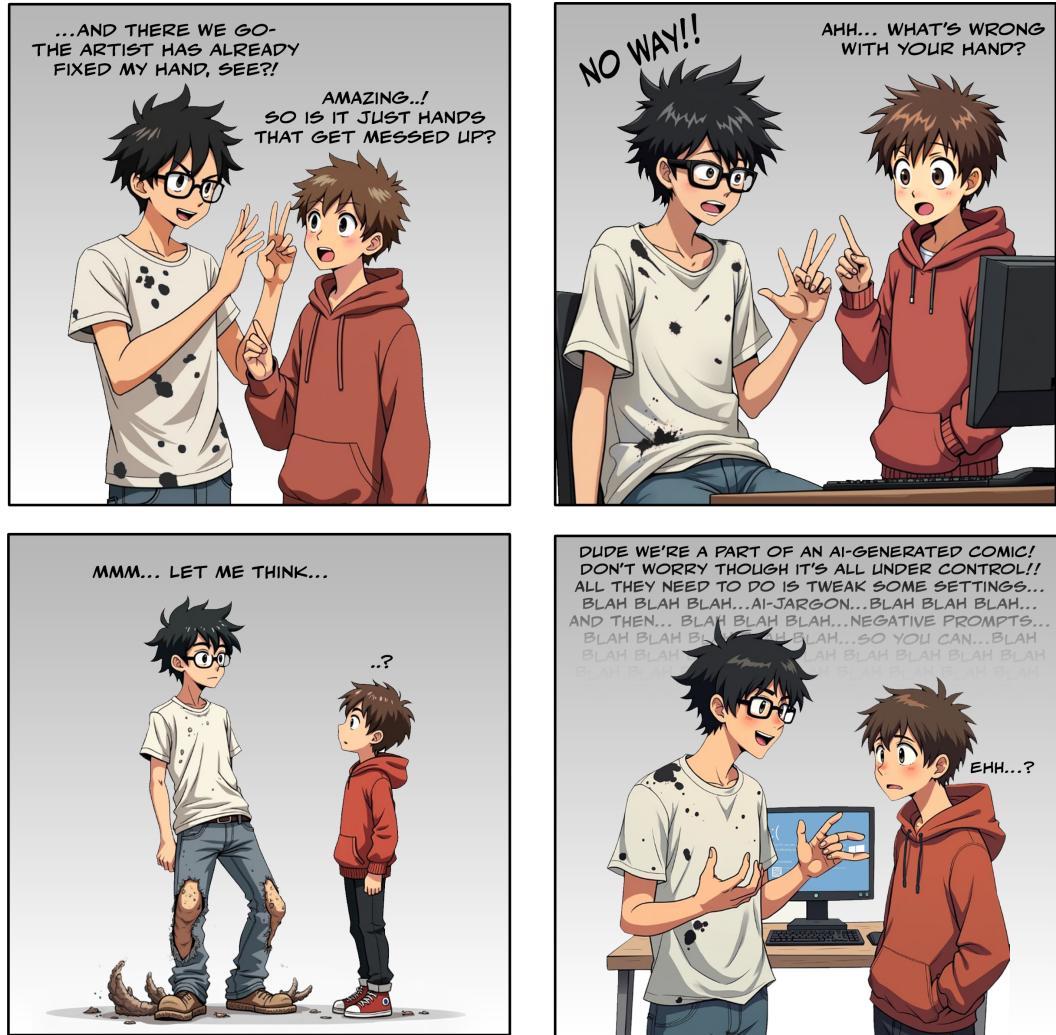


Fig. 1. Basic format of Yonkoma for the class.

A satirical showcase of generative AI's tendency to misinterpret human intent, often overcorrecting or hallucinating unexpected results. It explores the gap between AI's structured, early-state logic and subjective

Author's Contact Information: Michael Nguyen, manguyen@tamu.edu, Texas A&M University, College Station, Texas, USA.

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for components of this work owned by others than the author(s) must be honored. Abstracting with credit is permitted. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee. Request permissions from permissions@acm.org.

Conference acronym 'XX, College Station, TX

human expectations, highlighting issues like bias, prompt "failure," and human psychological responses to iterative AI-driven tools.

