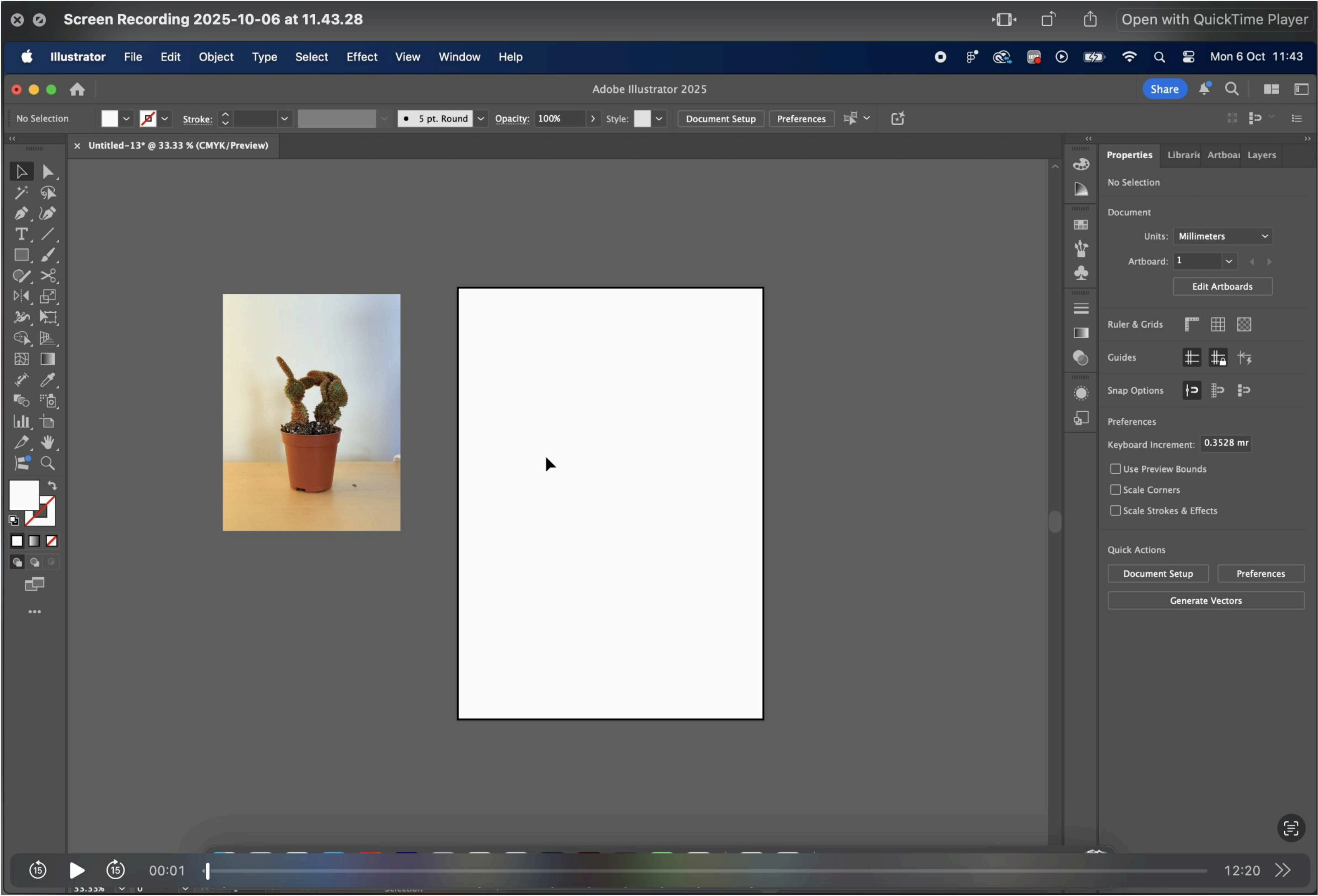
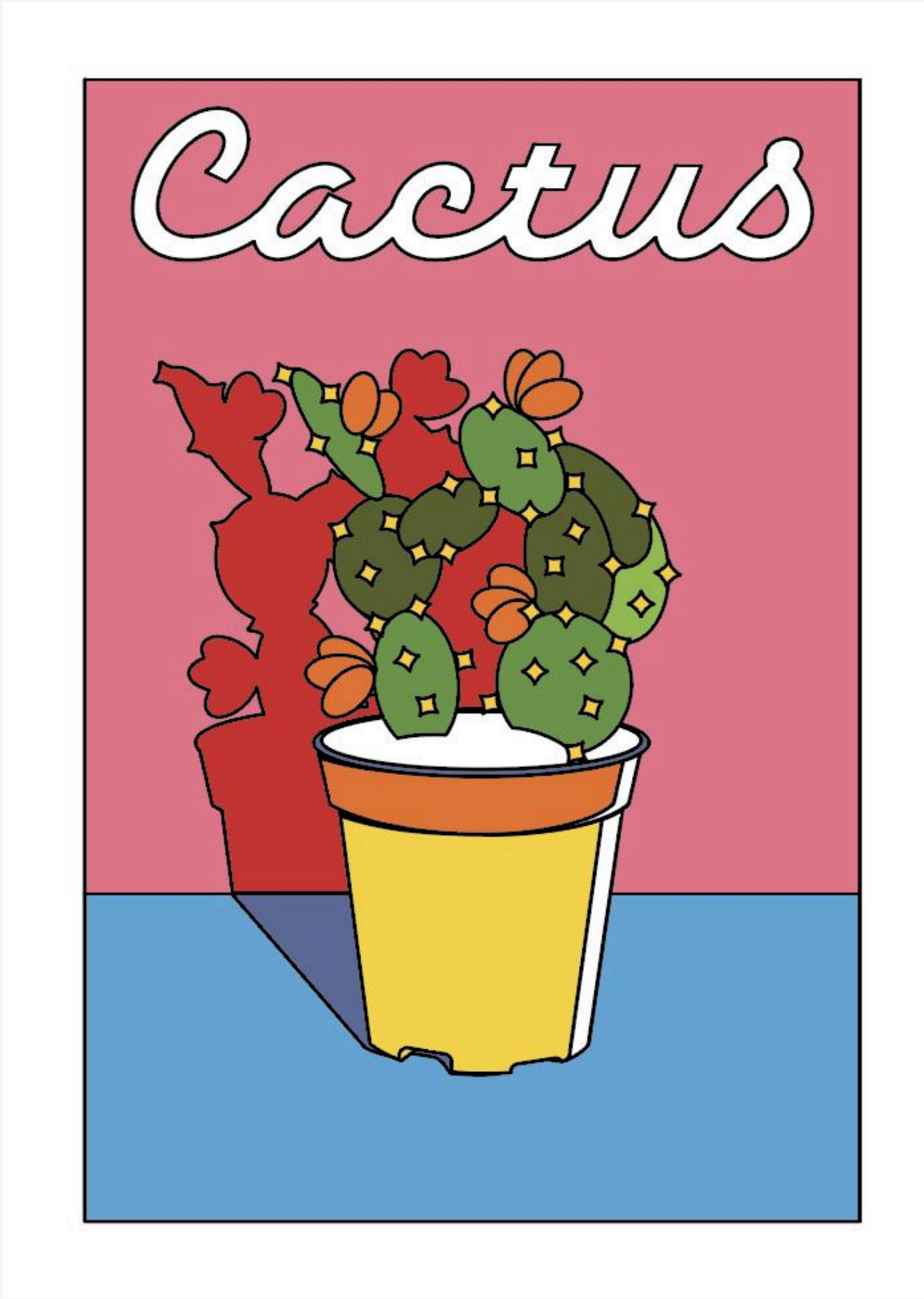


Feedback

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.

