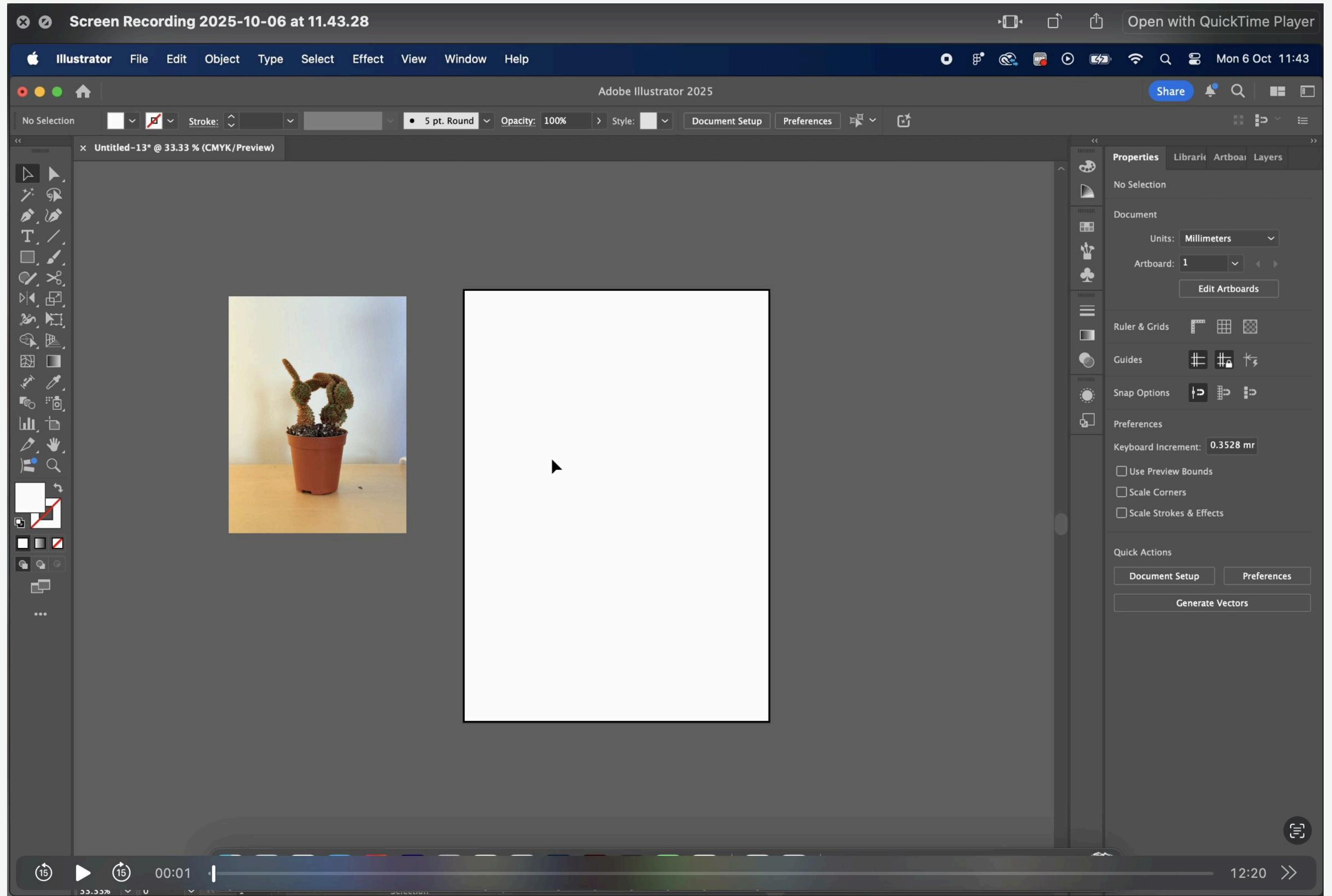
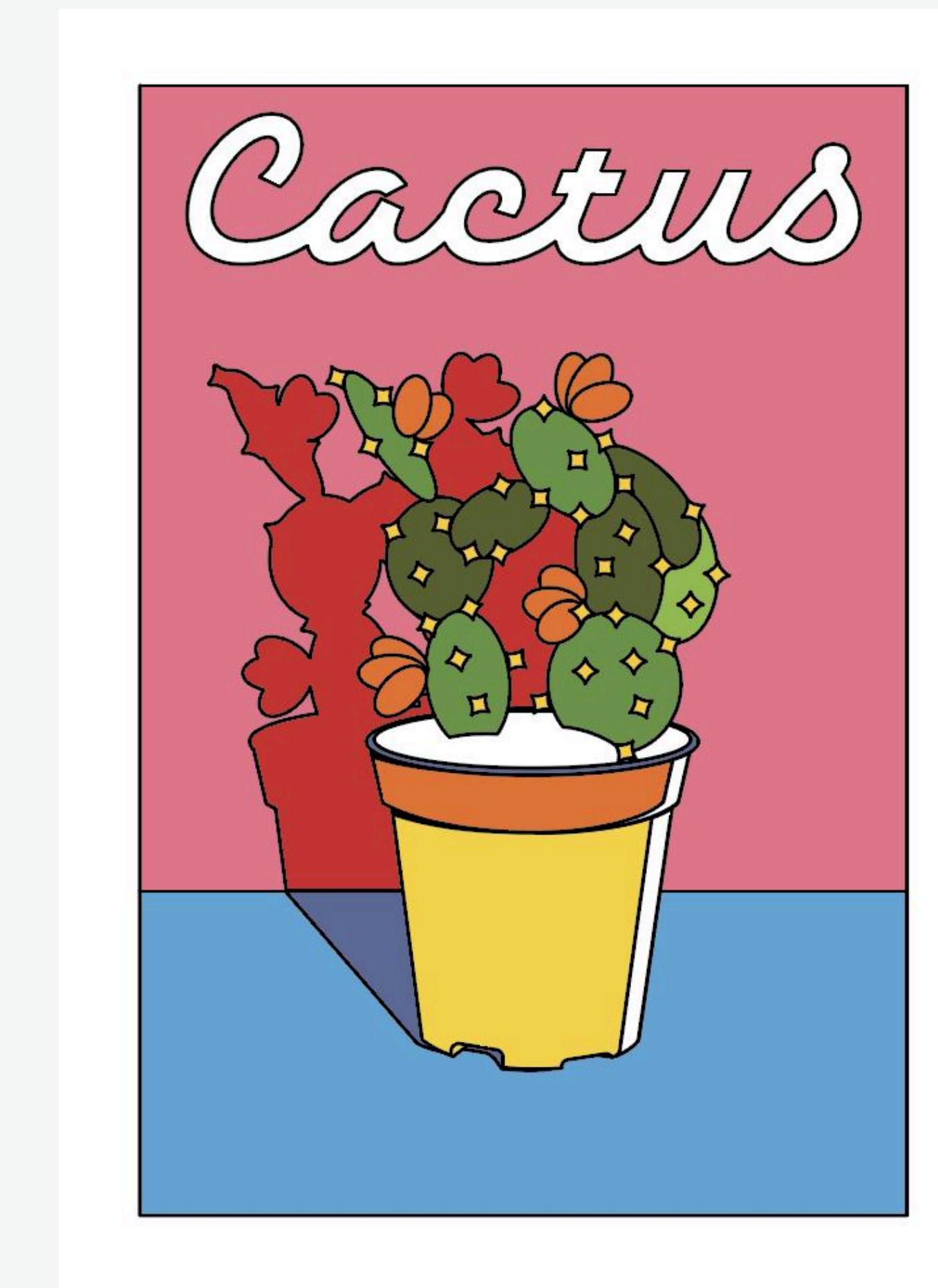