#### ACM Reference Format:

Michael Nguyen. 2025. Yonkoma: The Headaches of Iterative AI Generation. In *Proceedings of Make sure to enter the correct conference title from your rights confirmation email (Conference acronym 'XX)*. ACM, New York, NY, USA, 6 pages. <https://doi.org/XXXXXXX.XXXXXXX>

## 1 Introduction and Related Works

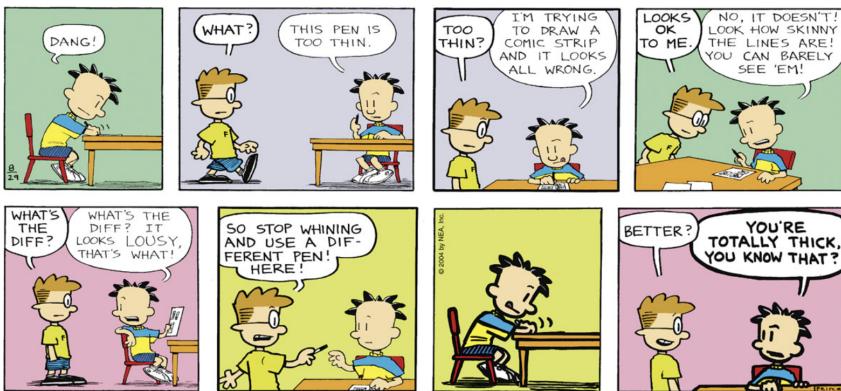


Fig. 2. My Yonkoma draws inspiration from this segment within Big Nate [3], an American comic strip, which subtly breaks the 4th wall.

Generative AI tools have become widely used for art, text generation, and creative workflows, yet they often struggle with misinterpretation, overcorrection, and unintended distortions. This issue is particularly evident in AI image generation, where users must refine prompts iteratively to achieve desired results—often encountering unexpected biases, distortions, or hallucinations in the process.

A major issue is AI hallucinations, where models generate inaccurate or exaggerated details. Research on AI-generated hands shows that models often produce extra fingers, unnatural anatomy, and distorted proportions, highlighting how AI struggles with complex structures and proportional accuracy [4].

Beyond technical issues, user psychology influences how AI failures are perceived. Studies on automation bias and algorithmic aversion reveal that users tend to over-rely on AI or lose trust after mistakes, depending on how much control they feel over AI corrections [1]. This psychological factor is crucial in understanding why users continuously refine prompts despite repeated failures.

The prompt refinement struggle is further explored in studies on user interaction with text-to-image models, which highlight common frustrations and the need for more intuitive AI interfaces [2]. These works underscore the disconnect between AI logic and human expectations, a theme central to this project's satirical exploration.

## 2 Methodology

The comic was created using Anitoon.app's AI Comic Generator, an AI-powered tool designed to streamline comic creation. The process involved several stages of iteration and refinement to achieve the desired visual style and narrative clarity.

### 2.1 Creative Workflow

- (1) After developing a prompt using ChatGPT, use the Anitoon.app's "Comic-Generator" page to generate multiple 2x2 panel iterations, experimenting with different styles.
- (2) Once satisfied with the general style, transferred the comic to the "Create Comic on Canvas" page, allowing for individual panel modifications through isolated AI generations. The use of layered shapes and text help mitigate artifacts and allowed for greater flexibility in iterative refinements.
- (3) Exported the final AI-generated panels to Photoshop, where manual edits were made to ensure stylistic cohesion, correct inconsistencies, and refine details that AI misinterpreted.

### 2.2 Challenges & Iterative Process

- Maintaining style consistency across panels.
- Ensuring intended character expressions and proportions.
- Intentionally producing generated hand hallucinations and distortions.

### 2.3 Tools & Techniques Used

- AI-models: Chat-GPT; Anitoon.app AI Comic Generator (model specifics undisclosed).
- Post-processing software: Adobe Photoshop for manual refinements.
- Prompting strategies: Iterative AI generations, isolated panel adjustments, and selective negative prompts to refine details.

