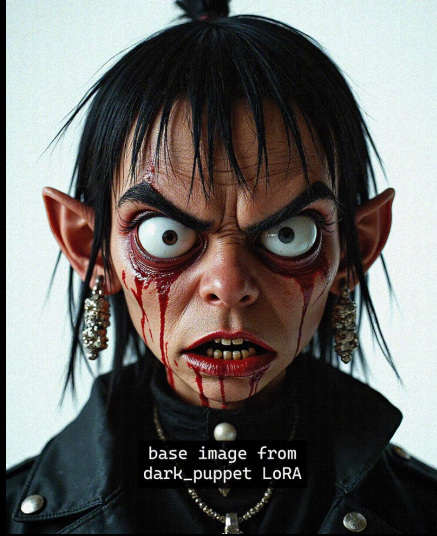


GenAI Cookery

From Demoscene to Mainstream

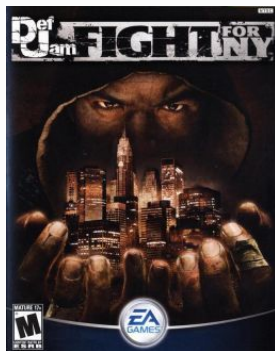


Daryl Anselmo

Founder, Art Director, Creative Technologist (GenAI)

San Francisco & Vancouver

Co-Creator & Art Director



Art & Creative Director



Founder



Acquired By



An AI Wave Will Sweep Through Hollywood's VFX Systems in 2025

Generative AI systems like Runway are on the threshold of being ready for major studios to use, experts tell TheWrap

New Report Confirms Worst Fears: AI Will Disrupt Countless Animation Jobs Over Next 3 Years

By **AMID AMIDI** | 01/31/2024 1:47 pm |  32

AI Is Already Taking Jobs in the Video Game Industry

ARTIFICIAL INTELLIGENCE

AI Is Coming for Hollywood's Jobs

But so is everyone else.

It's official: AI is coming for your graphic design job

Designers should pay attention to a new report from the World Economic Forum.

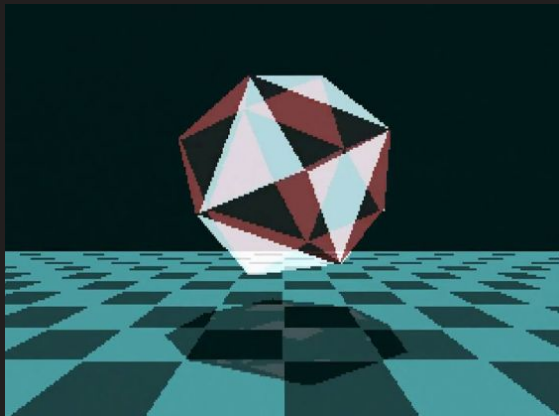
Hollywood's AI Revolution: Innovation Or Impending Disaster?

Is CGI Dead?

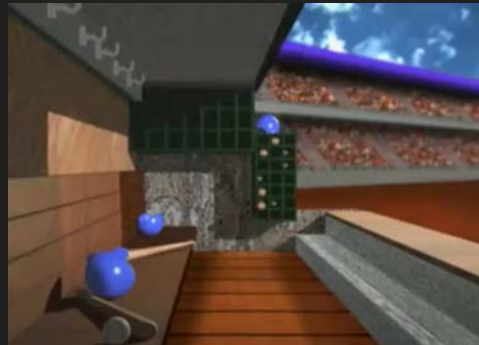
No.

(Not yet, anyway.)