Feedback

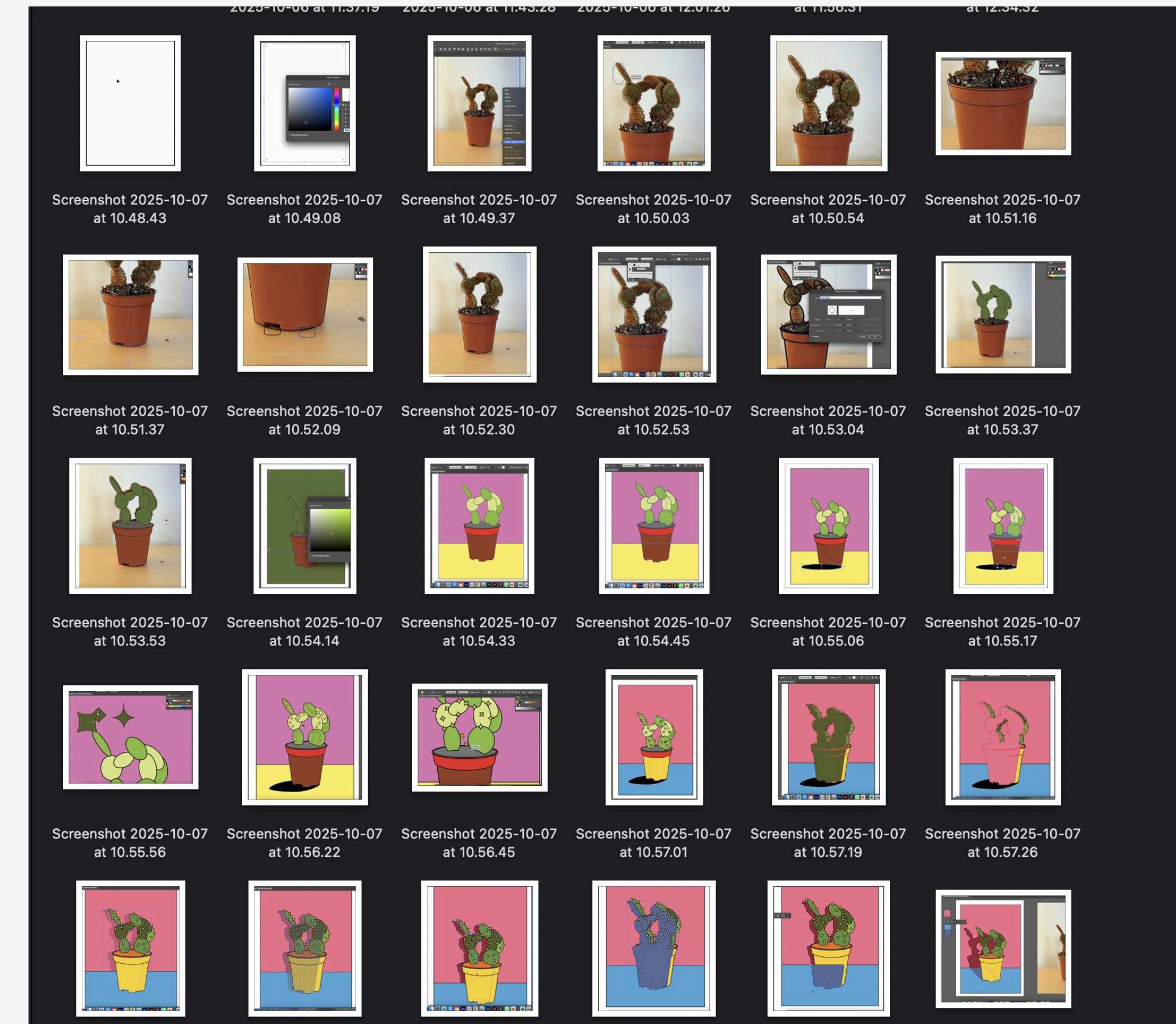
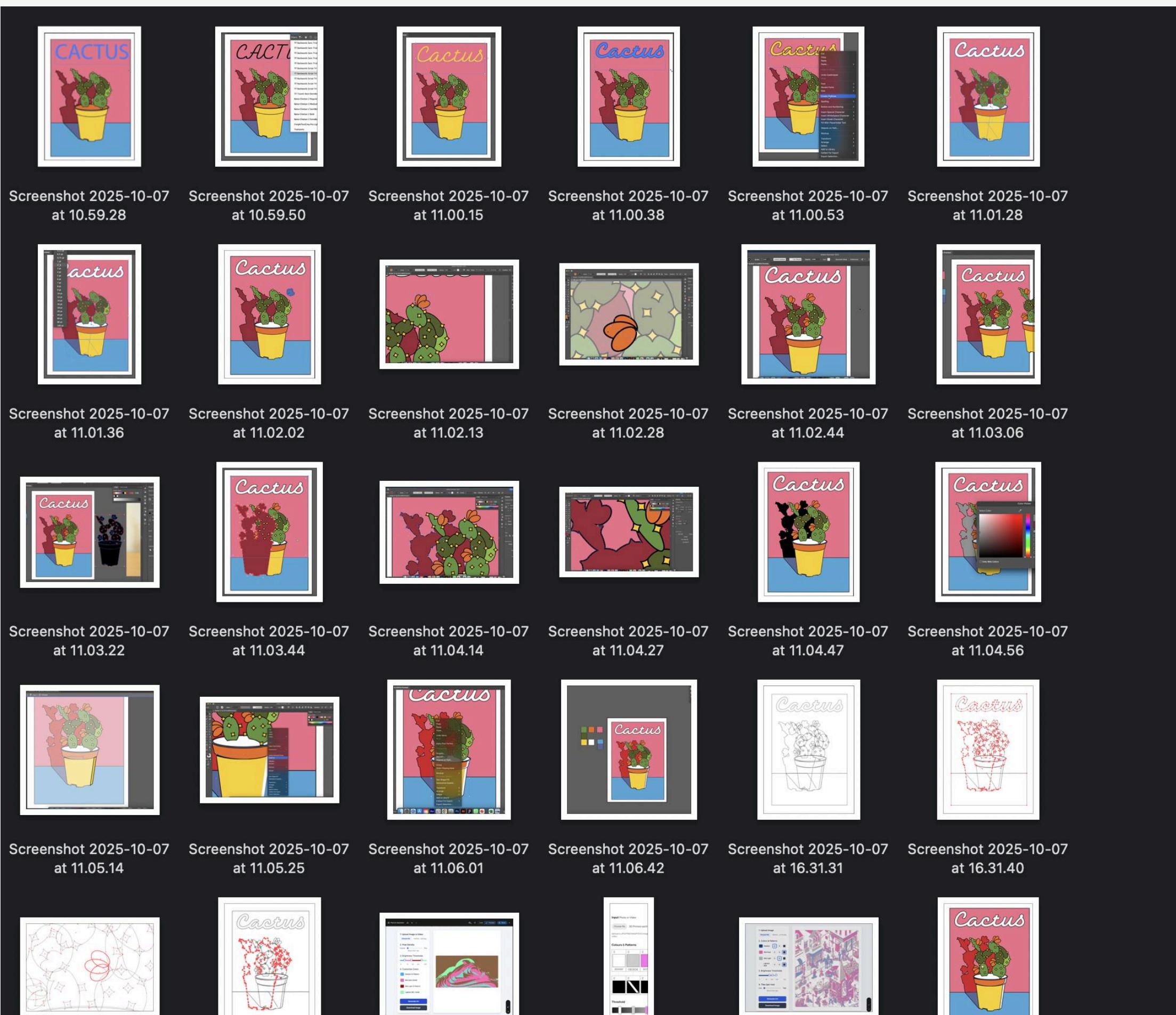
Focus to be on revealing the process as it is - during the process of production. As opposed to illustrating and creating graphic that mimic it.

Try using more faithful ways of highlighting the skeleton.

Screen Recording of the Making of an illustration



Stills from the recording - every 10 seconds.