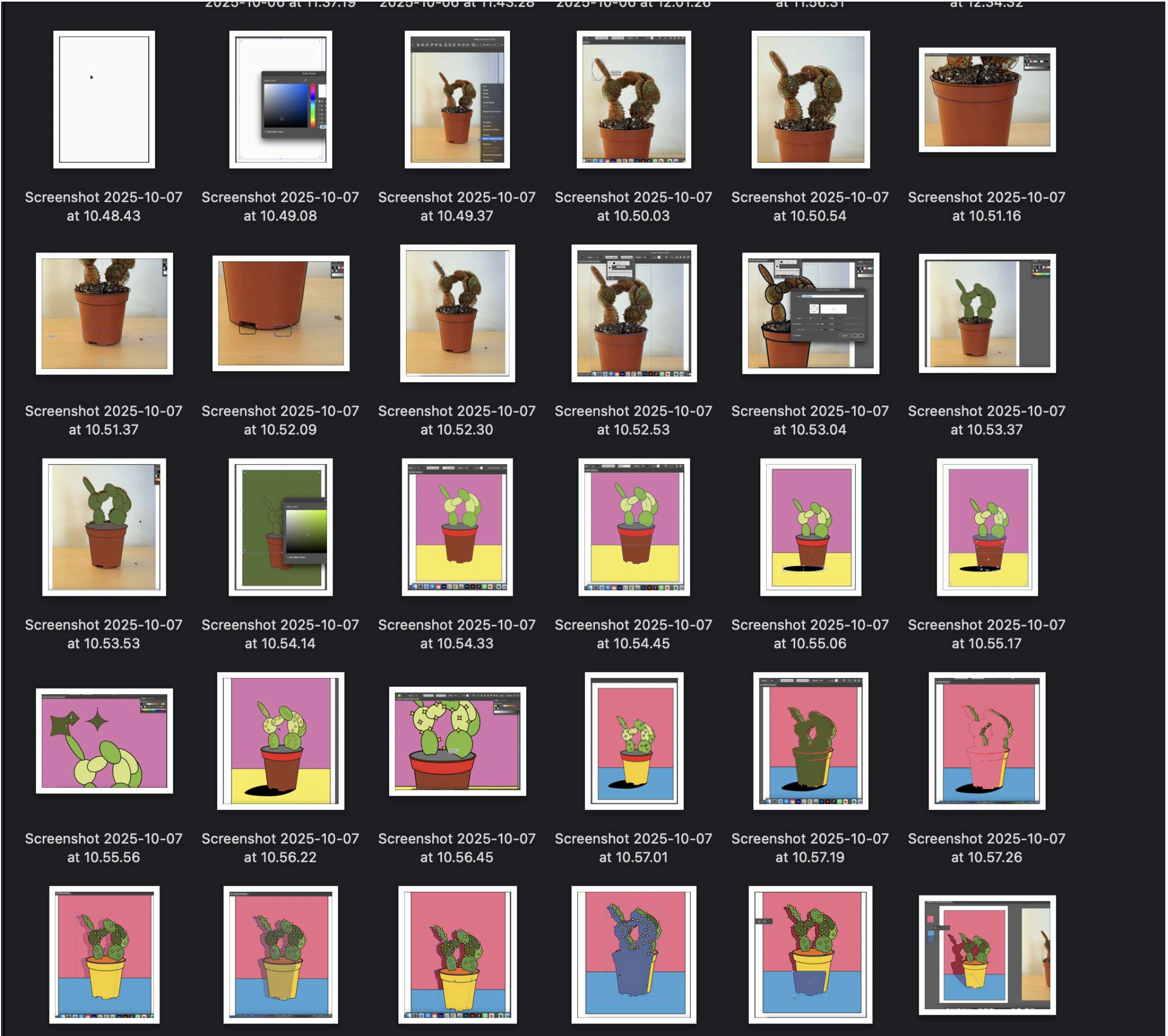
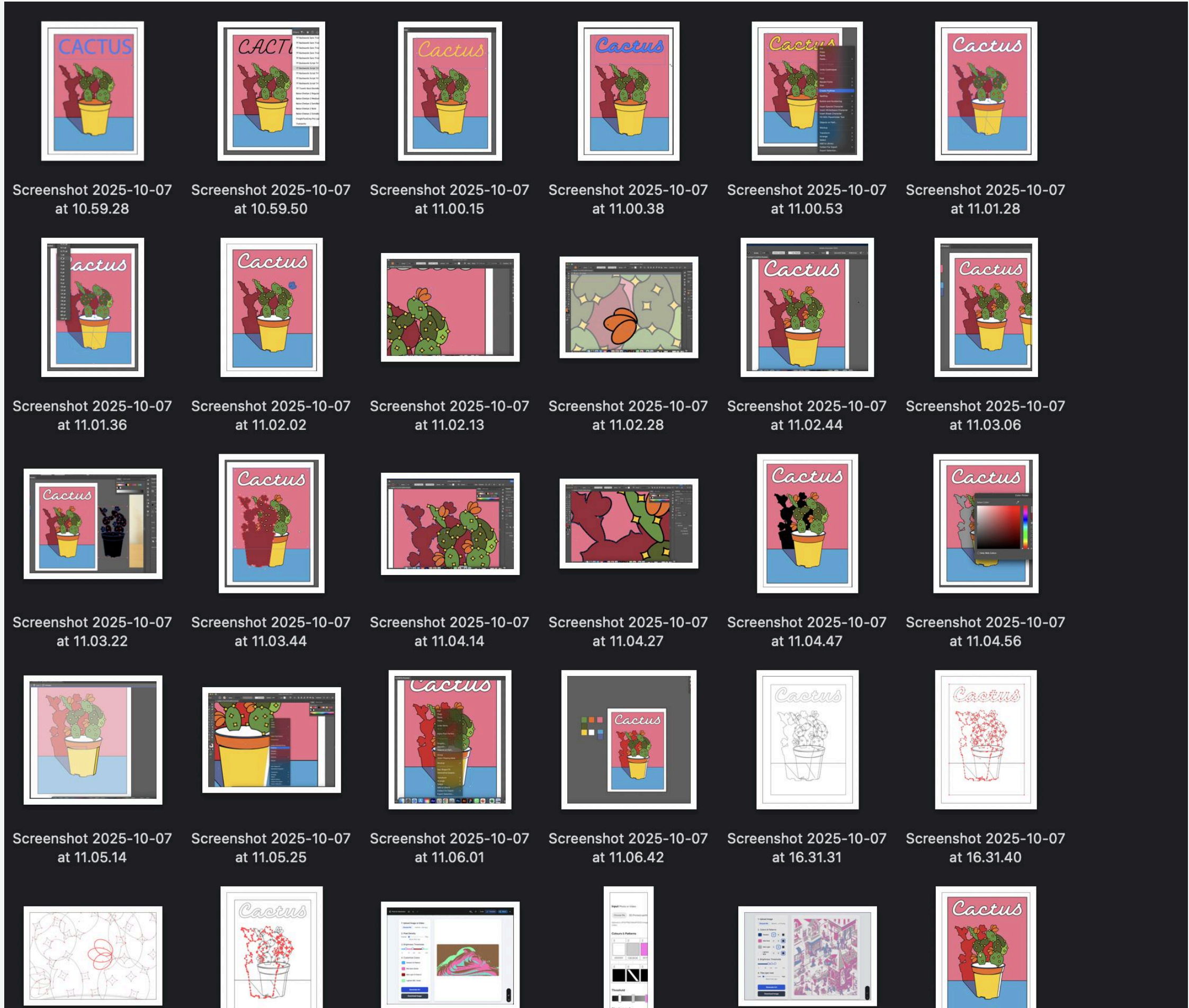
Try using more faithful ways of highlighting the skeleton.

Screen Recording of the Making of an illustration

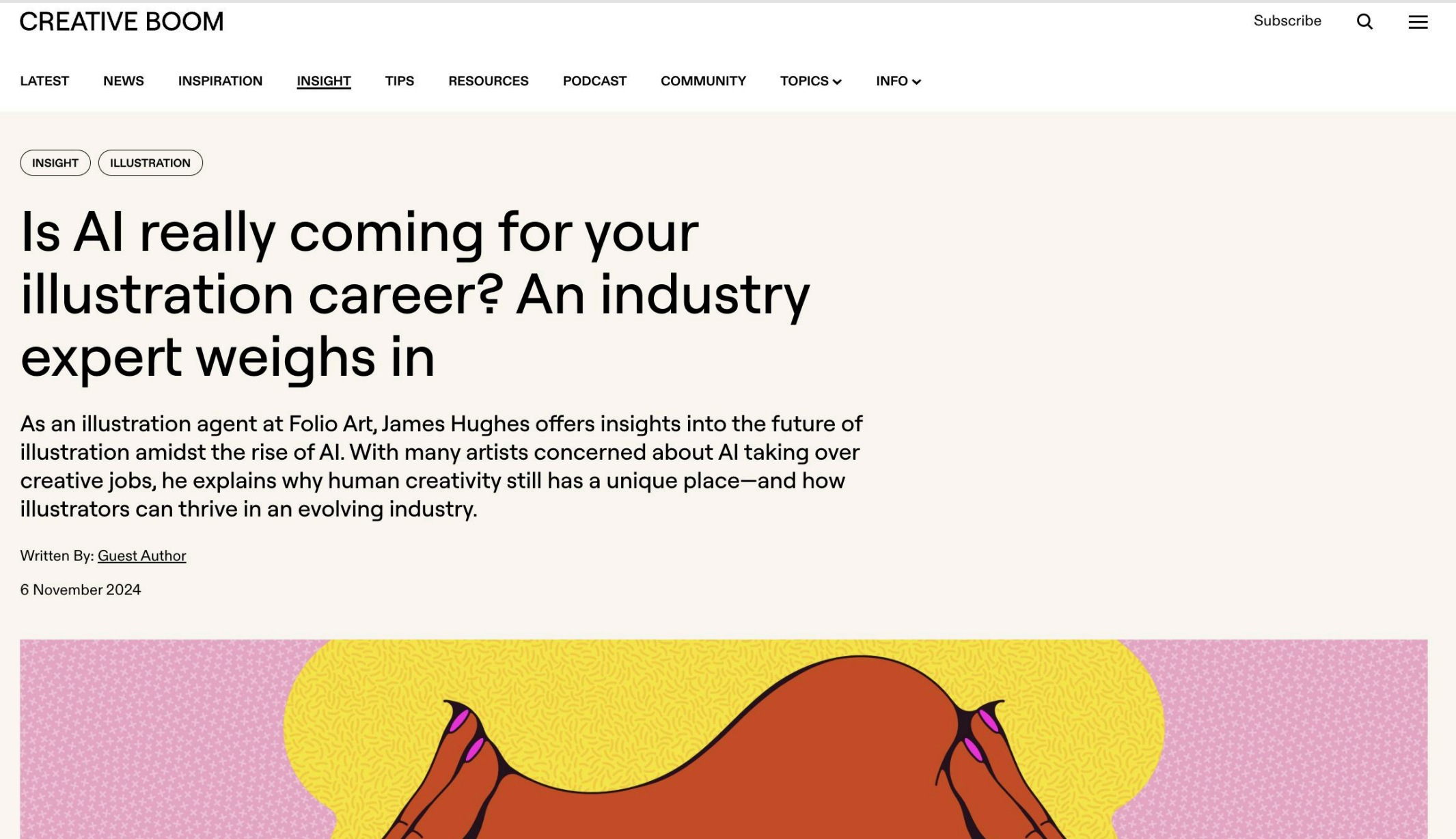


Stills from the recording

- every 10 seconds.