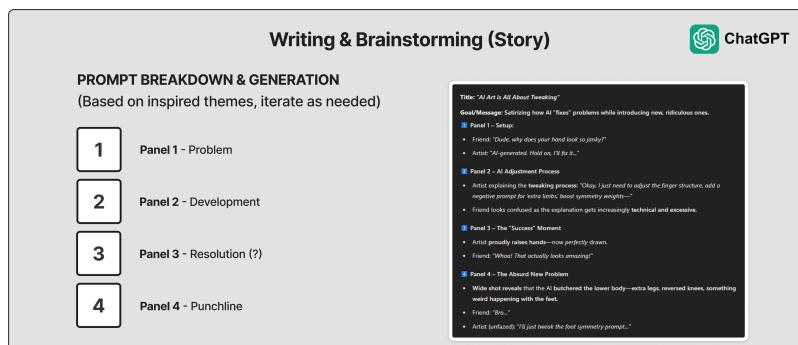


Fig. 3. A structured breakdown Yonkoma prompt generation VIA ChatGPT to be used in Anitoon.app: defining comic style, key panel contextual content, and refining the humor-driven AI satire through brainstorming.

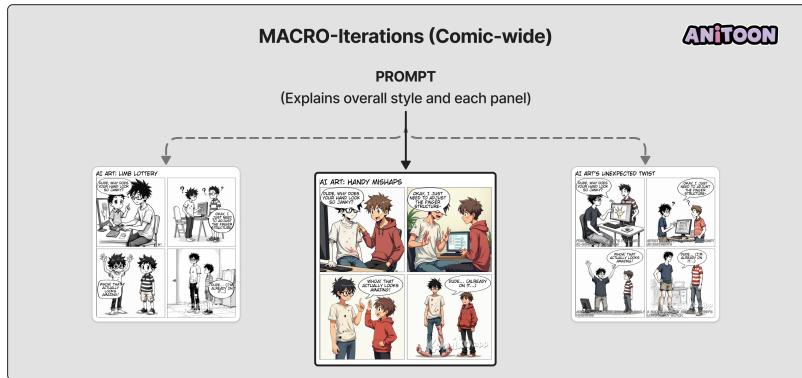


Fig. 4. The comic's evolution through AI iterations, ensuring style consistency while preserving satire. Speech bubbles and text are generated on separate layers, enhancing modularity for better user control and accessibility.

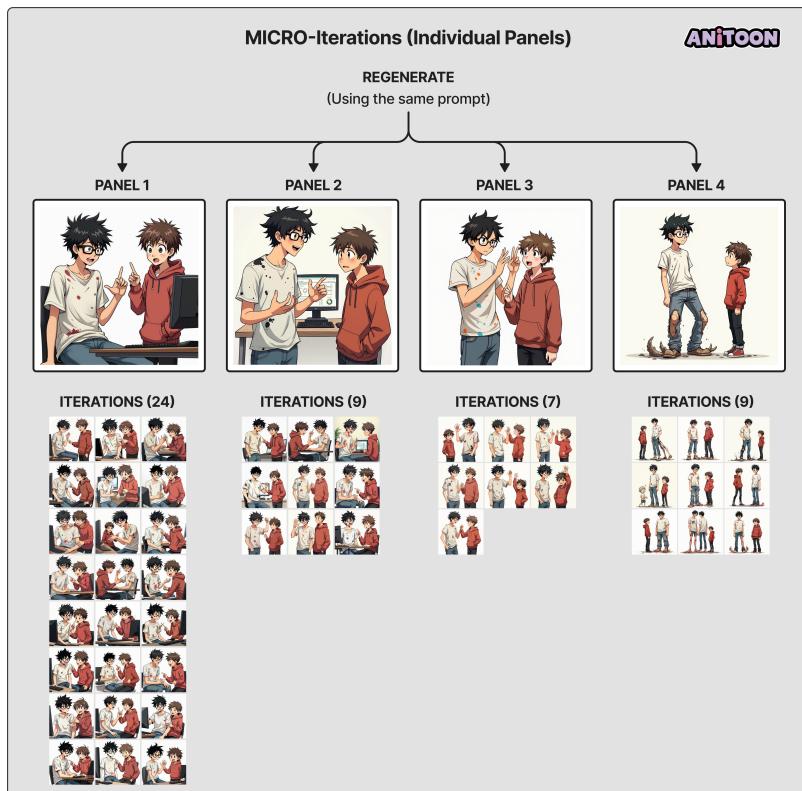


Fig. 5. Breakdown of iterative AI generations per panel, refining coherence and accuracy. Panel 1's high iteration count illustrates the loop trap of subjective regeneration. Reevaluation of expectations and user-control result in quicker iterations of later panels.