References / Readings

CREATIVE BOOM

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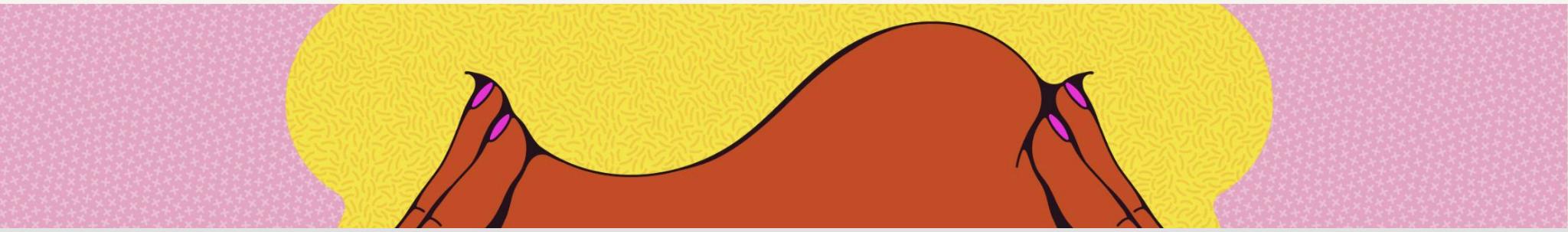
LATEST NEWS INSPIRATION **INSIGHT** TIPS RESOURCES PODCAST COMMUNITY TOPICS  INFO 

INSIGHT **ILLUSTRATION**

Is AI really coming for your illustration career? An industry expert weighs in

As an illustration agent at Folio Art, James Hughes offers insights into the future of illustration amidst the rise of AI. With many artists concerned about AI taking over creative jobs, he explains why human creativity still has a unique place—and how illustrators can thrive in an evolving industry.

Written By: [Guest Author](#)
6 November 2024

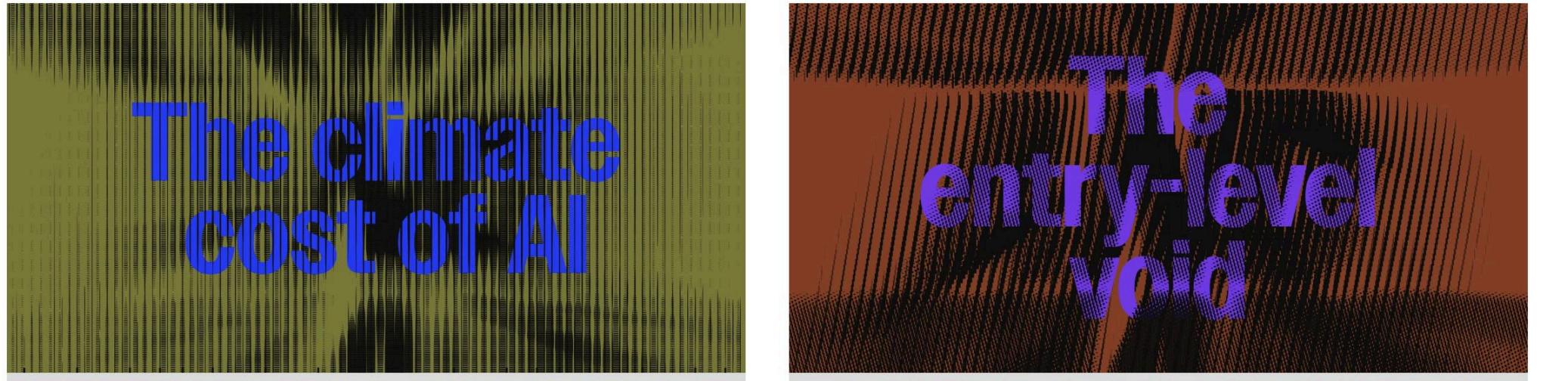


AI taking over the illustration industry

<https://www.creativeboom.com/insight/will-ai-replace-illustrators/>

Inspiring Creativity Since 2007

teaching AI Software Design Studio at Rhode Island School of Design; Naheel Jawaaid, founder of Silicon Valley School of Design; Dev Makker, product designer, 3D artist and Parsons School of Design graduate; and Angela Lungati, technologist and Creative Commons chair.



The climate cost of AI
When it comes to figuring out the environmental impact of AI as a creative collaborator, it's smoke and mirrors. We try to cut through the plume.

The entry-level void
Entry-level jobs are disappearing. In their place: unpaid gigs, cold DMs and self-starters scrambling for a foothold. The ladder's gone – what's replacing it, and who's being left behind?

Read here  Reading "Light and Shade: exploring..." 

Light and Shade: exploring creativity's AI conundrum

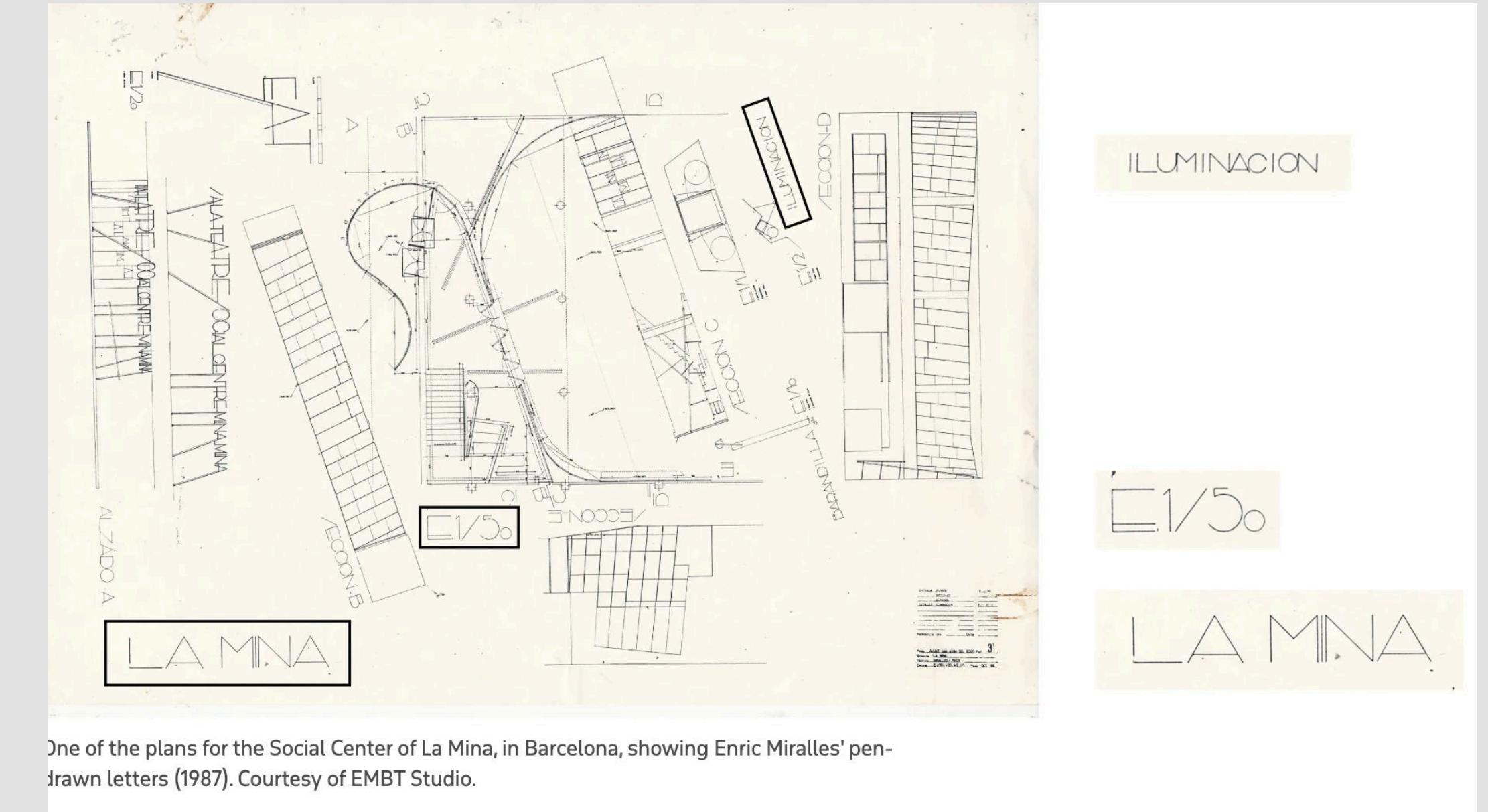
<https://www.itsnicethat.com/features/editors-letter-exploring-creativitys-ai-conundrum-light-and-shade-digital-220925>

References / Readings



Vintage Humanscale design manuals show nerdy beauty of ergonomics

<https://archive.curbed.com/2017/7/28/16055212/kickstarter-graphic-design-humanscale-manual>



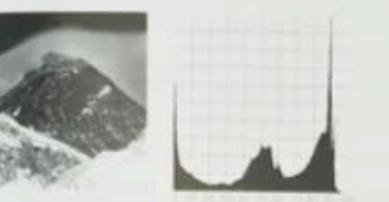
One of the plans for the Social Center of La Mina, in Barcelona, showing Enric Miralles' pen-drawn letters (1987). Courtesy of EMBT Studio.