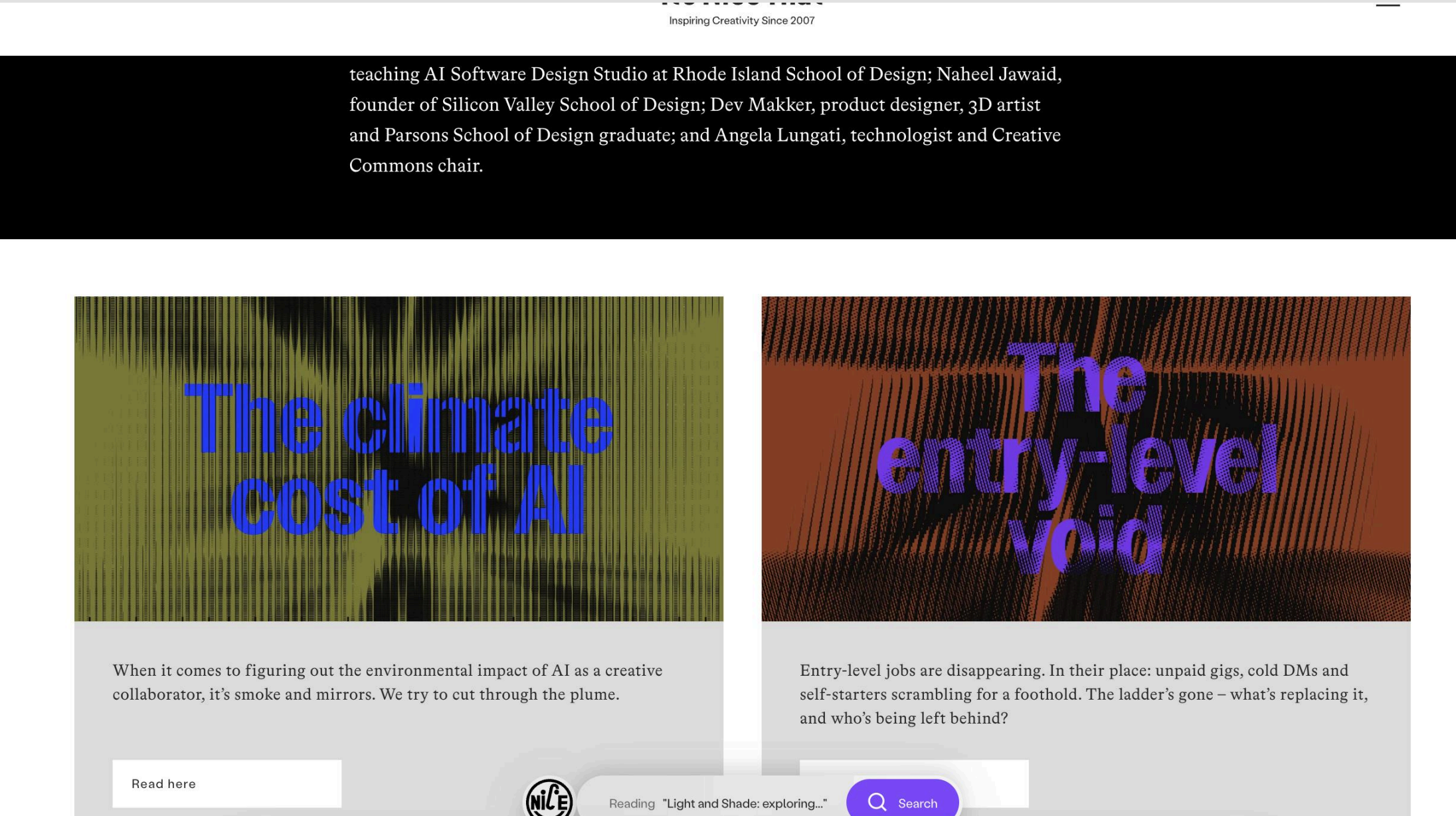


References / Readings



AI taking over the illustration industry

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



Light and Shade: exploring creativity's AI conundrum

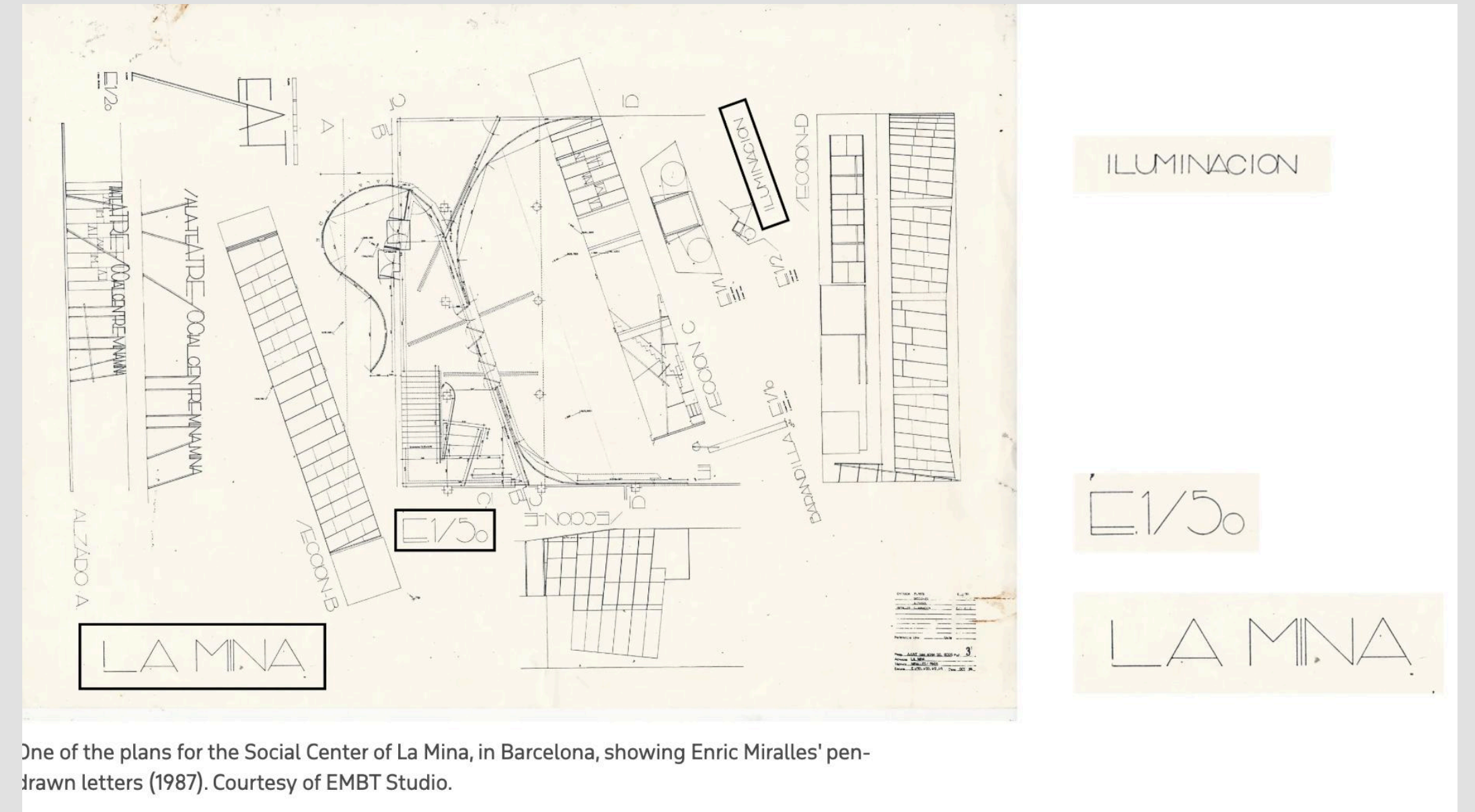
<https://www.itsnicethat.com/features/editors-letter-exploring-creativitys-ai-conundrum-light-and-shade-digital-220925>