1990s Demoscene

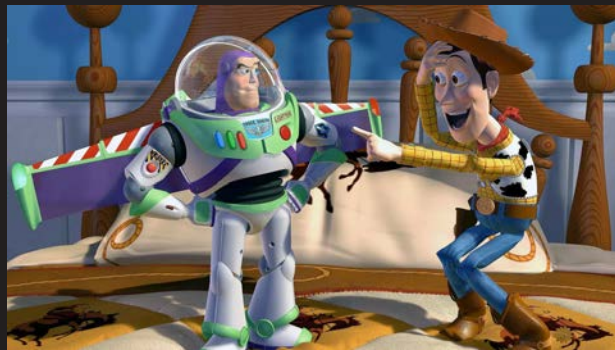


Electronic Arts 1995



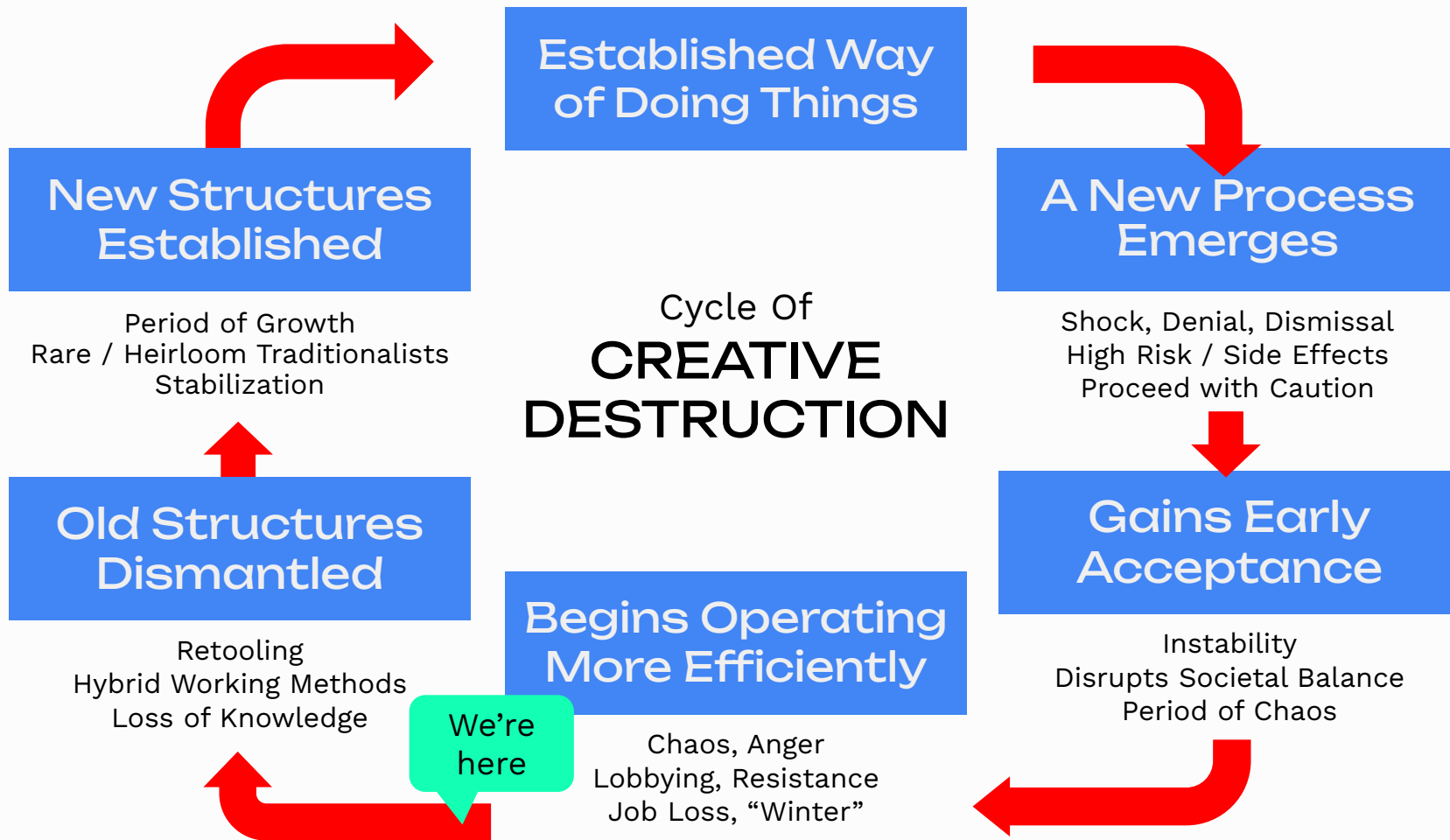
writers
GEORGE SAMILSKI
DONNA BROCKOPP
NORIE MIURA
GEORGE ASHCROFT
DAVID DEMOREST
JOE MACDONALD
3D models
EDWIN GOMES
DARYL ANSELMO
audio lead, music, sfx
MICHAEL J. SOKYRKA