Lettering: From the Geometric Letterform to the Architectural Plan

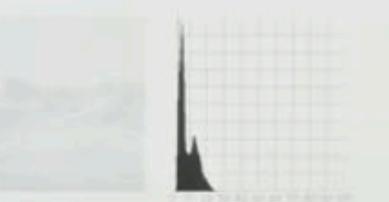
<https://i-n-g-a.com/products/peak-picture-pixel-pile>



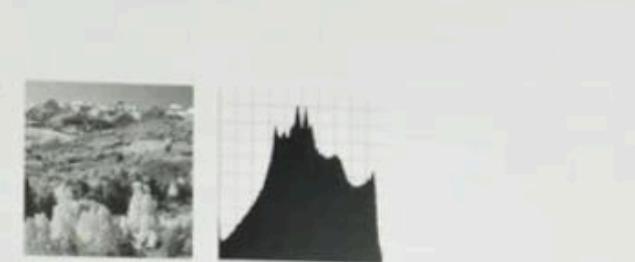
In computer imaging software a histogram is a graph representing the distribution of colour values in an image. The histogram plots colour values on its X-axis, and the frequency of their occurrence in the pixels that comprise the image on its Y-axis (figure 1).¹



In a multi-channel colour photograph interactions between these values are potentially complex. But in a grayscale photograph — comprised only of pixels on a 100-point scale of values between white and black — the histogram is a legible graph that an experienced software operator can readily correlate with a visual inspection of the image.



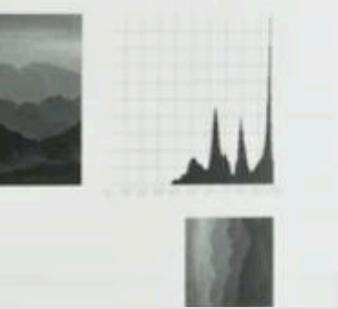
If the histogram registers only pixels with grayscale values tending to the left of its range (figure 2), the photograph it represents will be visually light.



The filled area of the histogram conveys the tonal diversity in the photograph. The broader and deeper this area, the more various the grayscale values in the image, and the more visually complex it is likely to be (figure 4).



Contrasting ranges of grayscale values register distinctly in the histogram. In figure 5 the silhouetted landscape is represented by the spike in the histogram's 95–100% range, and the tonal gradation in the sky by the wedge in its 20–95% range.



Peak Picture Pixel Pile

<https://i-n-g-a.com/products/peak-picture-pixel-pile>

Fake Flowers in Full Colour

<https://www.dutchdesignawards.nl/en/gallery/fake-flowers-in-full-colour/>

**What if illustrations can reveal
more than just the subject in a
specific medium?**

**What if illustrations can reveal
the *systems, labour, thinking,
math, undos, etc* that lead to the
final output?**

Ai models often give you a sense of thinking behind a response

The image shows two side-by-side screenshots illustrating the "thinking" behind AI responses.

Left Side (AI Response):

- Gemini 2.5 Pro** interface.
- Show thinking** is enabled.
- Initiating Pixelation Concepts:**

I've been deeply focused on pixelation's core concepts. I'm starting with image input to establish a baseline. I'm considering libraries for image processing and haven't selected any yet. I'm keen to devise a user-friendly interface.
- Exploring Tile Variations:**

I'm now delving into the tile pattern aspect. Considering how to map image data to the four tile types efficiently. The goal is to generate outputs that are both recognizable and aesthetically appealing. It seems that four colors and the provided tile types are the minimum, so I'm investigating how image brightness could correspond to specific tiles.
- Analyzing Algorithmic Approaches:**

I'm now concentrating on designing the image processing algorithm. I've begun by sketching out the core steps: loading the image, extracting pixel data, and iterating through blocks based on user-defined density. I'm focusing on how to efficiently compute the average brightness per block and map that to a tile. I'll need to research how to determine the
- What do you want to build?** input field.

Right Side (Pixel Art Generator):

- Pixel Art Generator** interface.
- Pixel Block Generator** title.
- 1. Upload Image:** Choose file button, No file chosen.
- 2. Colors & Patterns:**
 - Darkest:
 - Mid-Dark:
 - Mid-Light:
 - Lightest (BG):
- 3. Brightness Thresholds:** A slider with markers at 0, 64, 128, 192, 255.
- 4. Tiles (per row):** A slider with markers at Low and High, and a **Block Size: 12px** setting.
- Your generated art will appear here.** Preview area with a dashed border.
- Start by uploading an image.** Call to action.



Show thinking ^

```
5  <meta name="viewport" content="width=device-width, initial-scale=1.0">
6  <title>Pixel Block Image Generator</title>
7  <script src="https://cdn.tailwindcss.com"></script>
8  <link href="https://fonts.googleapis.com/css2?family=Inter:wght@400;500;700&display=swap" rel="stylesheet">
9  <style>
10 <body >
11   |   font-family: 'Inter', sans-serif;
12   |
13   .control-panel label {
14     font-weight: 500;
15   }
16   .color-input-wrapper {
17     display: flex;
18     align-items: center;
19     gap: 0.5rem;
20   }
21   .color-input-wrapper input[type="color"] {
22     -webkit-appearance: none;
23     -moz-appearance: none;
24     appearance: none;
25     width: 40px;
26     height: 40px;
27     border: none;
28     border-radius: 0.5rem;
29     cursor: pointer;
30     background-color: transparent;
31   }
32   .color-input-wrapper input[type="color"]::-webkit-color-swatch{
```

Would you like me to include a second table with **care schedule and troubleshooting** (e.g., **what discoloration or drooping means**)? It could help you keep it in great condition.

🔗 🔍 🔍 🔍 🔍 🔍



Is this conversation helpful so far? 👍 👎 ×

**A publication
made by
subverting the UI
of an AI software.**

The future of human
Illustrators.



Human Illustrator Pro 2.5

Human Illustrator Pro 2.5



Send me a brief
or
I can use my own creativity

What do you want me to illustrate?



Illustrator cannot make mistakes, so no need to double check it.