References / Readings



Vintage Humanscale design manuals show nerdy beauty of ergonomics

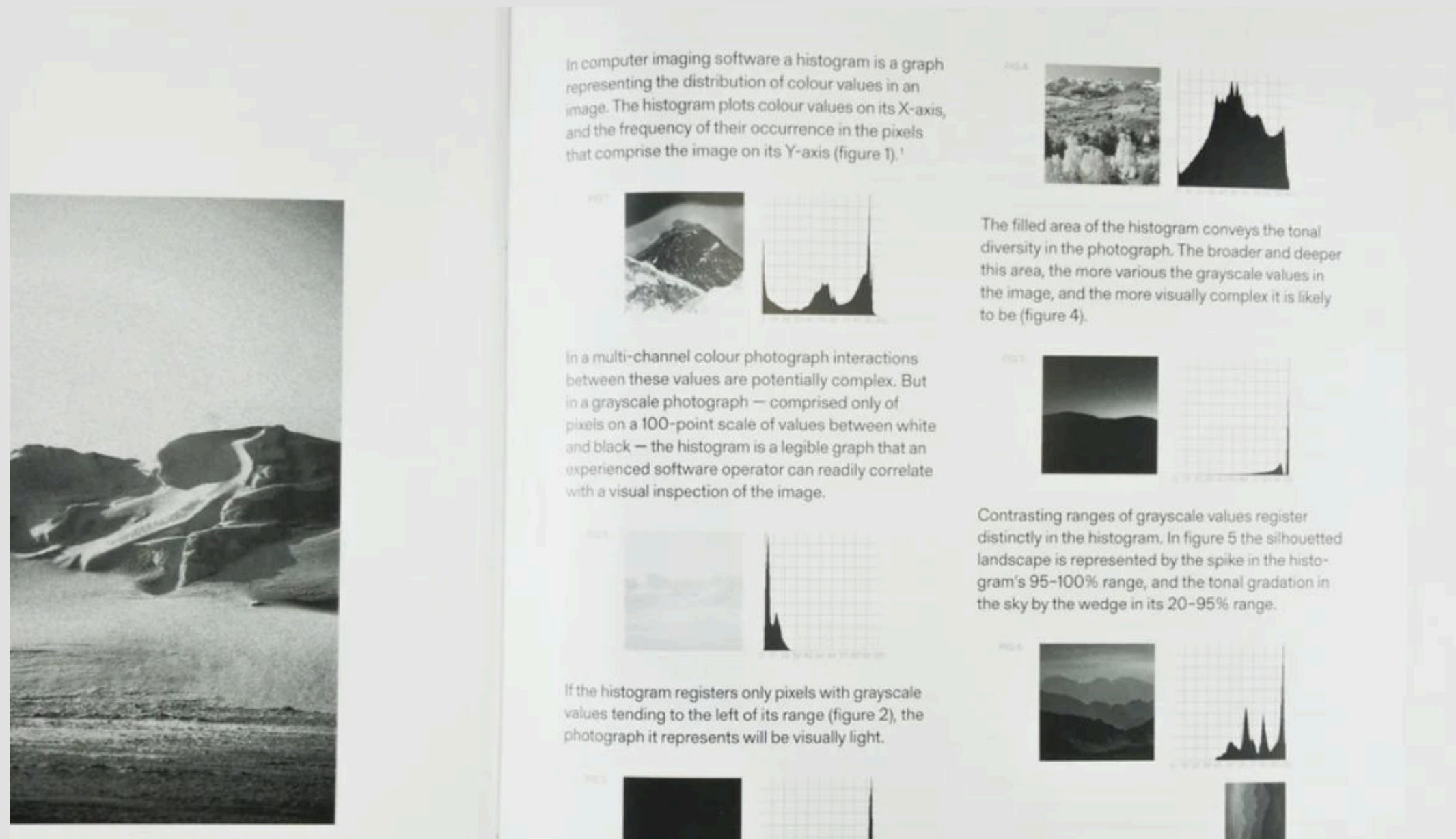
<https://archive.curbed.com/2017/7/28/16055212/kickstarter-graphic-design-humanscale-manual>