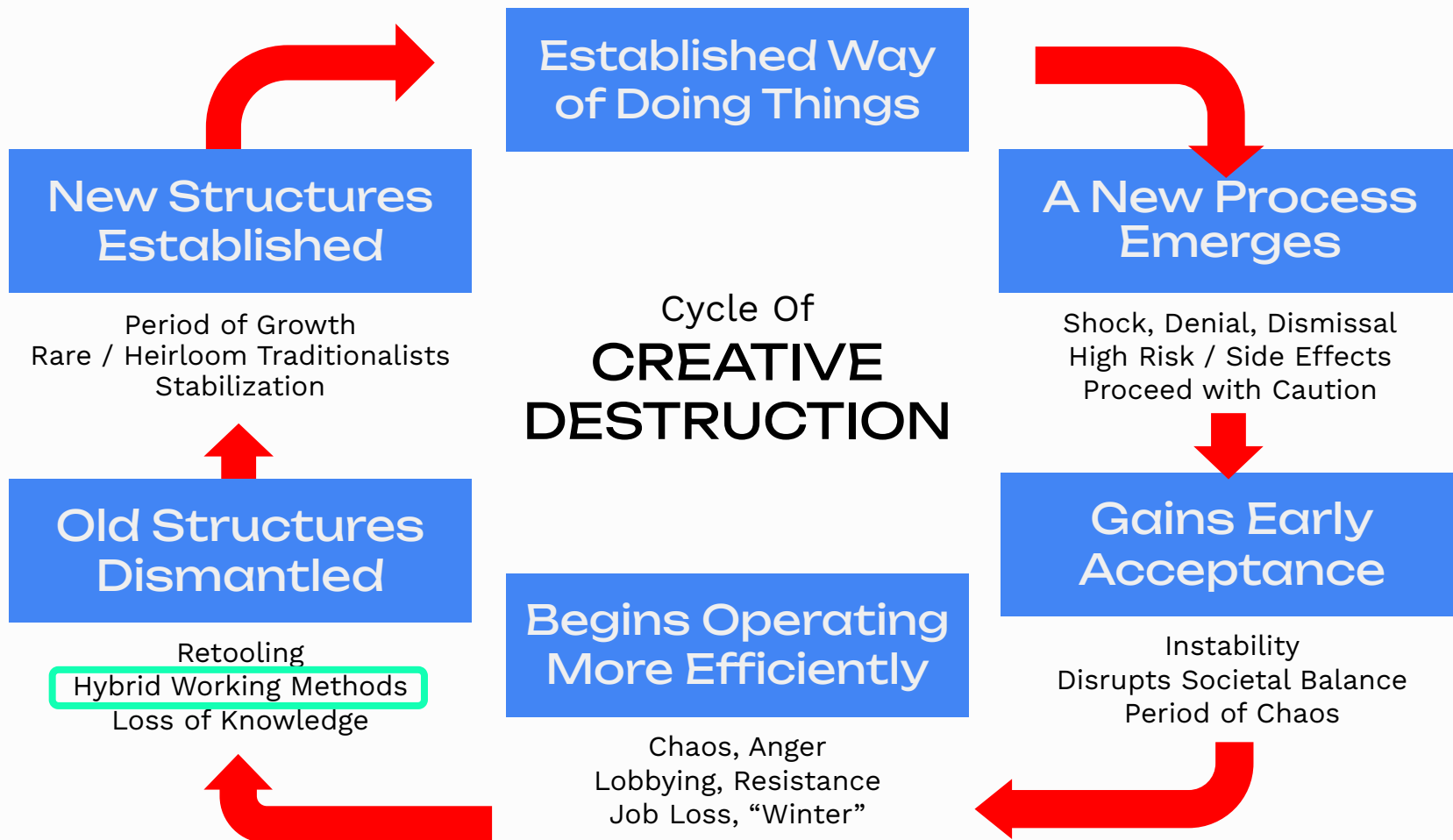
CGI in 1995

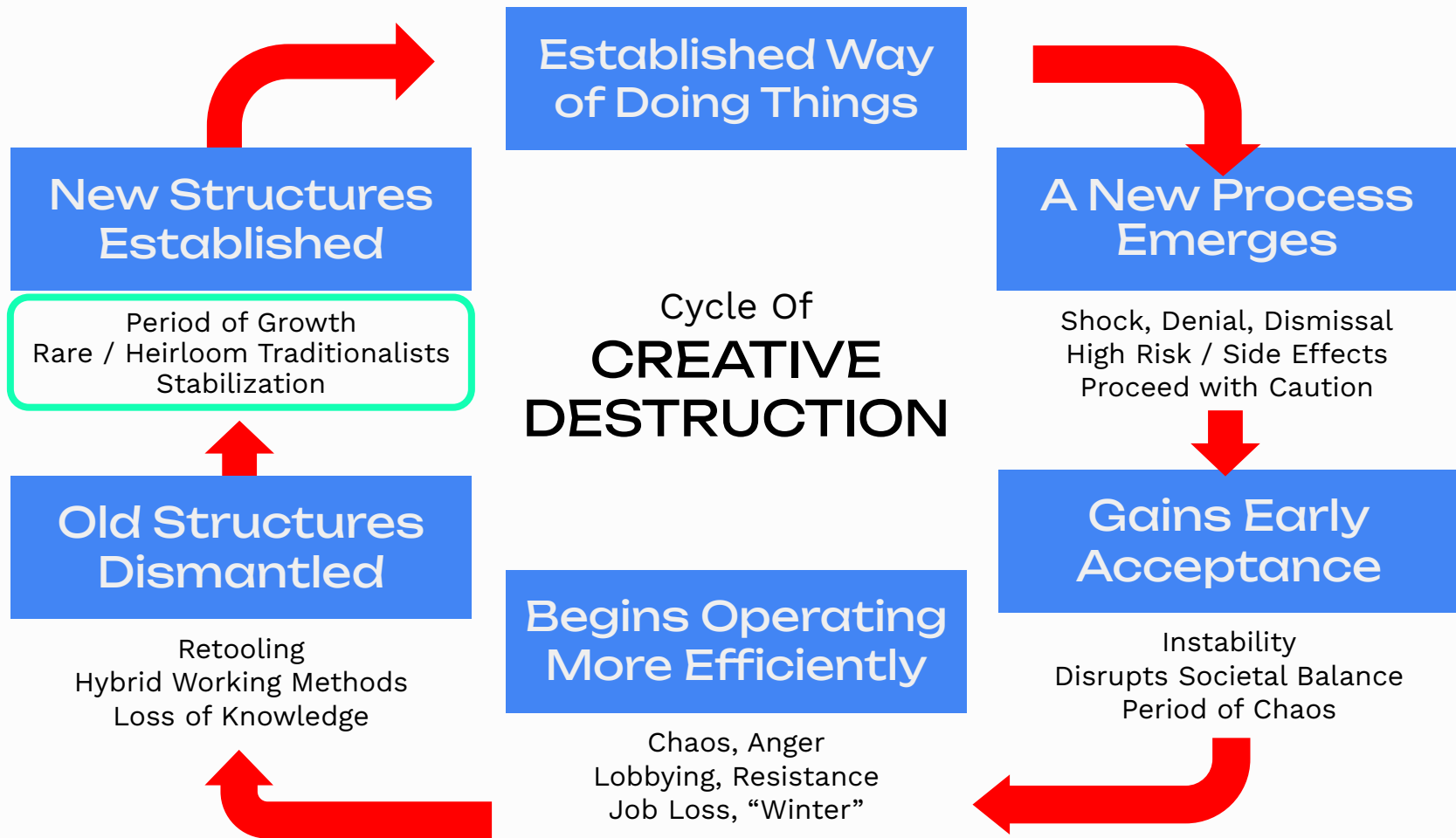


Paradigm Shifts

1990's	3D CGI
2000's	Motion Capture
2000's	Art Outsourcing
2010's	Mobile + Social Media
Now	GenAI







