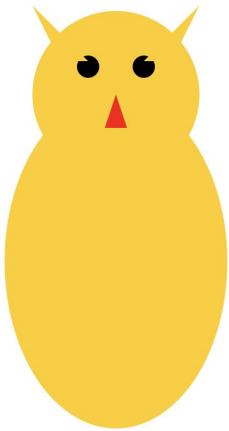
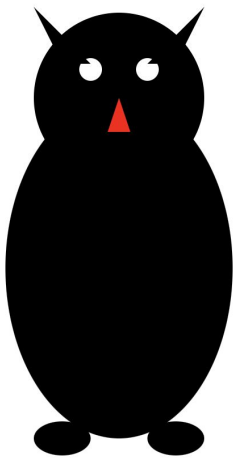


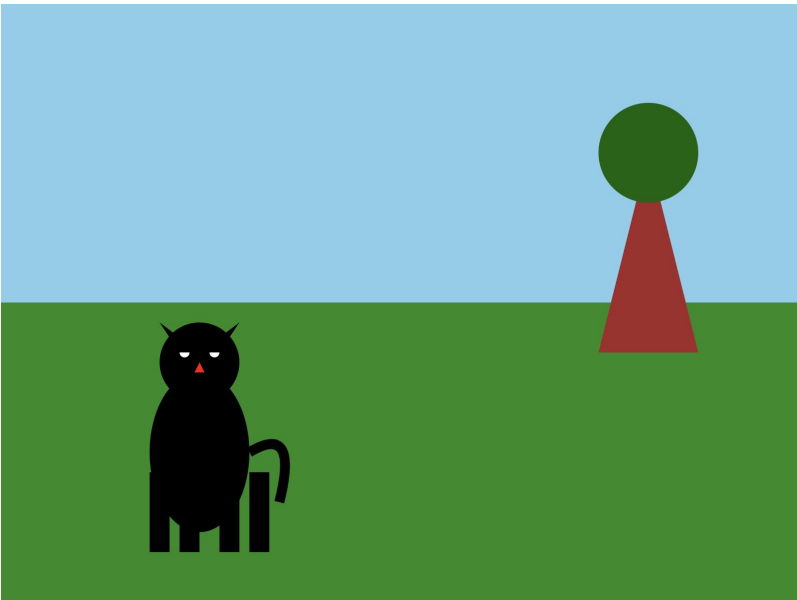
Produce me an svg file of a cat?



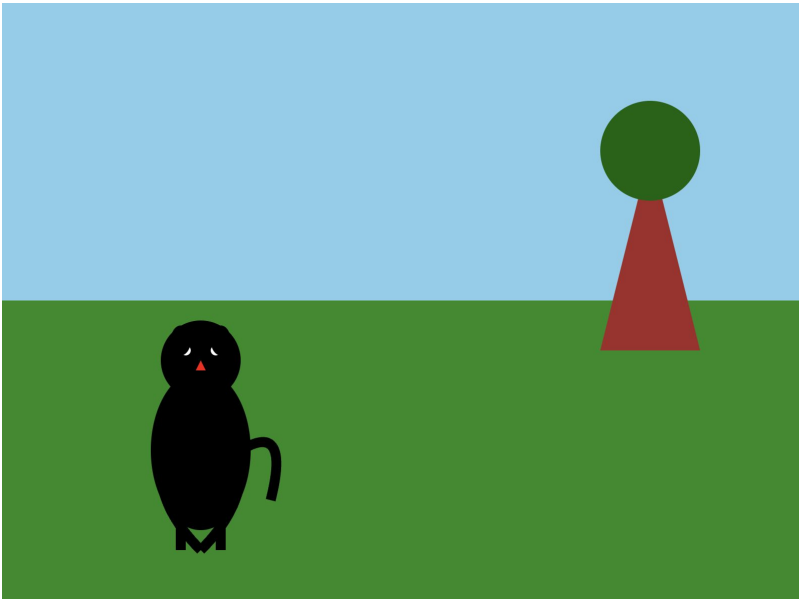
Add four paws and make the cat black.



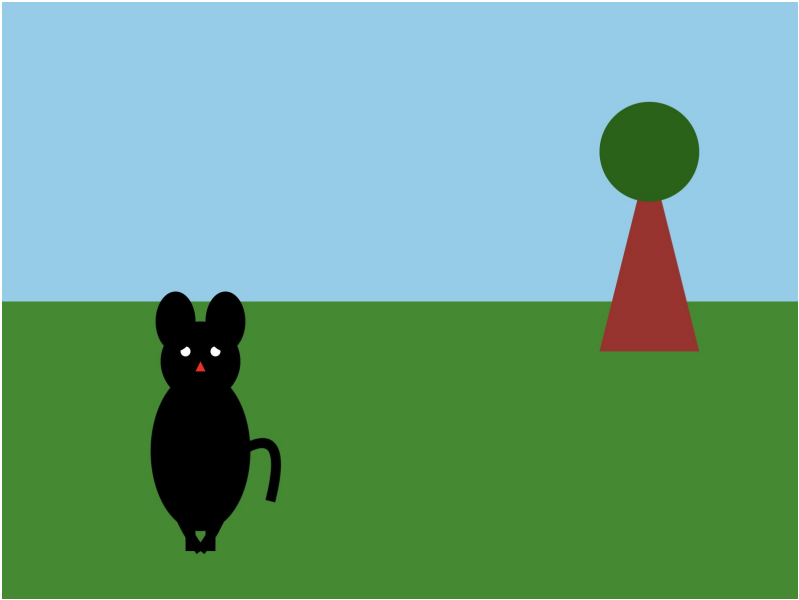
Add a background of a park, and make the cat stand on its four legs?



