

Yonkoma: First Name: Ei | Last Name: Eye

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Fig. 1. First Name: Ei | Last Name: EYE

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This paper explores AI-generated errors through a case study of an image with a backwards hand, highlighting flaws in AI's pattern recognition and lack of common sense. These distortions emphasize the need for human oversight in AI-driven art to prevent misinformation and misplaced trust in automated outputs.

CCS Concepts: • **Do Not Use This Code → Generate the Correct Terms for Your Paper**; *Generate the Correct Terms for Your Paper*; Generate the Correct Terms for Your Paper; Generate the Correct Terms for Your Paper.

Additional Key Words and Phrases: Do, Not, Us, This, Code, Put, the, Correct, Terms, for, Your, Paper

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1 Introduction and Related Works

As an artist, I constantly push myself to think beyond conventions and expand the boundaries of my work. However, with the rise of generative AI, maintaining authenticity has become increasingly challenging as AI blurs the line between human craftsmanship and machine production. Kate Crawford's *Atlas of AI* explores how AI is not just a neutral tool but a system shaped by power, labor and biases, raising concerns about its role in creative fields [1].

The ability of AI to replicate artistic styles often leads to bizarre distortions, such as extra fingers or unnatural anatomy, while raising questions about originality and artistic intent. Over time, I have observed AI evolve from a simple tool to a collaborator—or even an unintentional parody—of artistic expression.

Manga is an ideal medium to explore this tension due to its expressive visual language and its ability to balance humor, drama, and critique. Through dynamic paneling, exaggerated expressions, and visual metaphors, I can highlight the absurdities of AI while emphasizing the irreplaceable human touch in art.

Using digital illustration tools such as Adobe Photoshop alongside AI-assisted design programs, my aim is to examine both the opportunities and flaws of AI-generated content. As Crawford argues, AI is deeply embedded in social and economic structures, making its impact on art an urgent and complex issue.

2 Methodology

To achieve my artistic vision, I started by outlining my thoughts on Artificial Intelligence, focusing on how human critical thinking remains essential when working with AI. My goal was to highlight the tension between human creativity and AI-generated content, emphasizing the human touch through humor and exaggeration. I chose to explore this theme through yonkoma, a four-panel manga style known for its concise, impactful storytelling.

My process began with research on yonkoma's structure, which helped me refine the narrative flow. I then created traditional sketches for the characters and composition, ensuring a strong foundation before incorporating AI. For dialogue, I used ChatGPT to iterate different conversation options that aligned with my theme of basic common sense. Additionally, I generated an AI image for one of the panels, intentionally engaging with its flaws. Interestingly, I had to prompt the AI to add extra fingers or wave its hand, as it often tried to obscure anatomical mistakes. By forcing these errors into the spotlight, I underscored the absurdity of AI-generated art and its limitations.

Ultimately, this project successfully reflected my vision by using manga to critique AI’s role in artistic authorship. If expanded, I would push the outlandishness further or explore deeper narratives challenging AI’s creative legitimacy.

Option 2: Defensive Comeback

- Panel 3: The stick figure hesitates, eyes narrowing at the AI figure’s weird hands.
- Panel 4: Instead of criticizing, the stick figure crosses its arms and says, “Well, at least *you* have fingers.”

Option 3: Jealousy Takes Over

- Panel 3: The stick figure starts pointing at the AI’s hand, about to call it out.
- Panel 4: But then it sighs, looking at its own fingerless hand, and says, “Man... must be nice.”

Option 4: Acceptance

- Panel 3: The AI proudly shows off both its weird hands.
- Panel 4: The stick figure shrugs and says, “Realism is relative.” before looking at its own lack of fingers.

Fig. 2. ChatGPT dialogue prompting.

3 Result and Future works

The outcome of my project successfully reflected my vision by using manga to highlight the tension between human creativity and AI-generated content. The humor and exaggerated visuals effectively illustrated the absurdities of AI, such as its anatomical mistakes, while emphasizing the human touch. If I were to do it again, I would focus on a different narrative that better addresses the topic or pushes the outlandishness of the subject further. The project could be expanded by exploring other mediums or incorporating deeper narratives that challenge AI’s role in artistic authorship and originality.



Fig. 3. OpenArt AI result.

4 Conclusion

This project highlighted AI's struggles with anatomy, though extra fingers only appeared when explicitly prompted. The most memorable moment was crafting the oblivious reaction of the stick figure, emphasizing how AI errors can be subtle or exaggerated. This reinforced the need for critical awareness when integrating AI into creative work.



Fig. 4. Firefly Human figure waving, via Adobe Firefly.

5 Acknowledgments

Acknowledgments here

Authors should not prepare this section as a numbered or unnumbered \section; please use the “acks” environment.

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[1] Kate Crawford. 2021. The Atlas of AI: Power, Politics, and the Planetary Costs of Artificial Intelligence.

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