The New Media Kitchen



Ingredients



Data

Recipes



Workflows

Tools



Models

Cooking



Generation

Seasoning



Tuning

The New Media Kitchen



Slop



Prompt Spam

Memes
Casual Shitposts
Algo Bait

Fast Food



Quick Iteration

Stock Images
Newsletter Templates
Ad Mockups

Meal Kit



Custom Workflow

Premium Social Media
Ad Templates
Brand Development

Gourmet



Directed Visuals

Refined Compositions
Product Shots
Hero Frames

Fine Dining



Production Grade

Precision Integration
Targeted AI Elements
Selective Enhancement

GenAI Landscape

Image



Video



Audio



Training



Captioning



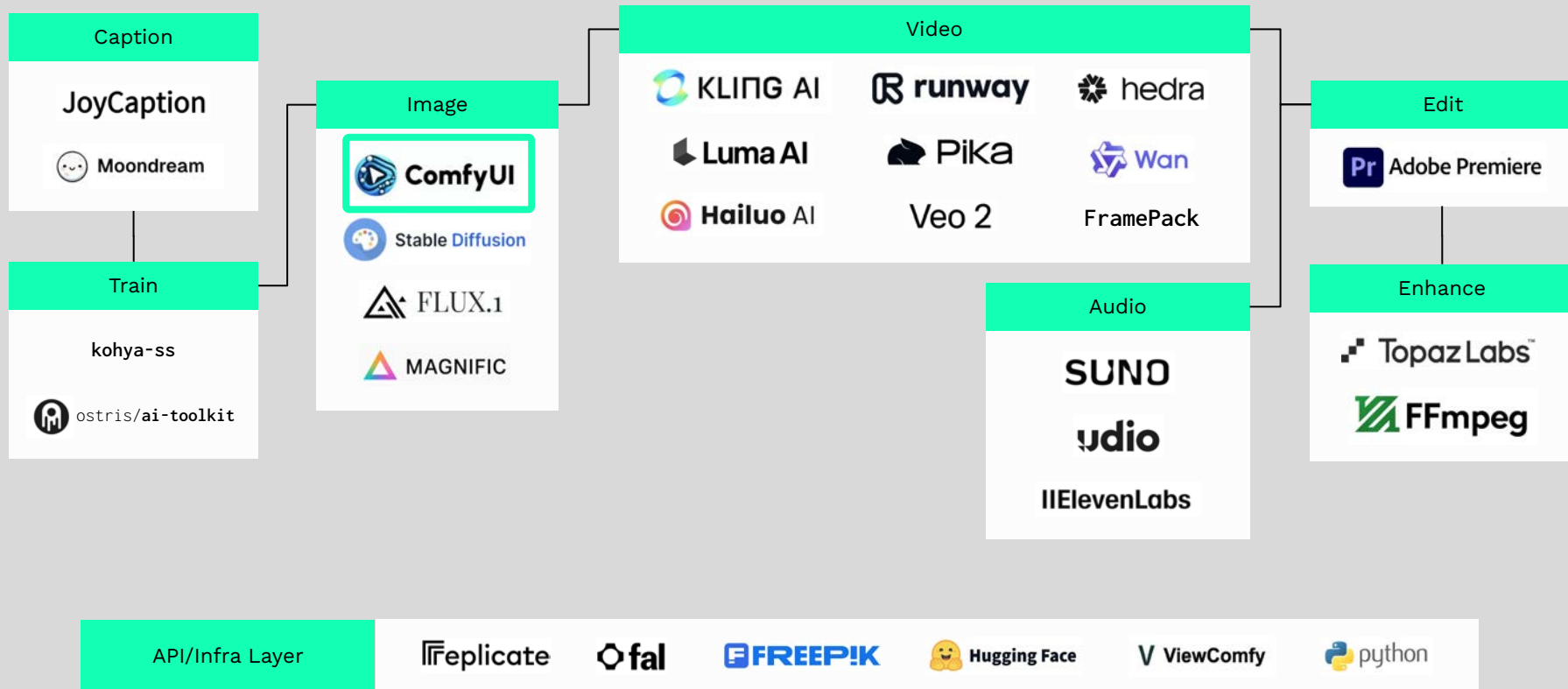
API



Infra



Workflow



Warning!



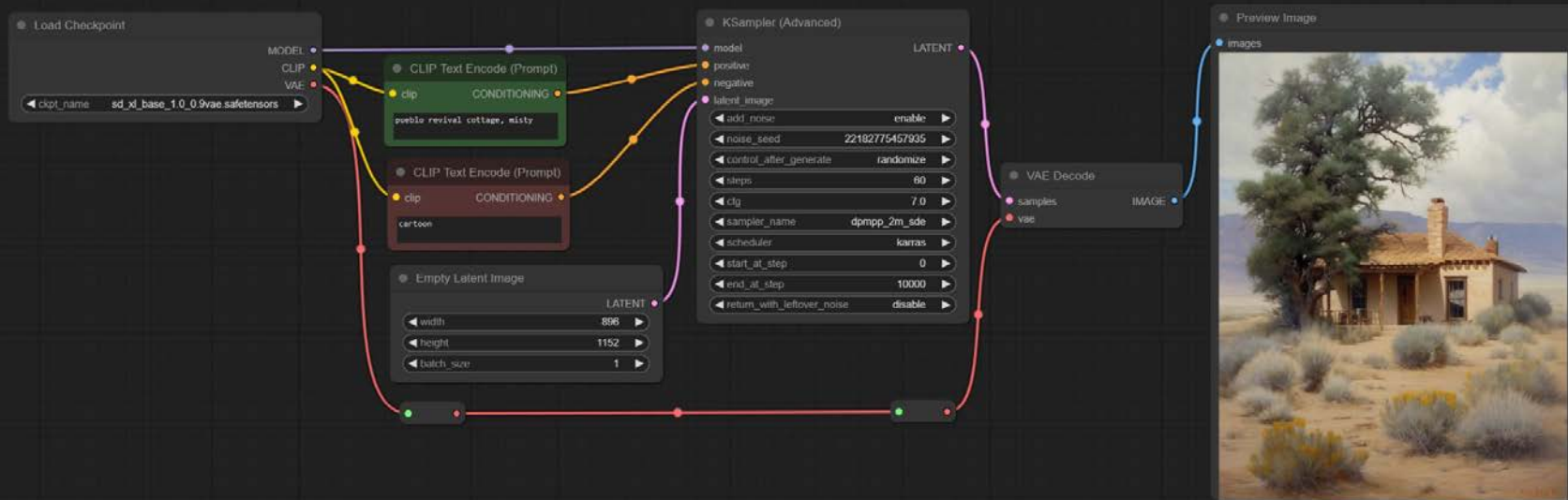
<https://www.darylanselmo.com/resources/>

This talk is fast and dense.