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>



Peak Picture Pixel Pile

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



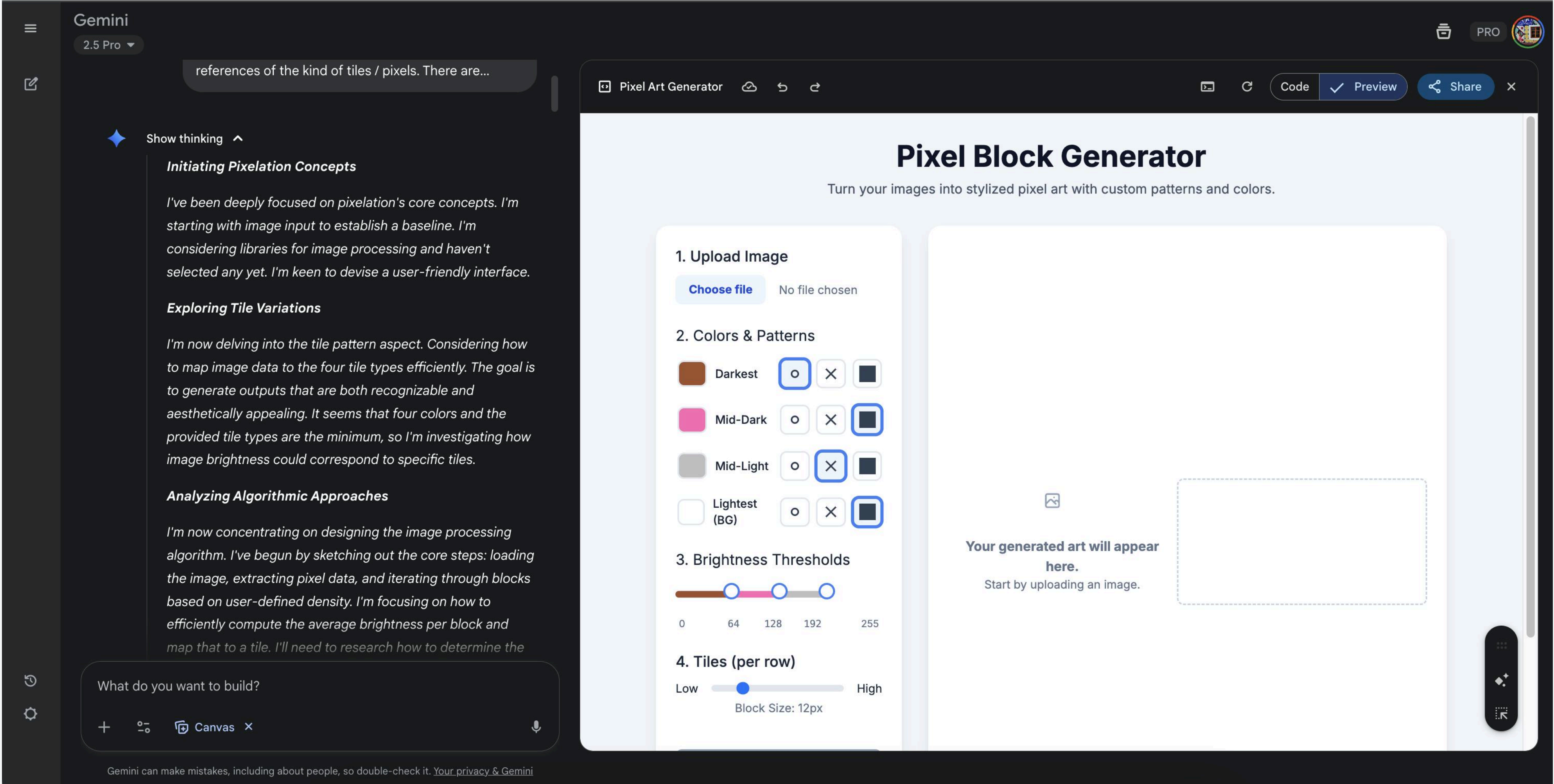
Fake Flowers in Full Colour

<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





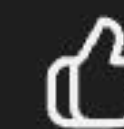
Show thinking ^

```
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?



Artboard

History

Art

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

Human Illustrator Pro 2.5

Use your own imagination