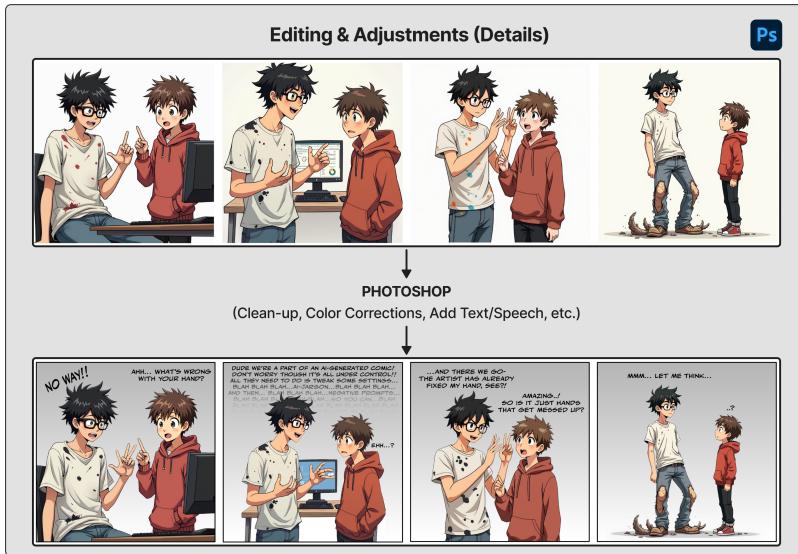


Fig. 6. Post-processing workflow in Photoshop, including dialogue integration, final corrections, and manual refinements to enhance clarity and humor.

### 3 Result and Future Work

The final Yonkoma successfully illustrates the frustrations of AI-driven art generation, emphasizing the gap between user intent and AI execution. Each panel showcases common AI pitfalls:

- Misinterpretation – AI generates incorrect anatomy.
- Overcorrection – The user refines prompts, but AI takes adjustments too literally.
- Temporary Success – The correction seems to work.
- Unintended Failure – Fixing one issue causes another absurd problem.

#### 3.1 Future Work

- Expanding beyond Yonkoma to explore longer-form AI generated comics and stories.
- Experimenting with different AI models and tools.
- Further exploring modular revision techniques for better User-Interface integration.
- Investigating user perception of AI-generated failures through surveys or user testing.

### 4 Conclusion

This project highlights the struggle of iterating and refining AI-generated content, using humor to emphasize the disconnect between user intent, expectation, and AI execution. As AI tools continue to evolve, understanding its limitations, biases, and unpredictability remains crucial—especially in creative fields where human expectations don't always align with machine logic.

### Acknowledgments

This work is submitted as part of Assignment 1 for the VIZA 626 course at Texas A&M University, under the instruction of Professor You-Jin Kim, during the Spring 2025 semester.

## References

- [1] S Mo Jones-Jang and Yong Jin Park. 2023. How do people react to AI failure? Automation bias, algorithmic aversion, and perceived controllability. *Journal of Computer-Mediated Communication* 28, 1 (2023), zmac029.
- [2] Atefeh Mahdavi Goloujeh, Anne Sullivan, and Brian Magerko. 2024. Is It AI or Is It Me? Understanding Users' Prompt Journey with Text-to-Image Generative AI Tools. In *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems*. 1–13.
- [3] L. Peirce. 2011. *Big Nate and Friends*. Andrews McMeel Publishing. <https://books.google.com/books?id=OU4cuEOzXmQC>
- [4] Yiqun Zhang, Zhenyu Qin, Yang Liu, and Dylan Campbell. 2023. Detecting and restoring non-standard hands in stable diffusion generated images. *arXiv preprint arXiv:2312.04236* (2023).