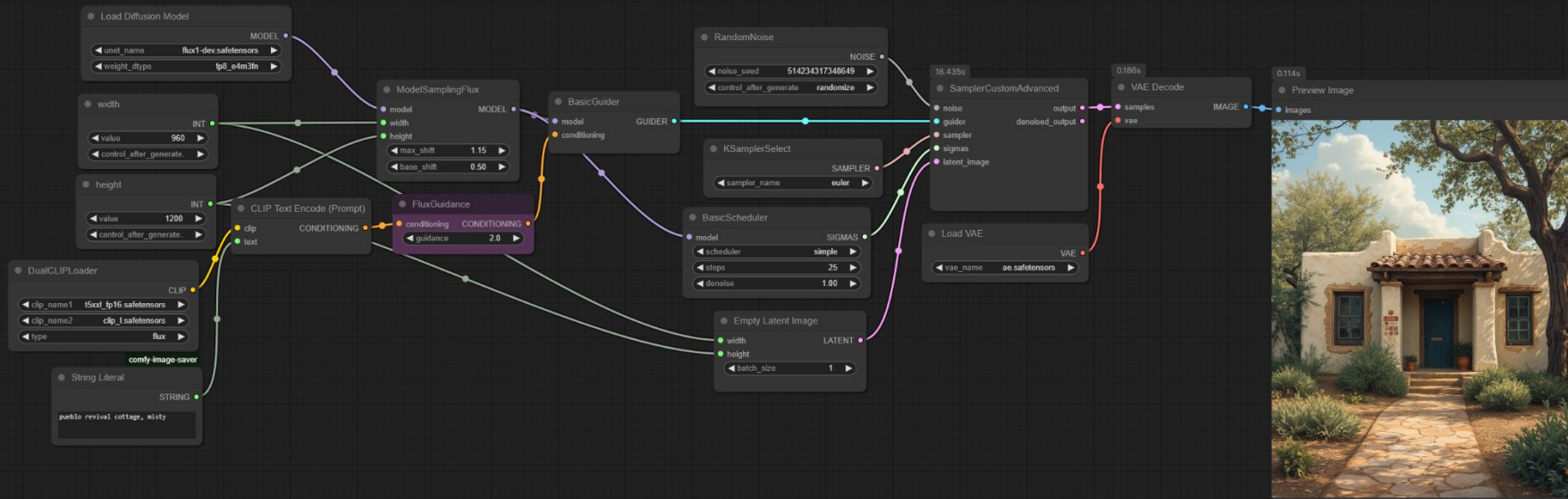
But don't worry.

All of the slides and resources are available for download at the end of the presentation.

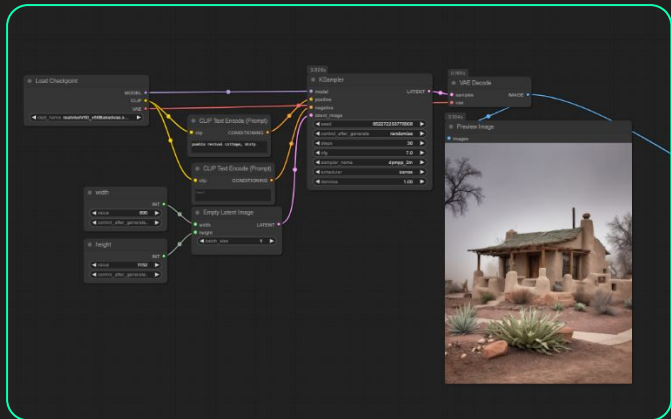
ComfyUI - SDXL Minimal



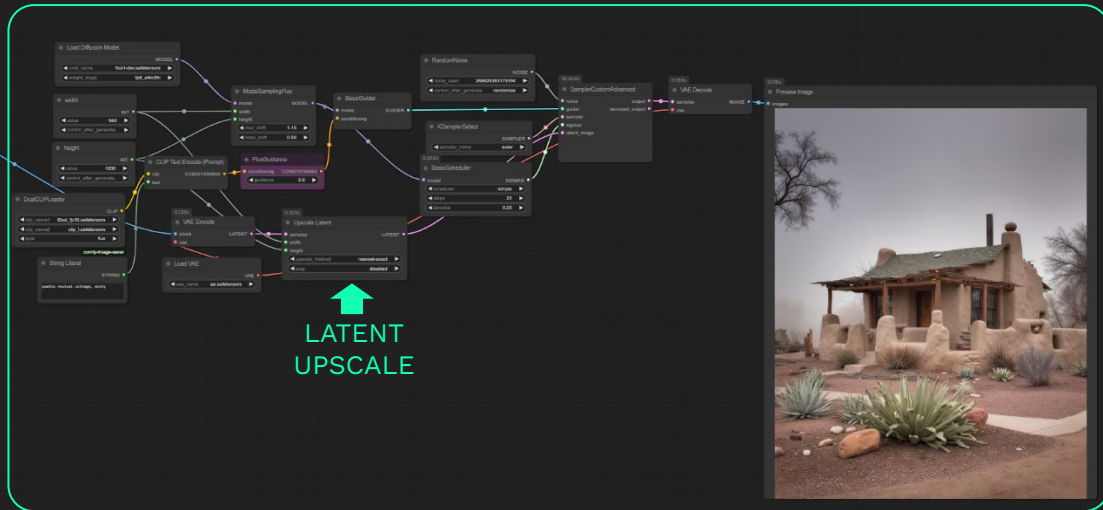
ComfyUI - Flux



ComfyUI - SDXL/Flux Refiner



SDXL



FLUX

Simple Style Transfer



Impressionism



Semi-Realism

Simple Style Transfer

impressionism

photographic



60 steps



40 steps



25 steps



15 steps



5 steps

Even though all generations are on a fixed seed, compositions at the extremes are very different