Artboard

History Art

Human Illustrator Pro 2.5

Use your own imagination



Show thinking ▾

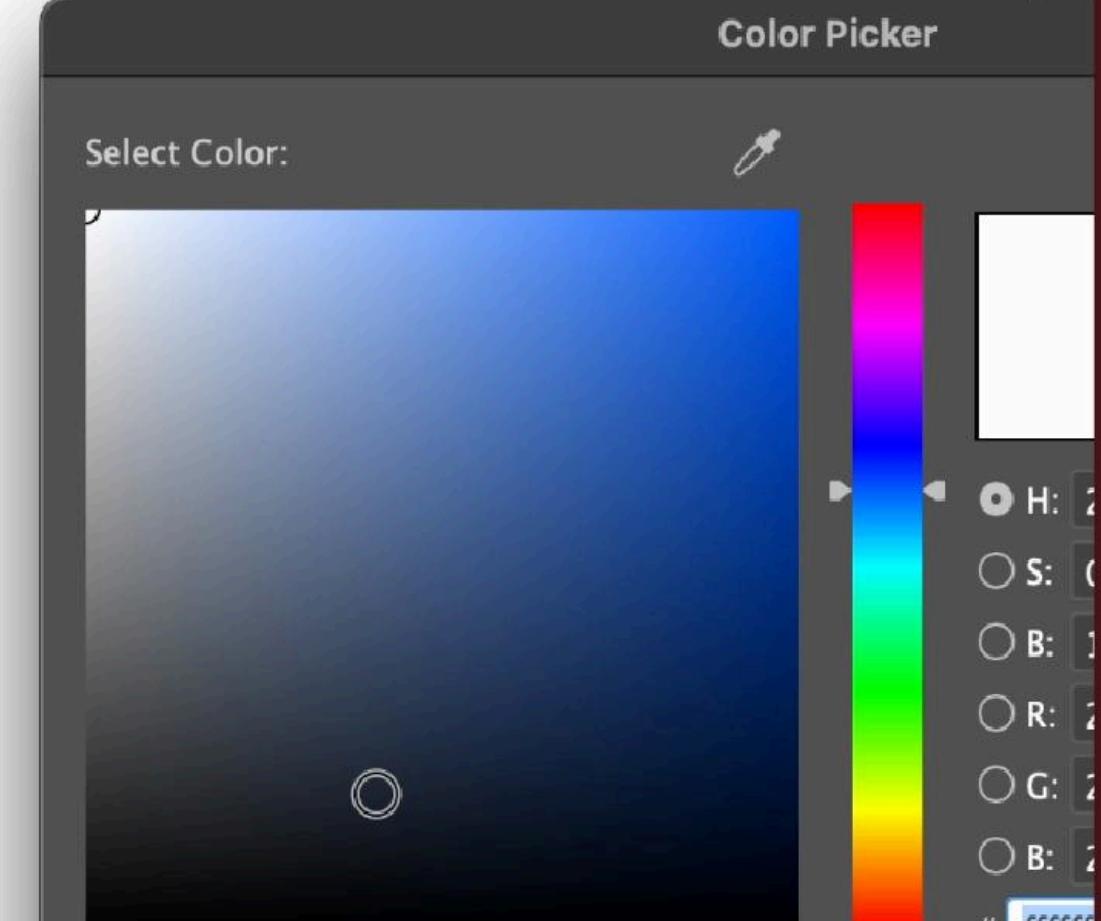
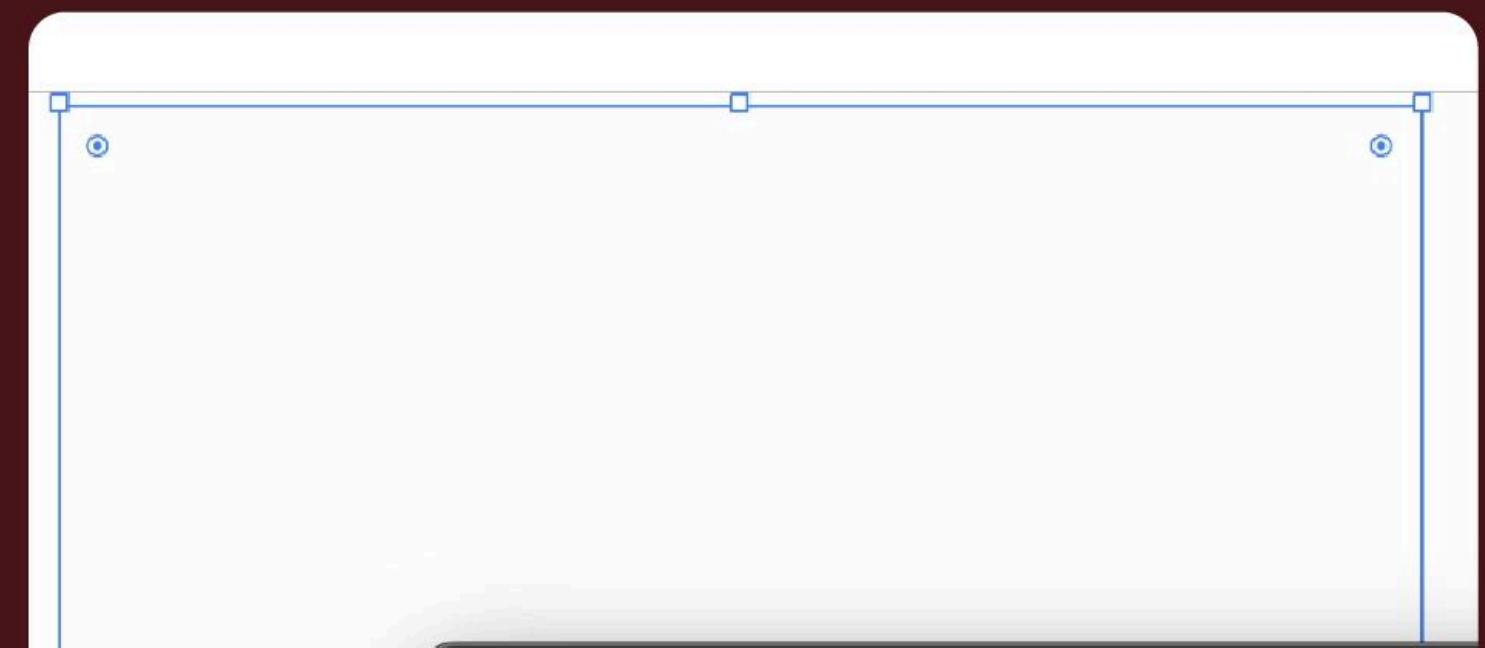
Looking for inspiration around me. What if I pick the first thing I see in my room? I see a pretty cactus plant I bought last week. Let's begin!



Illustrator cannot make mistakes, so no need to double check it.

Artboard

History Art



Only Web Colors

Human Illustrator Pro 2.5



Show thinking ▾

I'll take a quick picture on my phone and use that to start. A4 portrait makes sense for this cactus - it won't look nice in landscape.



What do you want me to illustrate?



Illustrator cannot make mistakes, so no need to double check it.

Artboard



History Art

- Cut
- Copy
- Paste
- Paste...
- Undo Move
- Redo
- Make Pixel Perfect
- Perspective
- Simplify...
- Smooth...
- Objects on Path...
- Group
- Make Clipping Mask
- Mockup
- Generate Vectors
- Gen Shape Fill
- Generative Expand.

Human Illustrator Pro 2.5



Show thinking ▾

Maybe I can simplify these shapes.
Wonder if I should have made this artwork to scale? But the plant is very tiny. Nevermind..



What do you want me to illustrate?



Illustrator cannot make mistakes, so no need to double check it.

Artboard

History Art



Human Illustrator Pro 2.5



Show thinking ▾

I have not used the
shapebuilder tool in a while! I
forgot how helpful it actually is



What do you want me to illustrate?



Illustrator cannot make mistakes, so no need to double check it.

Artboard

History Art



Human Illustrator Pro 2.5



Show thinking ▾

I should stop. A good artist
knows when to stop.