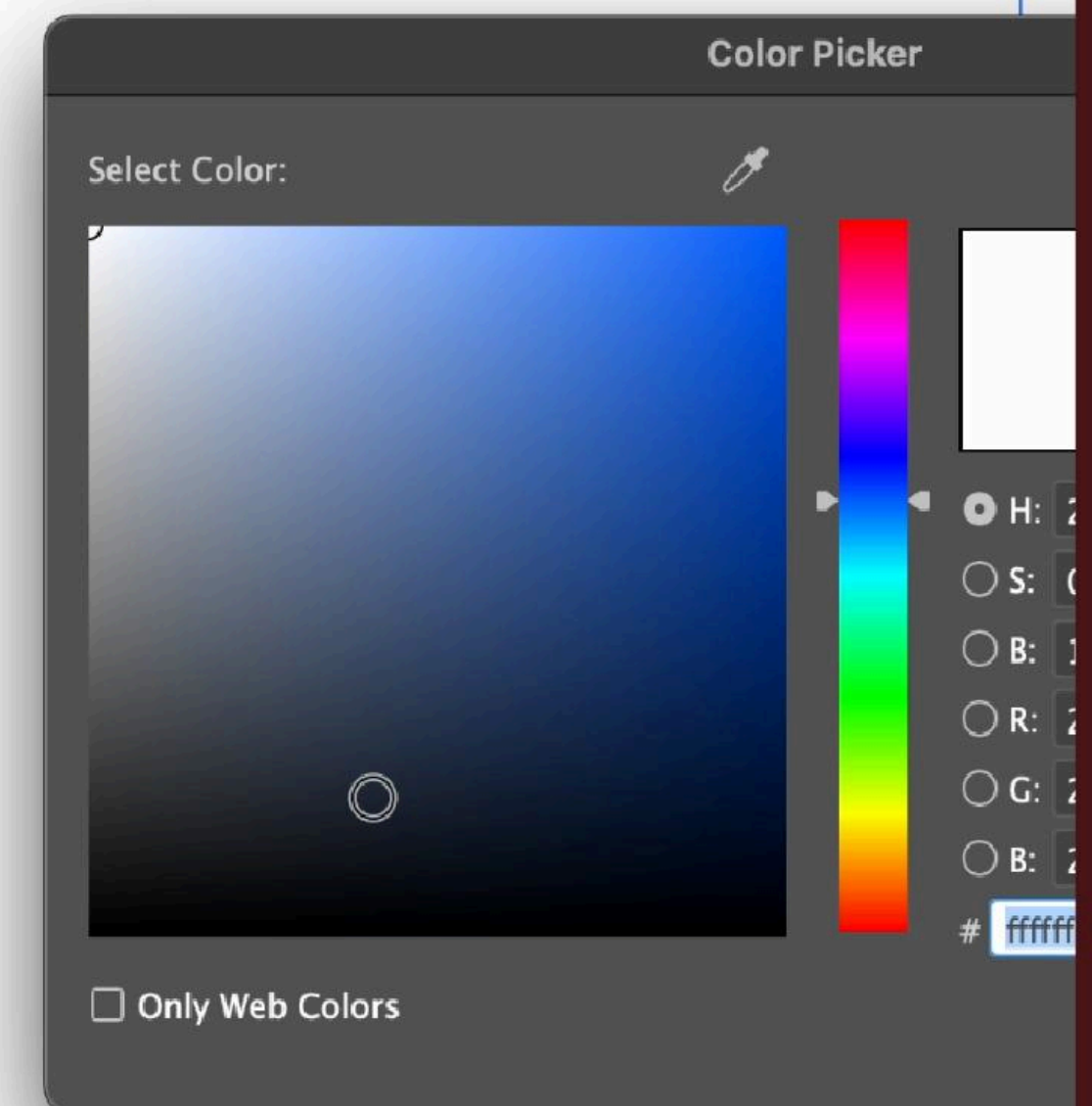
Show thinking ▼

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!



Artboard

History Art



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

Human Illustrator Pro 2.5



Show thinking ▼

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



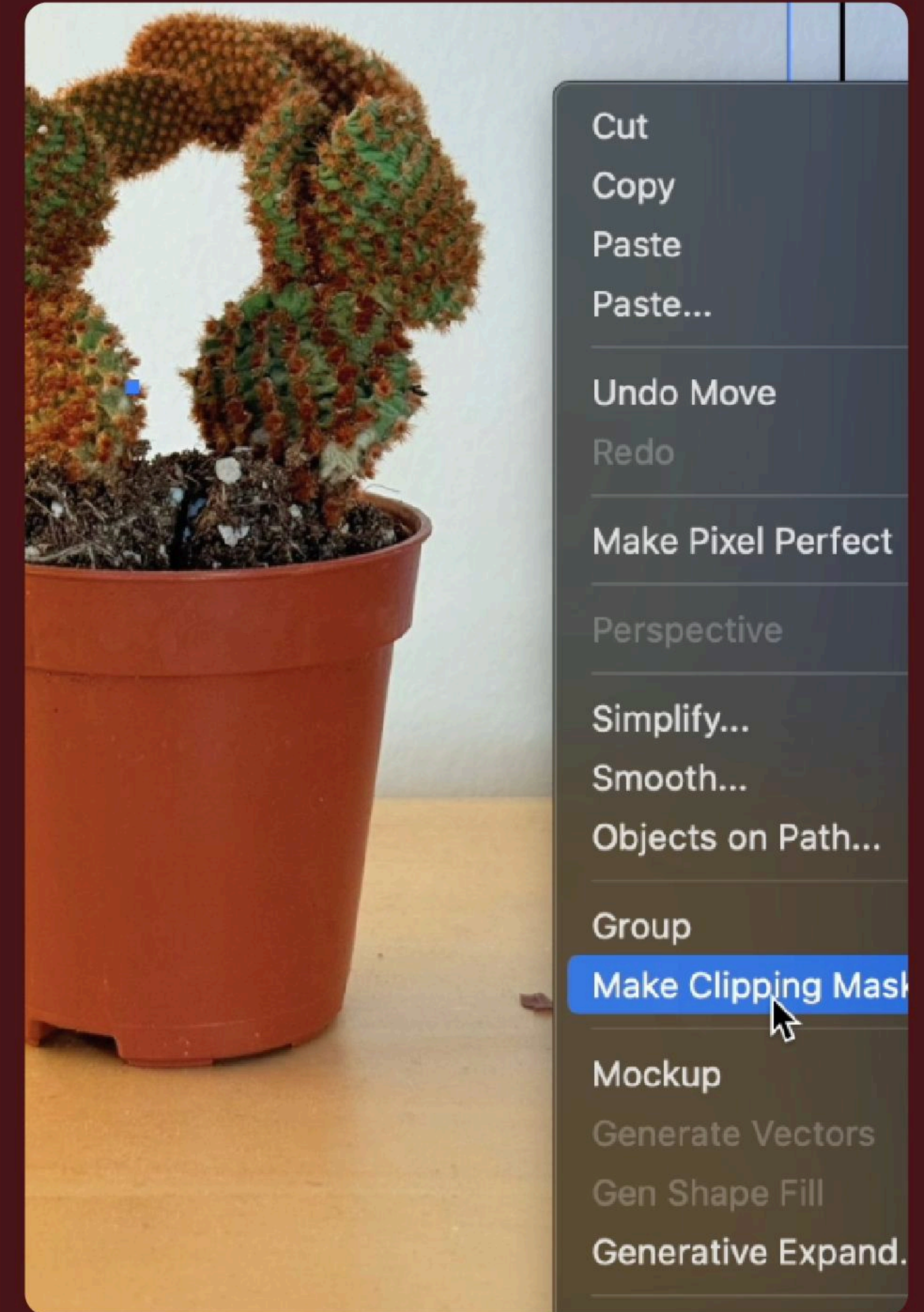
What do you want me to illustrate?



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

Artboard

History Art



Human Illustrator Pro 2.5



Show thinking ▾