ControlNet (Canny)

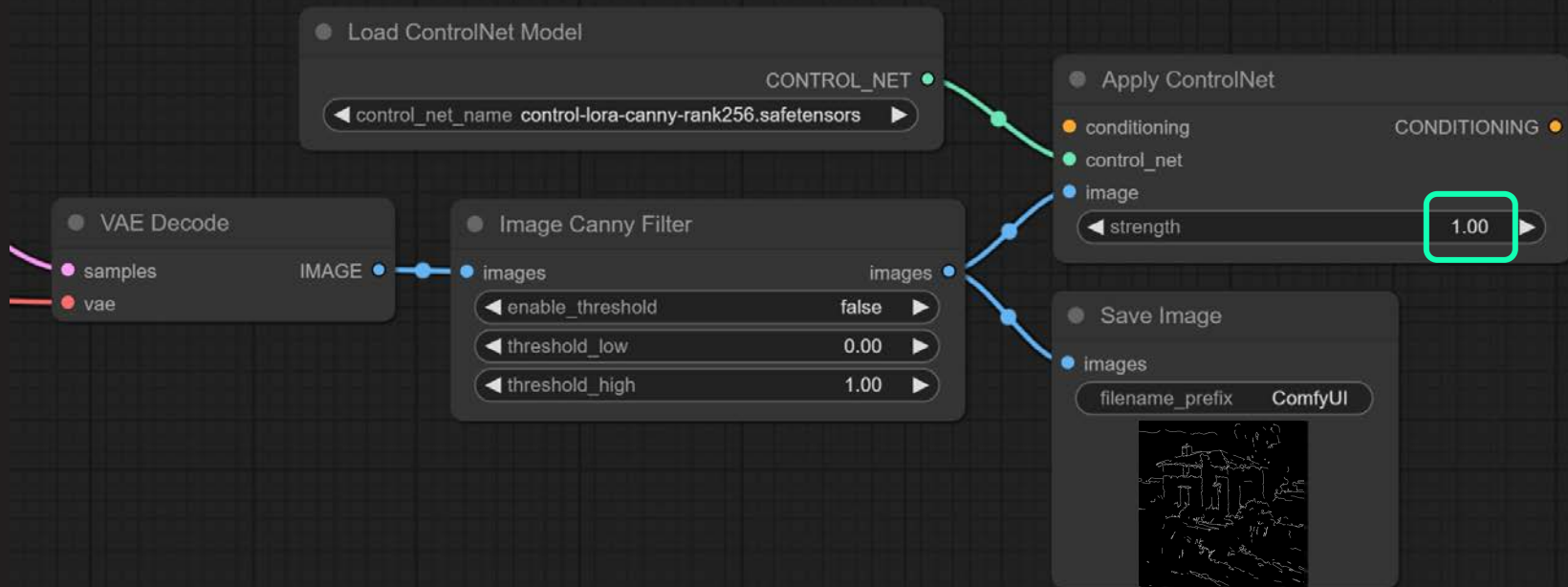


Base Image



Canny ControlNet

ControlNet (Canny)