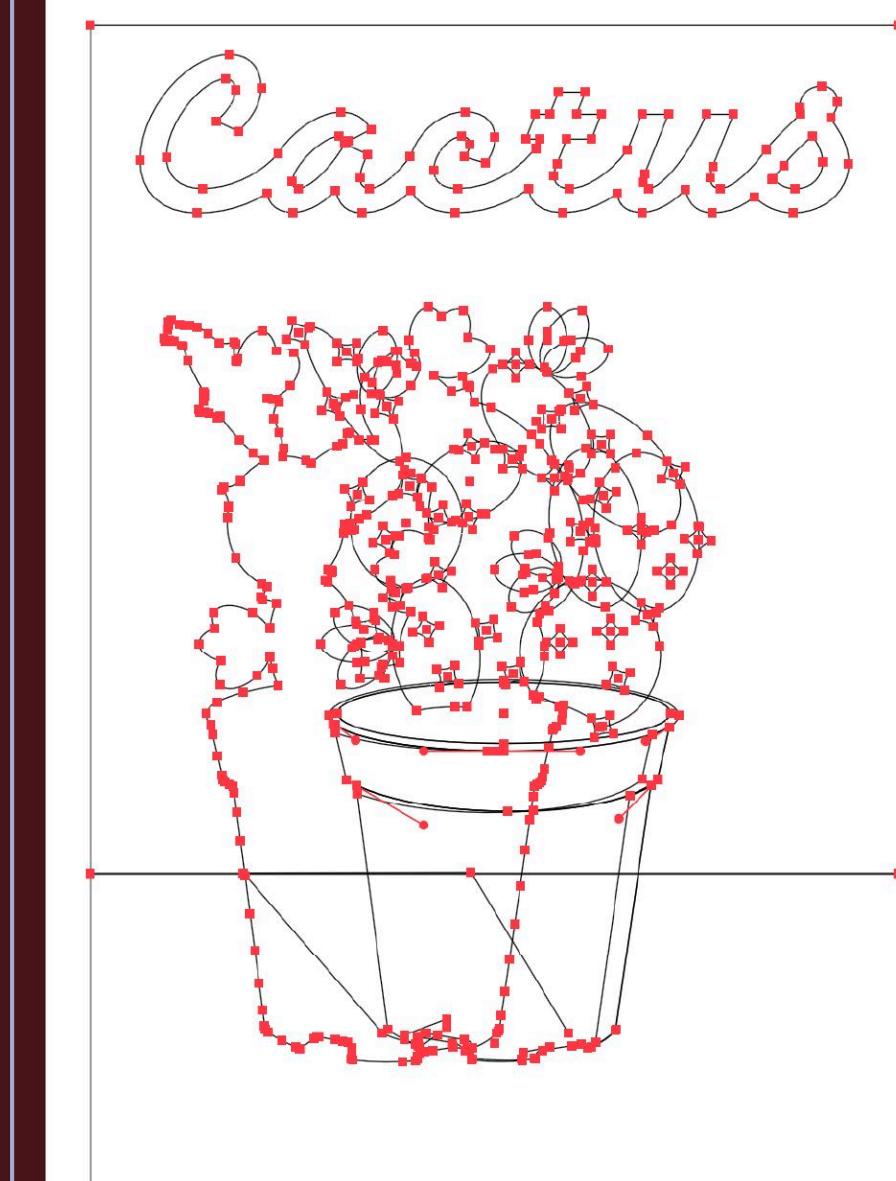
What do you want me to illustrate?



Illustrator cannot make mistakes, so no need to double check it.