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

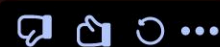


Human Illustrator Pro 2.5



Show thinking ▾

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



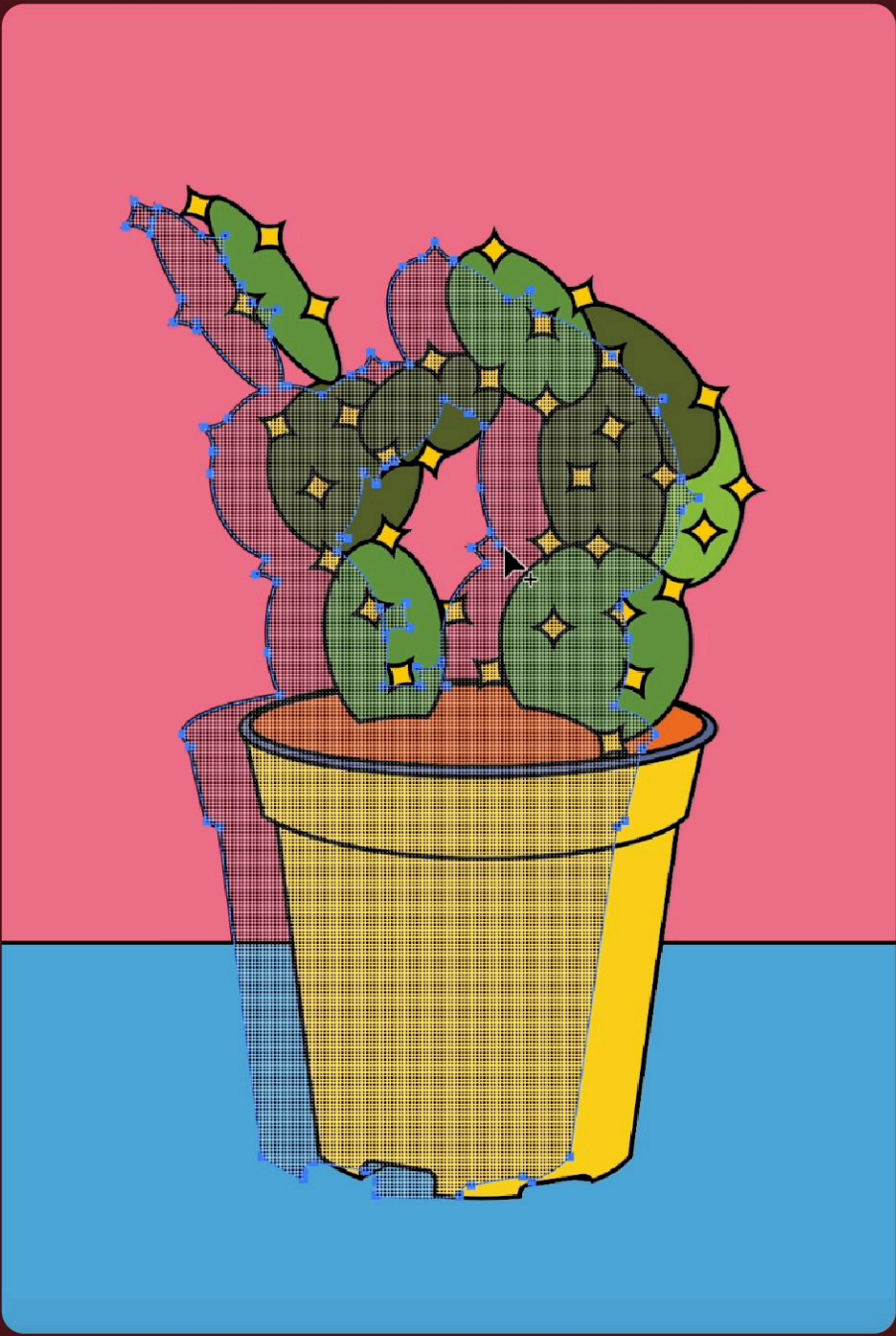
What do you want me to illustrate?



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.



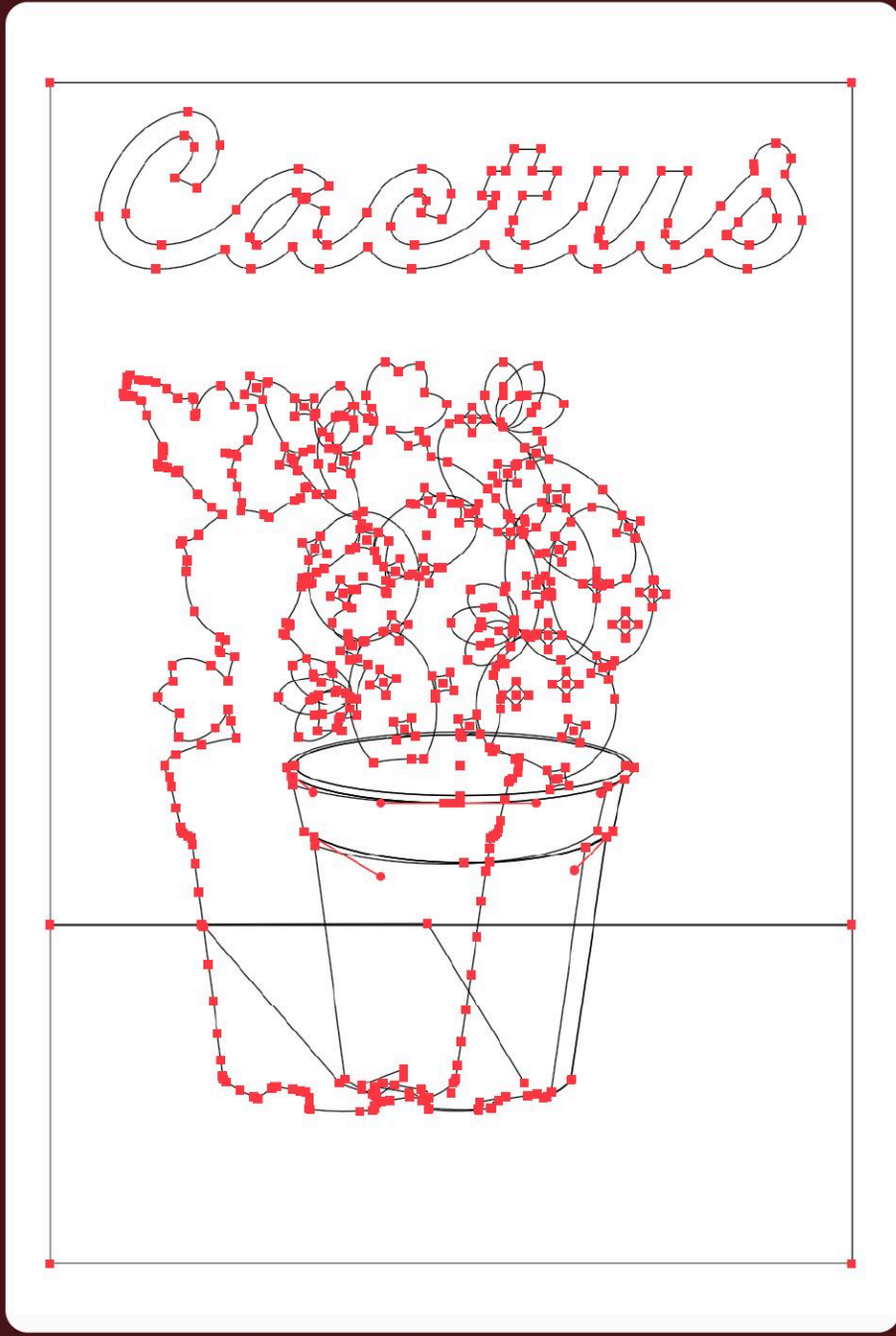
What do you want me to illustrate?



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

Artboard

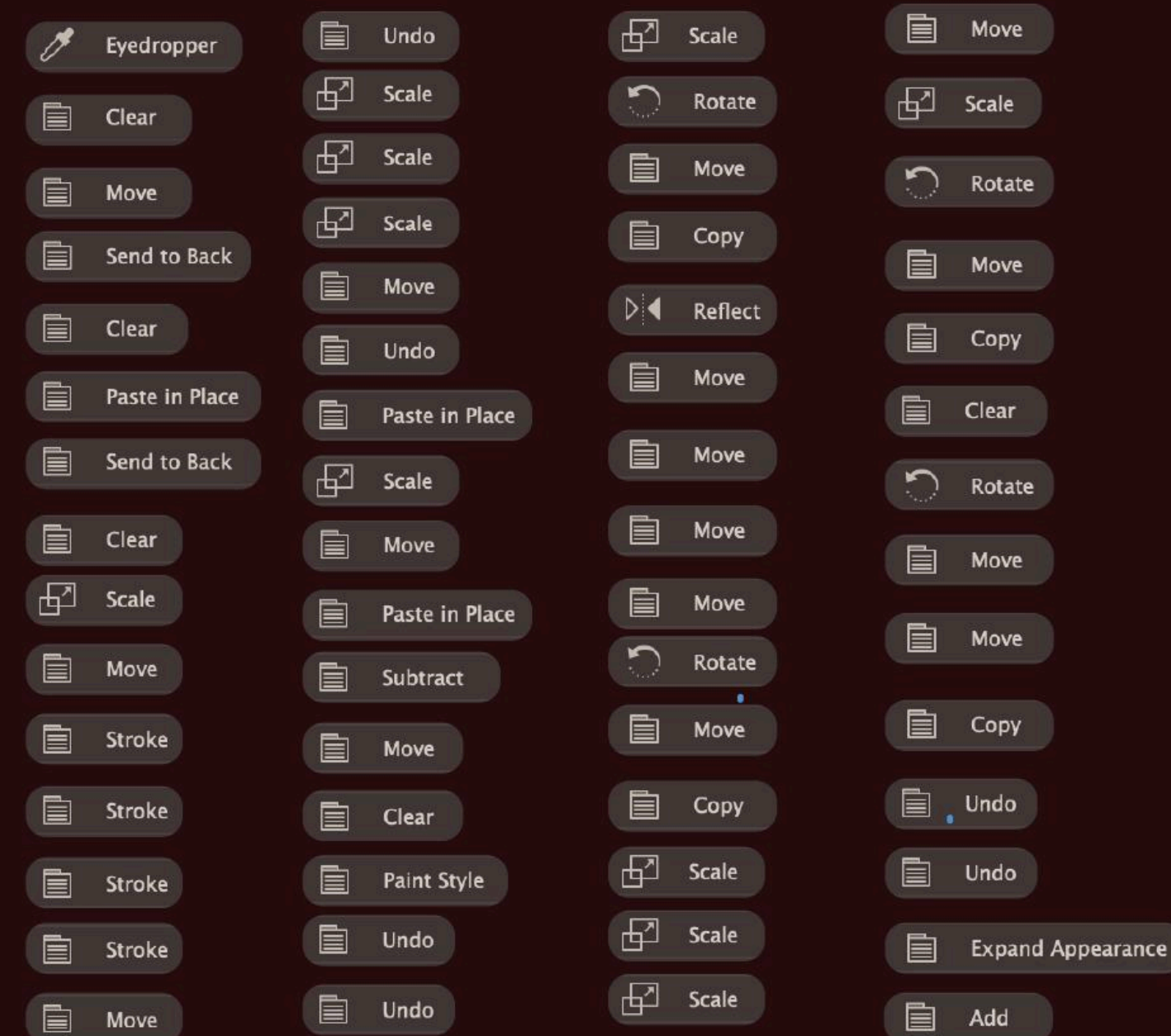