Style Transfer With ControlNet

Top Row: No ControlNet



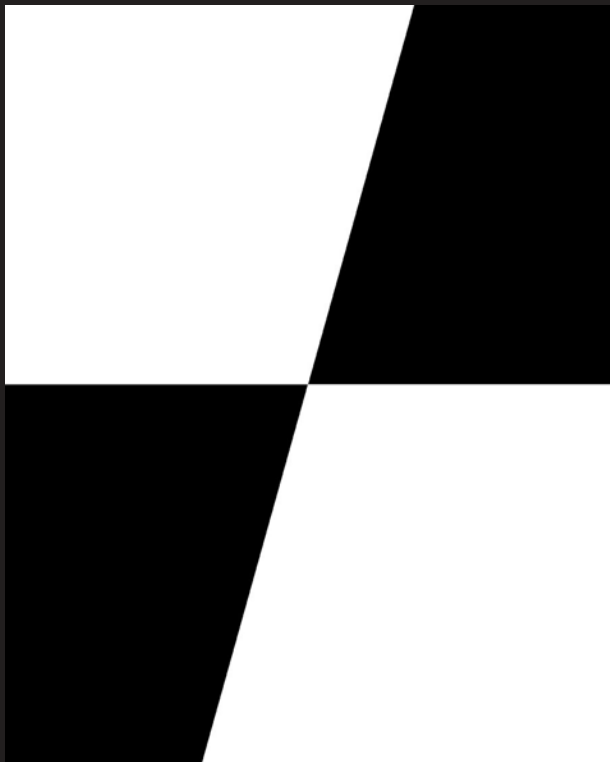
impressionism

photographic



Bottom Row: Uses Canny ControlNet

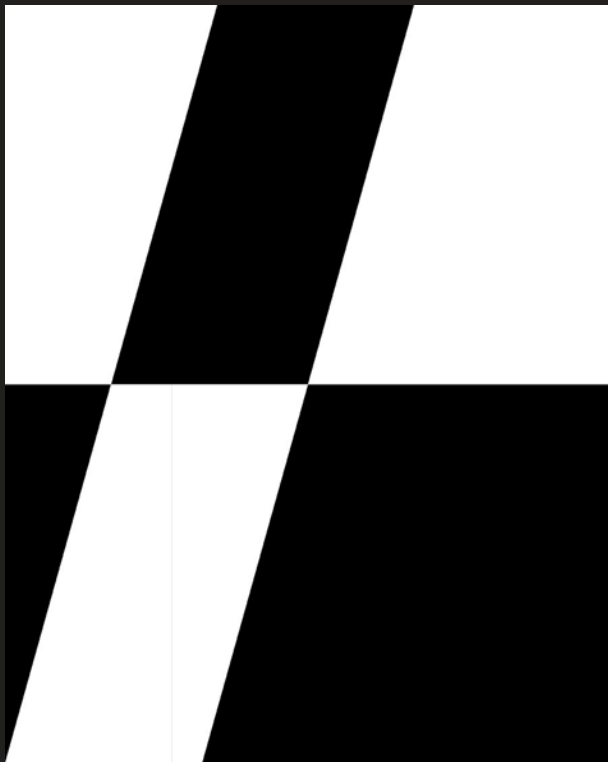
QRCode Monster



QRCode Monster



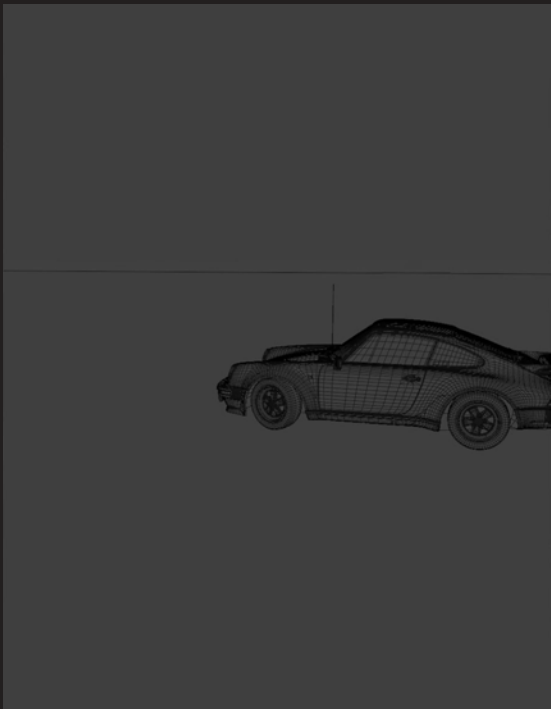
QRCode Monster



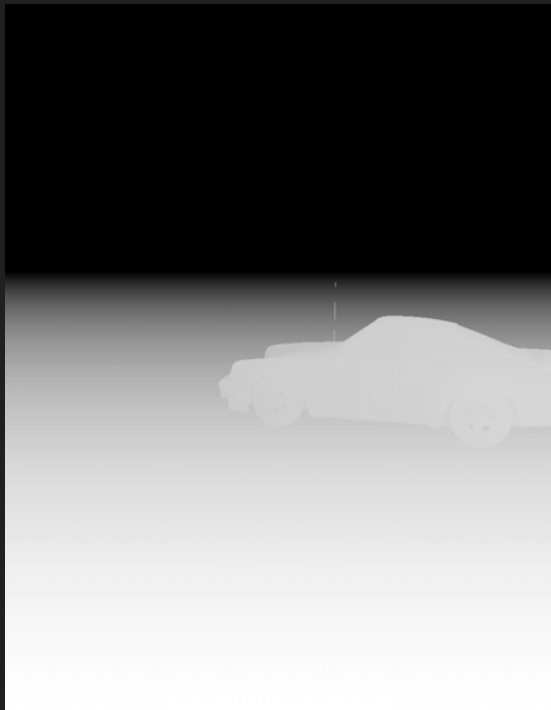
ControlNet Depth



ControlNet Depth



ControlNet Depth



ControlNet Depth



ControlNet Depth



ControlNet Depth



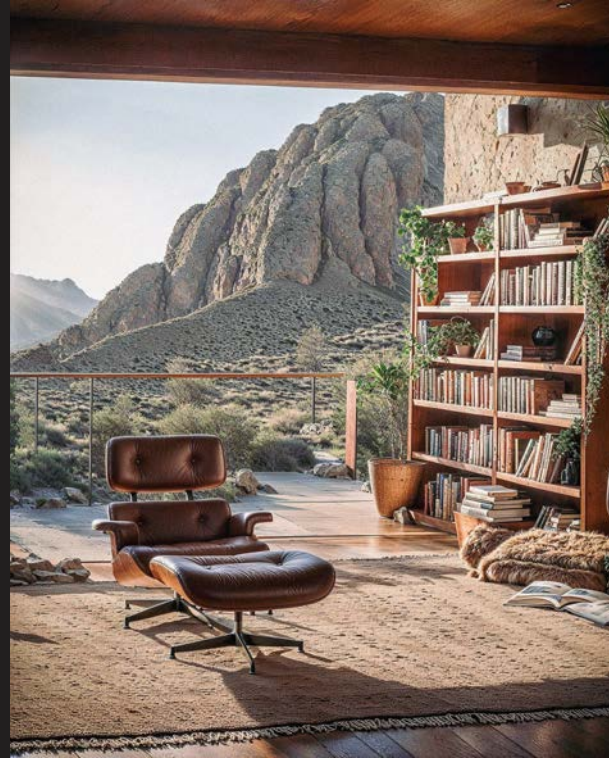
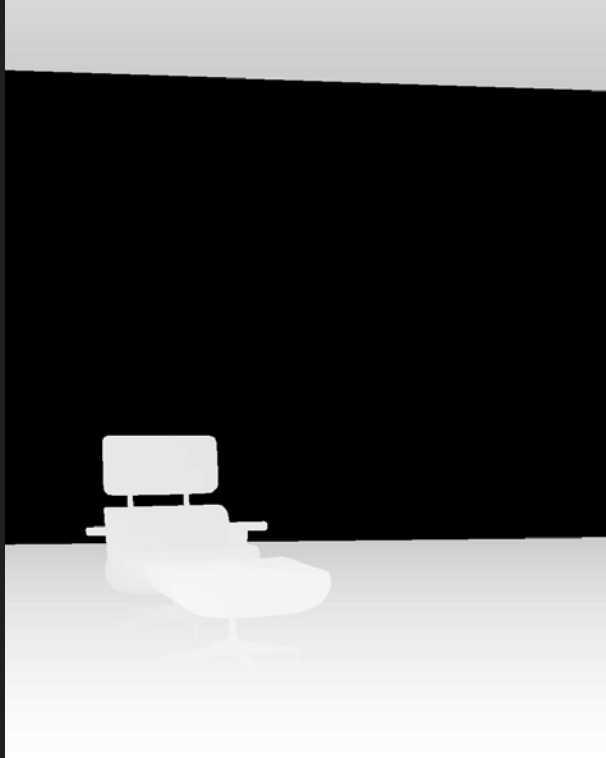
ControlNet Depth