Artboard

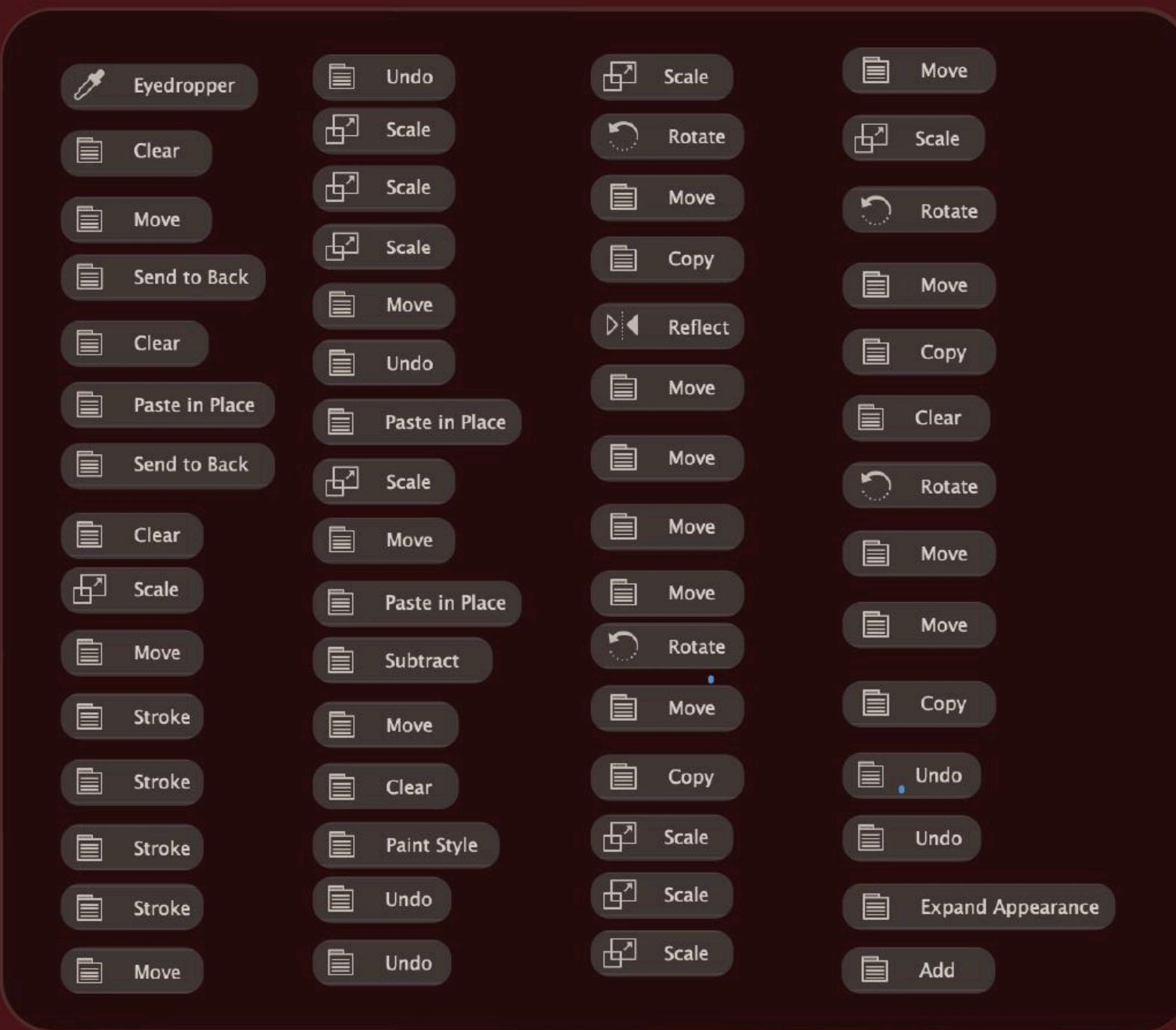
History Art



Human Illustrator Pro 2.5



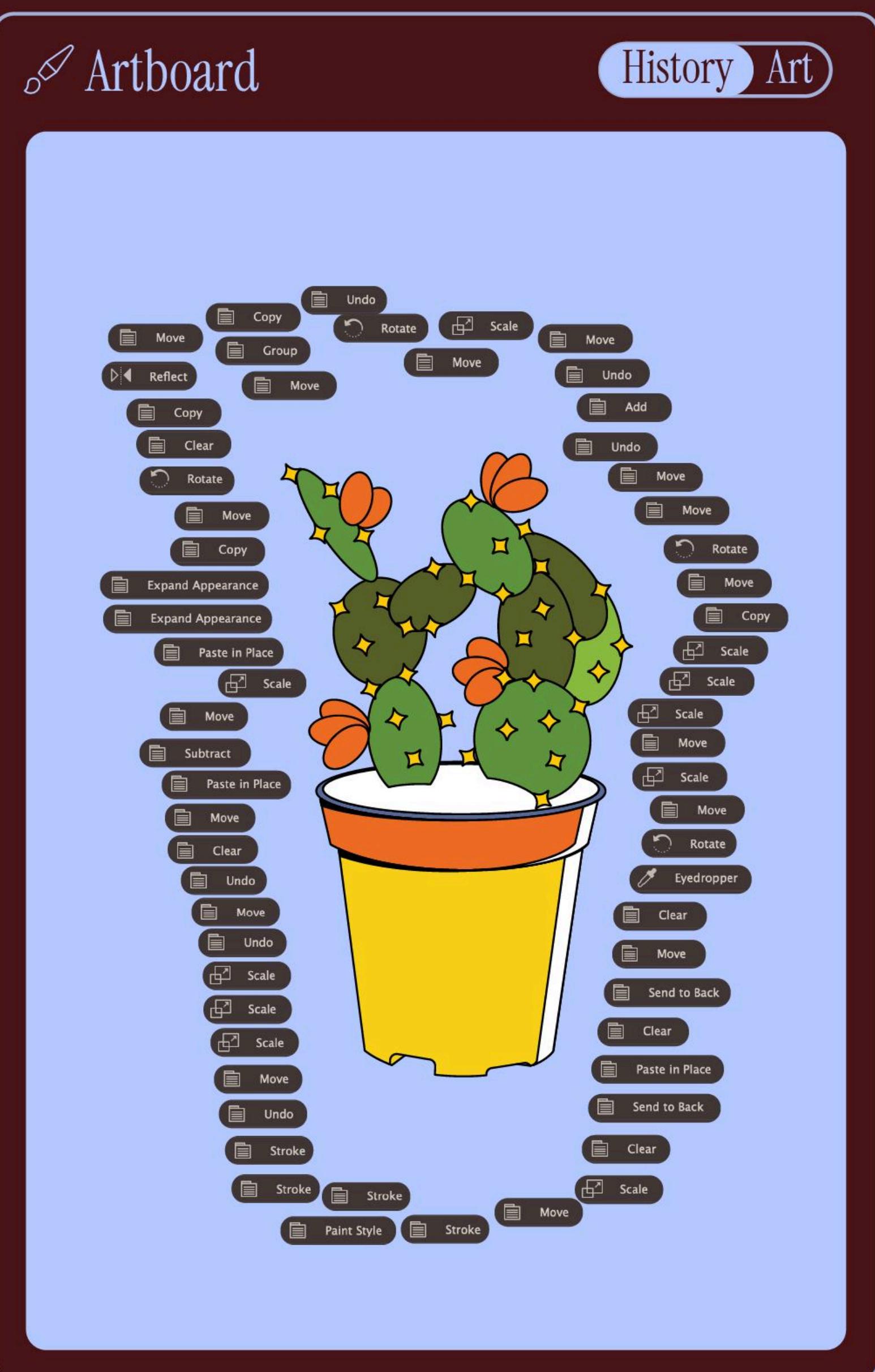
History preview

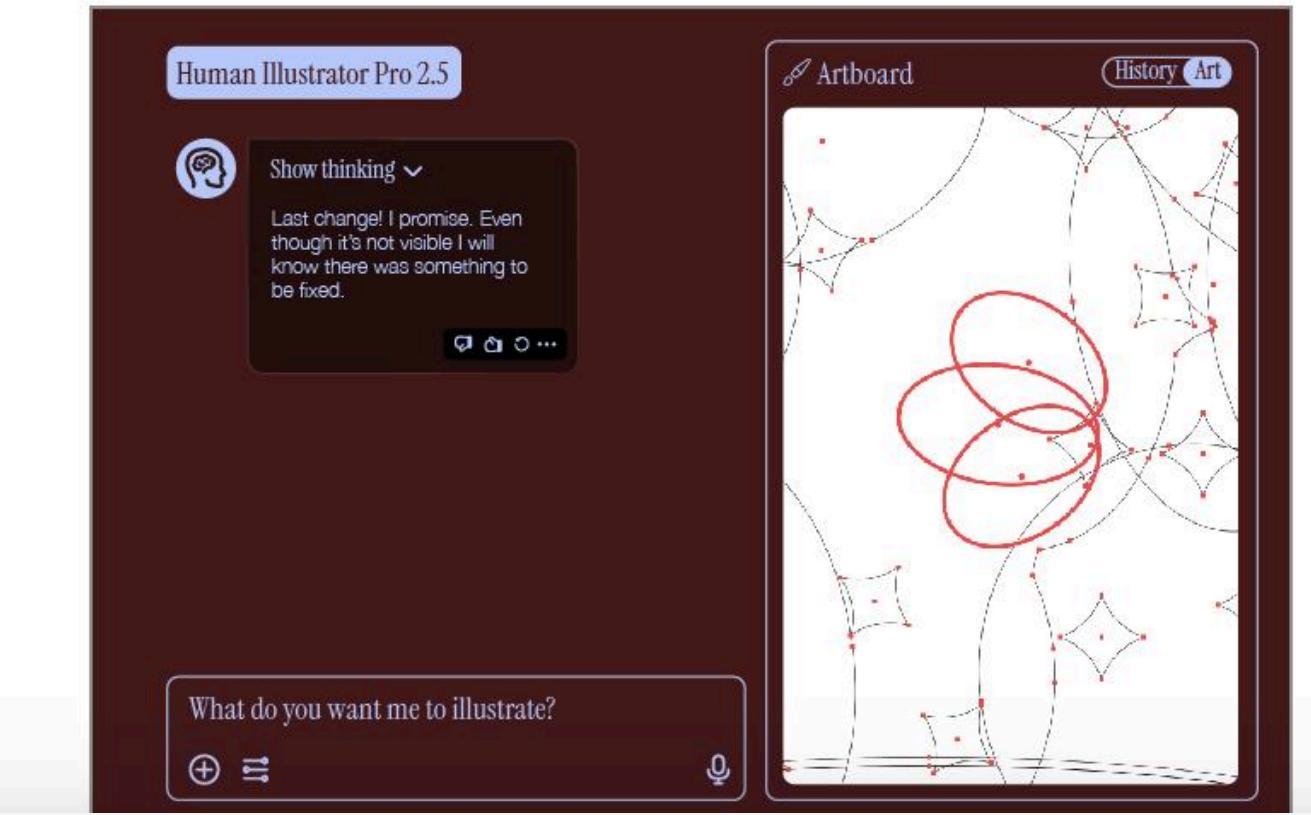
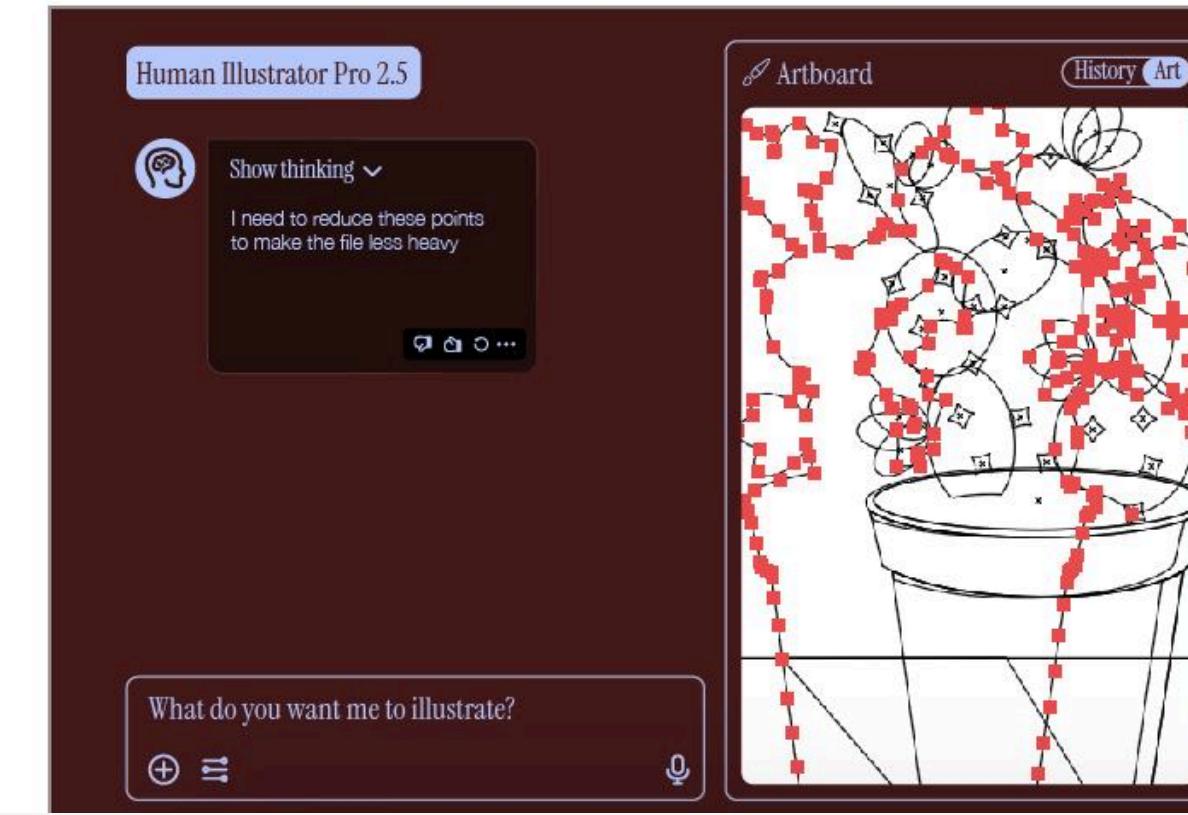
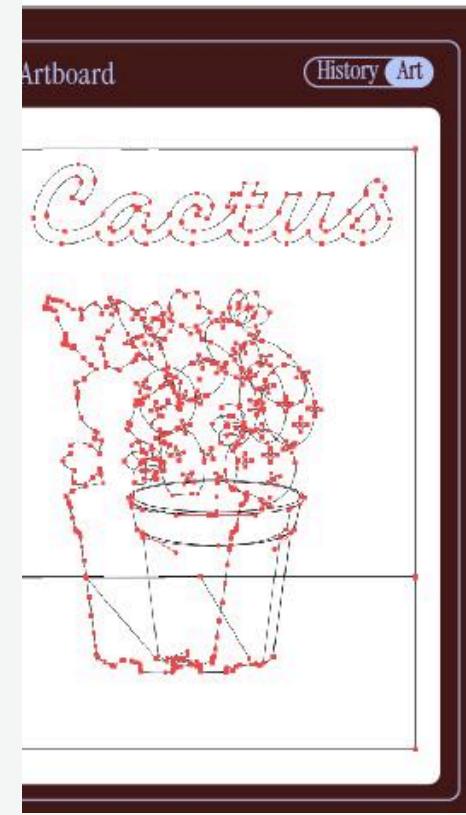
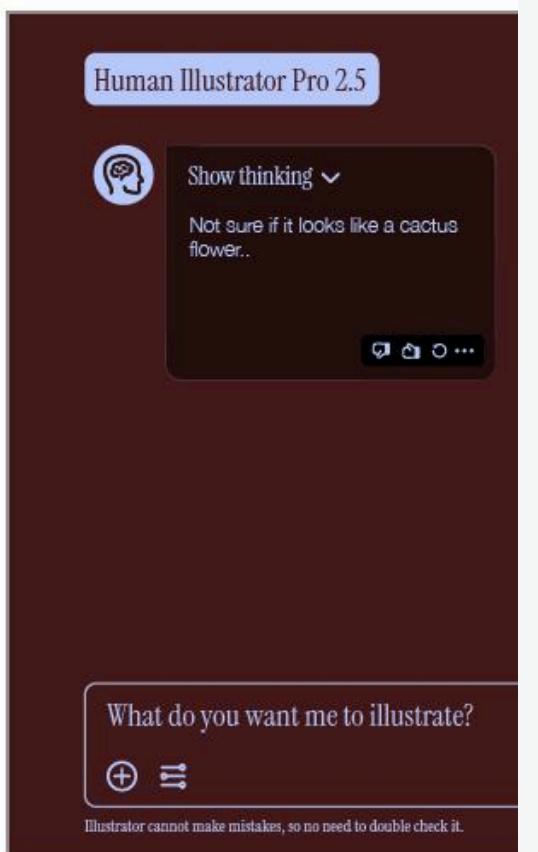
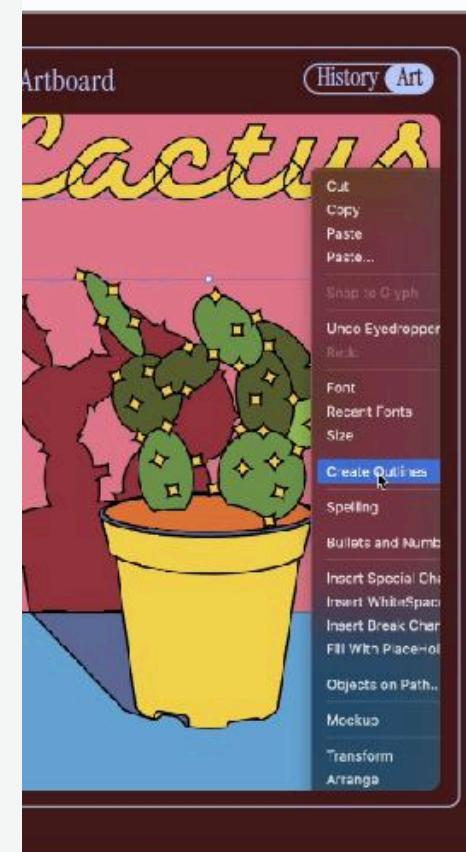
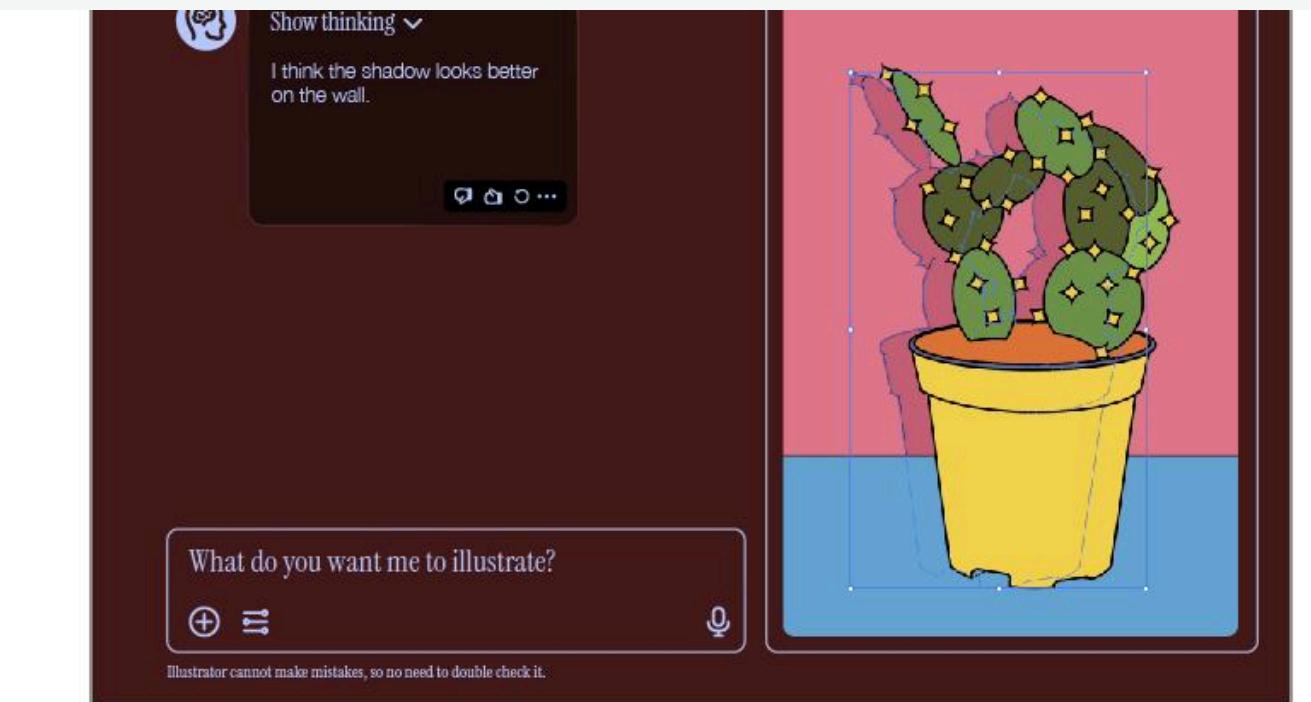


Show me the steps preview of the process.



Illustrator cannot make mistakes, so no need to double check it.





What does the project do?

Reveals the creative process of a human while generating an illustration

Highlights all the tiny **mistakes, leaps, decisions and rationale** behind a creative process

Prompts a dialogue on the illusion of true creativity that **AI** models often project

Uses **illustration as a medium to reveal analogue data** behind creative tools and methods of production

Toolkit - circulation

