Images, Creativity, Tech(x2)

Existing technologies and techniques can inspire creativity in the making of new images, and the desire to create a certain image in a certain way can inspire new technologies or techniques.

– Has any type of image creation not required some form of technology to be used in its creation?
– A technology used to create an image could have already been available for other reasons, or could it have been invented specifically to support image creation.
– How do techniques of using technologies fit into this?
Everything was new at some point…

Pencils, paints, photographs on glass, film, sensors and screens, etc. were all new when they were first created, and possibly seen as strange or fancy or impressive or out of reach to certain individuals at some point.

Society

As technologies and techniques expand, it has an impact on individuals and society.

– Who has access to see the images.
  • Need access to a rich person’s home? to a museum? to the Internet?

– Who has the ability to own the images.
  • Cost of a painting? a drawing? a print? a monitor?

– How people interpret the images?
  • What is truth?
**Telling a “true” image from a “fake”?**

With technologies and techniques that can be used for creating “fake images” we might need technologies and techniques for detecting them!

- Google Image Search, TinEye, etc. (can be used to search to see whether a tweeted image has been repurposed or altered).
- Exif data stored within certain images (can be used to discover creation date, editing software, etc).
- Adobe is working on “undo” software (Project About Face).
- Forensic tools for detecting unusual patterns… Be an image detective at [fotoforensics.com/messages.php?challenge=1](http://fotoforensics.com/messages.php?challenge=1)

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**Computer-Generated Images**

CGI dates back to at least the 1960s, and were commonly used to build animations. Within this, distinction should be made between computers being used to create characters by…

- supporting humans “rotoscoping” over motion actors
- using motion capture data to create them
- generating them from digital models and key frames/points

Today photorealistic faces are being generated based on sampled and mathematical models…
Computers actually drawing/painting…

• Robotics and AIs
• https://towardsdatascience.com/gangogh-creating-art-with-gans-8d087d8f74a1
• http://www.cloudpainter.com/
• http://harvey-moon.com/search/machine
• https://github.com/danmacnish/cartoonify
Some Resources

• http://www.forbes.ru/sobytiya/vlast/81088-iskazhennaya-rossiya-zhertvy-fotoshopa
• https://computerstories.net/a-computer-generated-imagery-cgi-history-698
• http://cinefex.com/blog/inspiring-mpc/
• https://www.youtube.com/watch?v=21lj8tCSMkg