History Art



Human Illustrator Pro 2.5



History preview

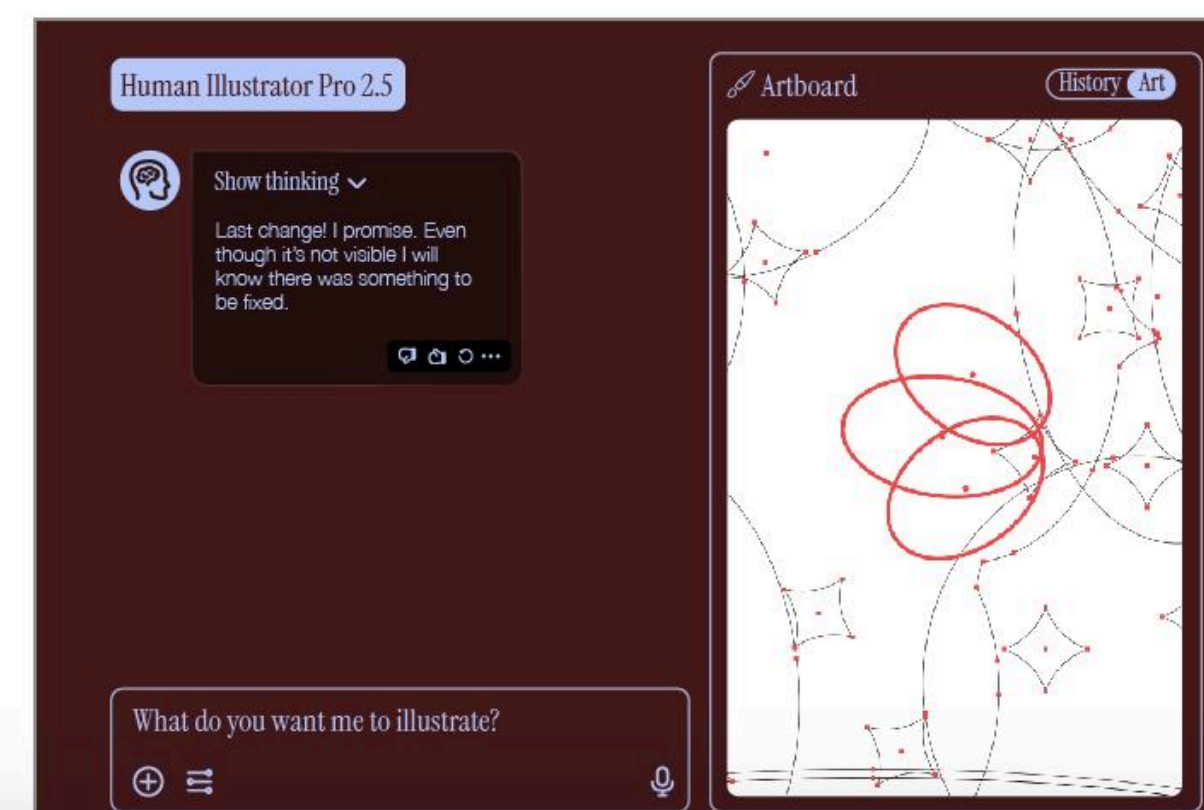
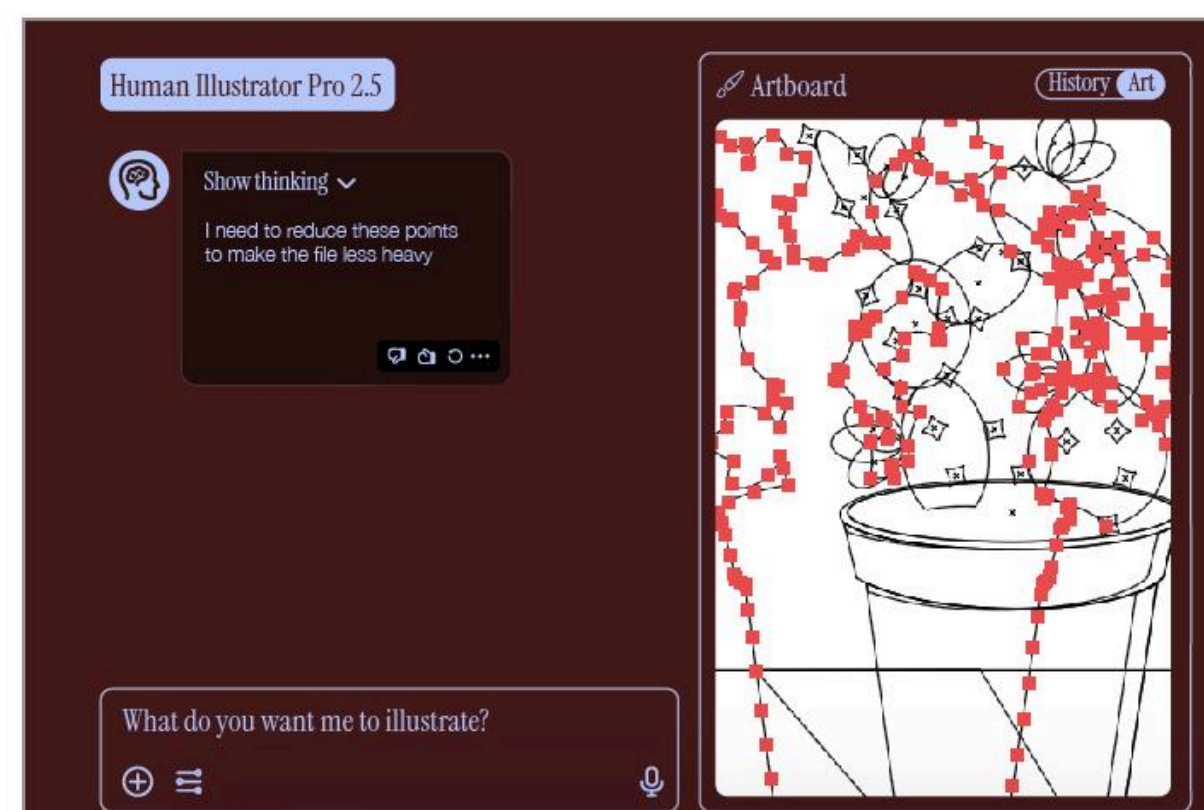
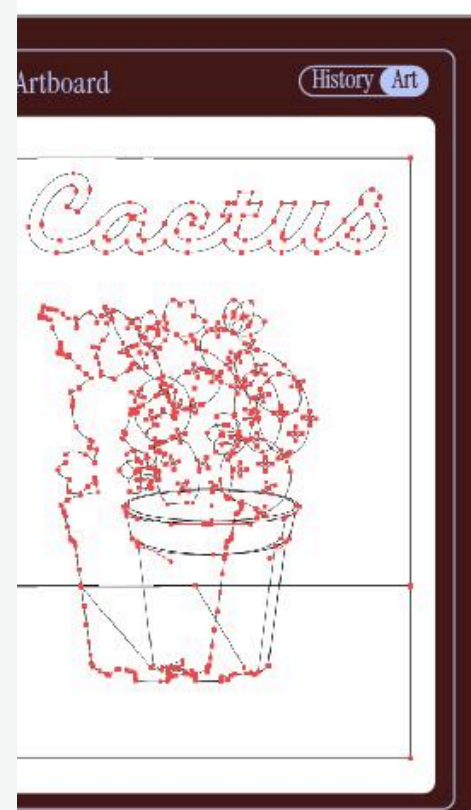
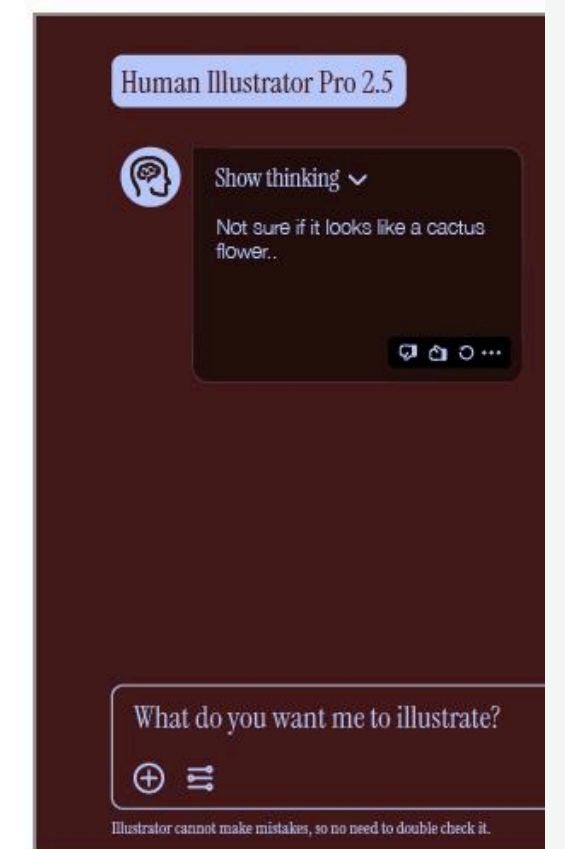
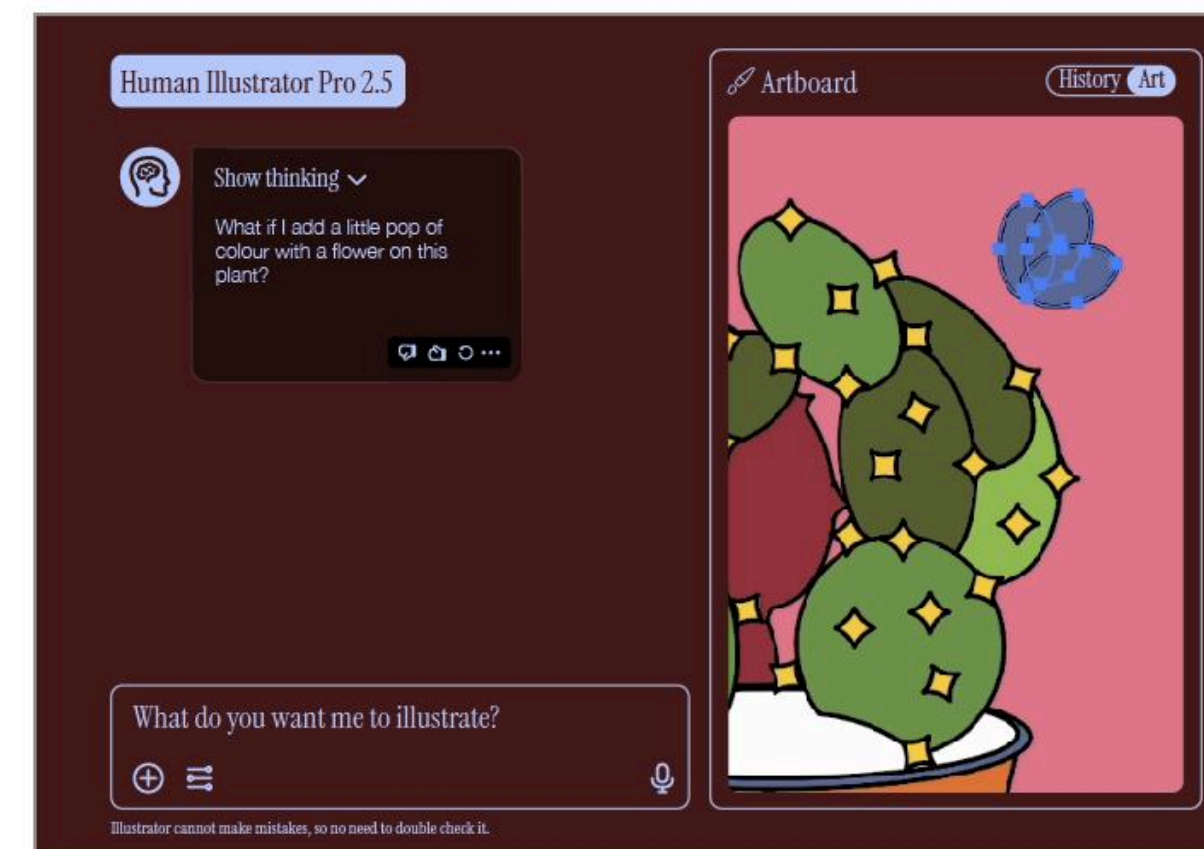
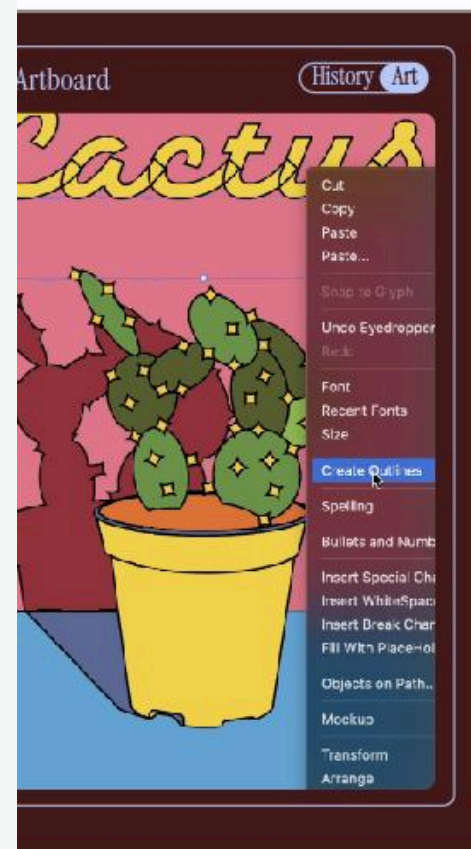
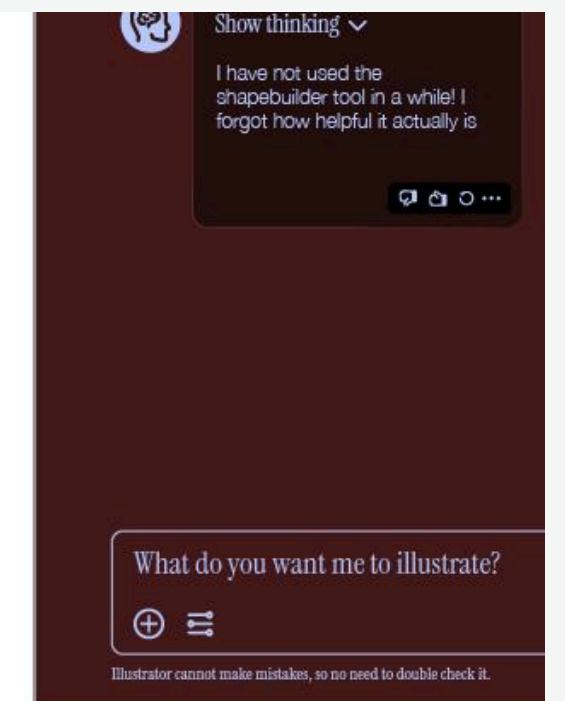
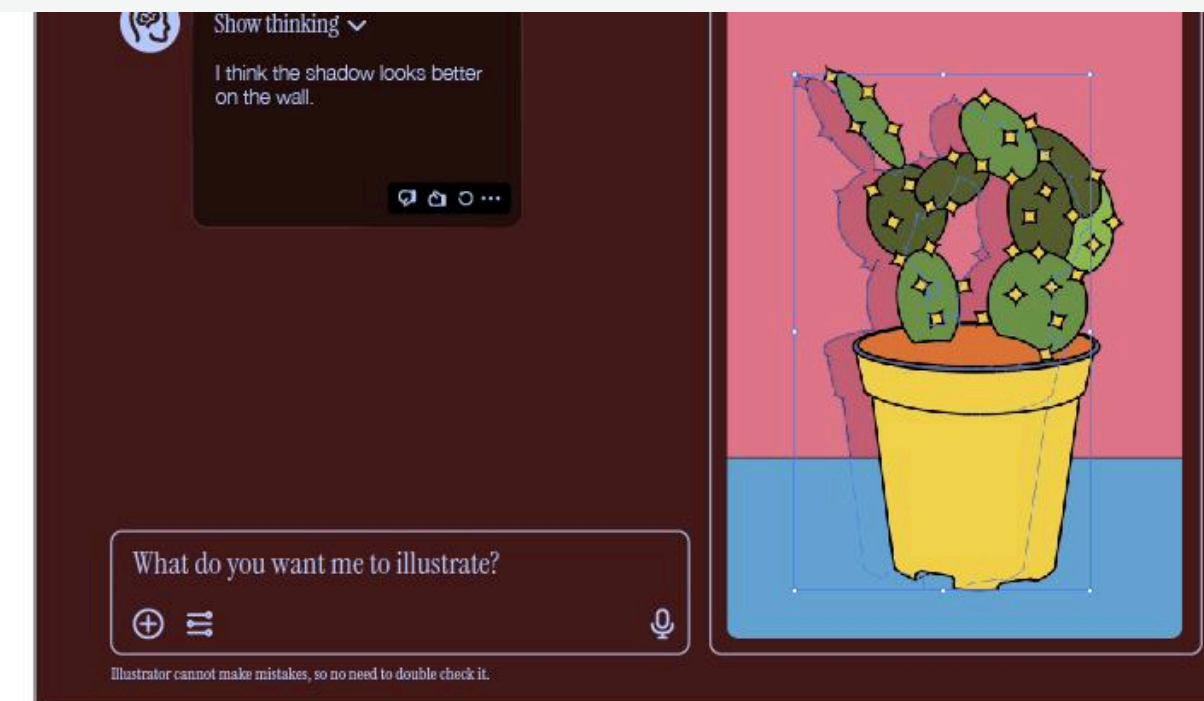


Show me the steps preview of the process.



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