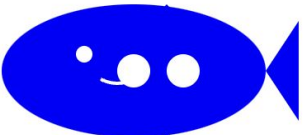
Make its ears round? Bend the cat’s hind legs while also making them thinner.



Make its ears more visible but not too big. Can you generate three different, varied and error-free svg files that best match my descriptions of the cat? (Non-prompt: This is to provide more choices of desired svgs. Note GPT-4 actually generated three and I picked one of them that looks ok.)



Produce me an svg file of a fish?



Make the cat in the following svg file:

(Non-prompt: Note the svg files generated/edited by GPT-4 are compact and interpretable in terms of shape representations, e.g. polygons, circles, rectangles, paths, with clear and succinct styles such as fill color, stroke width, etc., and very readable with comments for individual parts of the park or the cat’s body. Further, with a little bit of extra care, the svg files are bug-free.)

```
<svg width="800" height="600" xmlns="http://www.w3.org/2000/svg">
  <!-- sky -->
  <rect width="800" height="300" style="fill:skyblue"/>

  <!-- grass -->
  <rect y="300" width="800" height="300" style="fill:forestgreen"/>

  <!-- tree -->
  <polygon points="600,350 650,150 700,350" style="fill:brown"/>
  <circle cx="650" cy="150" r="50" style="fill:darkgreen"/>

  <!-- cat body -->
  <ellipse cx="200" cy="450" rx="50" ry="80" style="fill:#000" />

  <!-- head -->
  <circle cx="200" cy="360" r="40" style="fill:#000" />

  <!-- eyes -->
  <circle cx="185" cy="350" r="5" style="fill:#fff" />
  <circle cx="215" cy="350" r="5" style="fill:#fff" />

  <!-- nose -->
  <polygon points="200,360 195,370 205,370" style="fill:#f00"/>

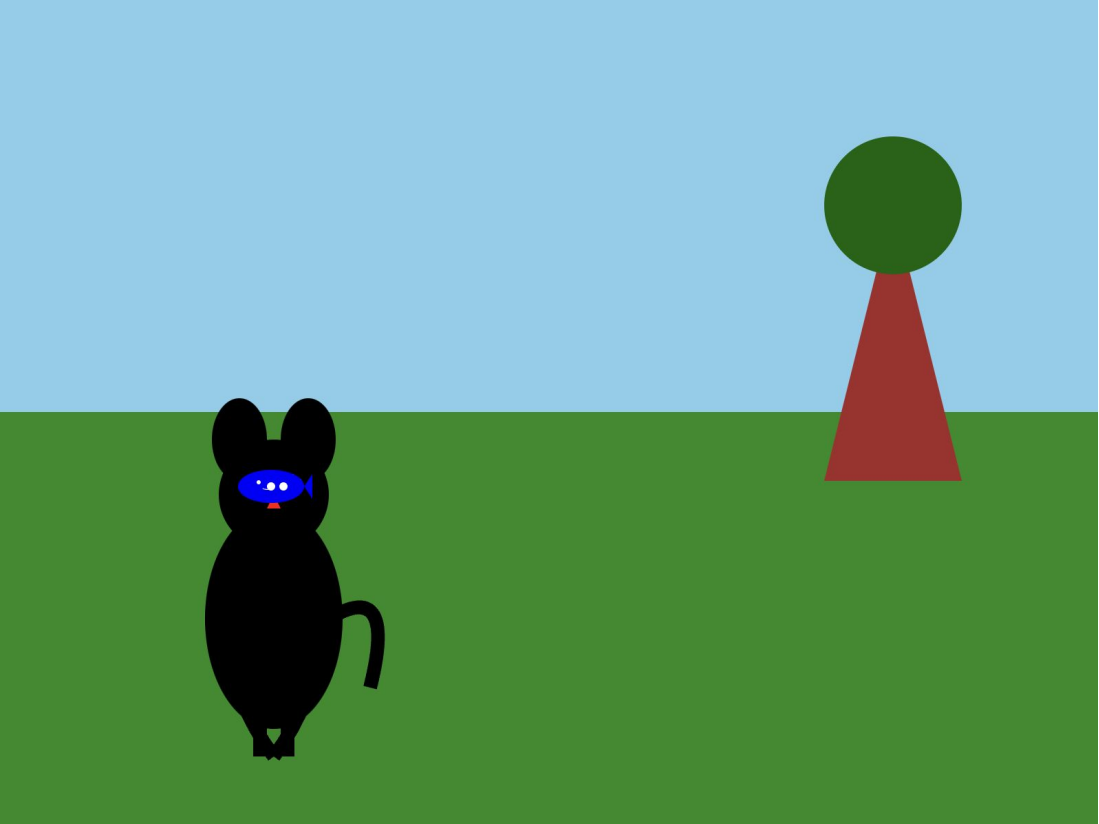
  <!-- ears -->
  <ellipse cx="175" cy="320" rx="20" ry="30" style="fill:#000" />
  <ellipse cx="225" cy="320" rx="20" ry="30" style="fill:#000" />

  <!-- front legs -->
  <rect x="185" y="470" width="10" height="80" style="fill:#000" />
  <rect x="205" y="470" width="10" height="80" style="fill:#000" />

  <!-- hind legs -->
  <path d="M 170 470 Q 170 510 200 550" stroke="#000" stroke-width="10" fill="transparent" />
  <path d="M 230 470 Q 230 510 200 550" stroke="#000" stroke-width="10" fill="transparent" />

  <!-- tail -->
  <path d="M 240 450 Q 290 420 270 500" stroke="#000" stroke-width="10" fill="transparent" />
</svg>
```

eat the fish in the third svg you generated for the fish. Pay extra attention to the action "eat" and make it look realistic.



(The story ends here because I was out of quota limit...)