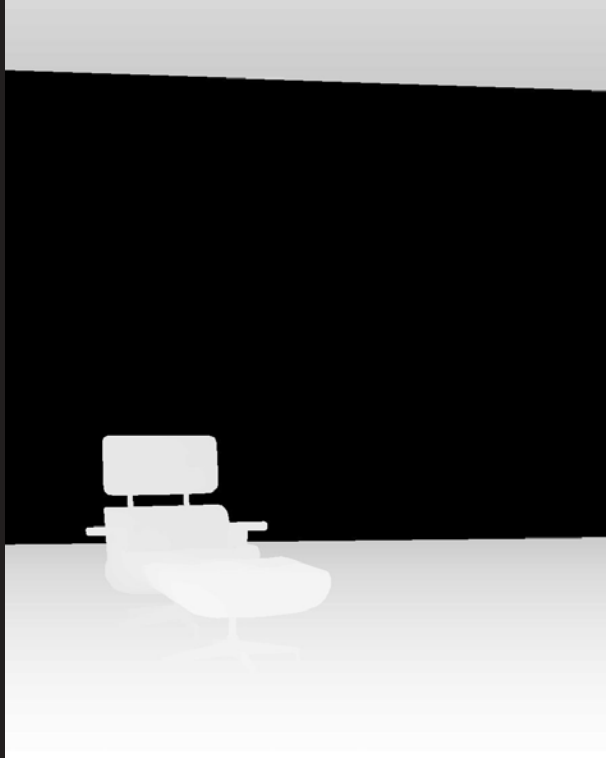
ControlNet Depth



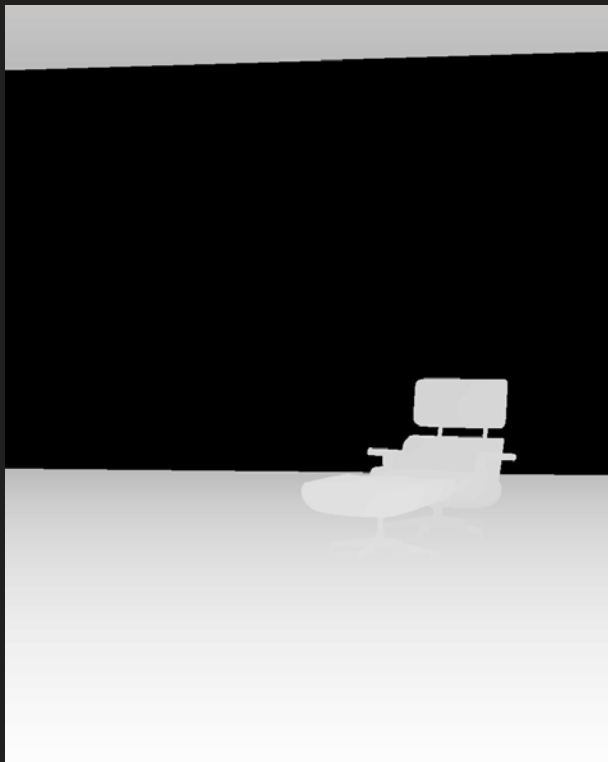
ControlNet Depth



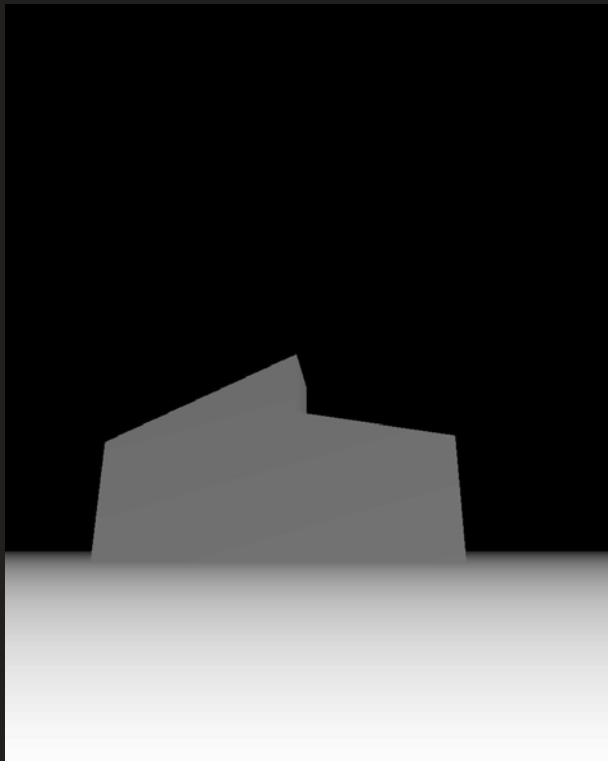
ControlNet Depth



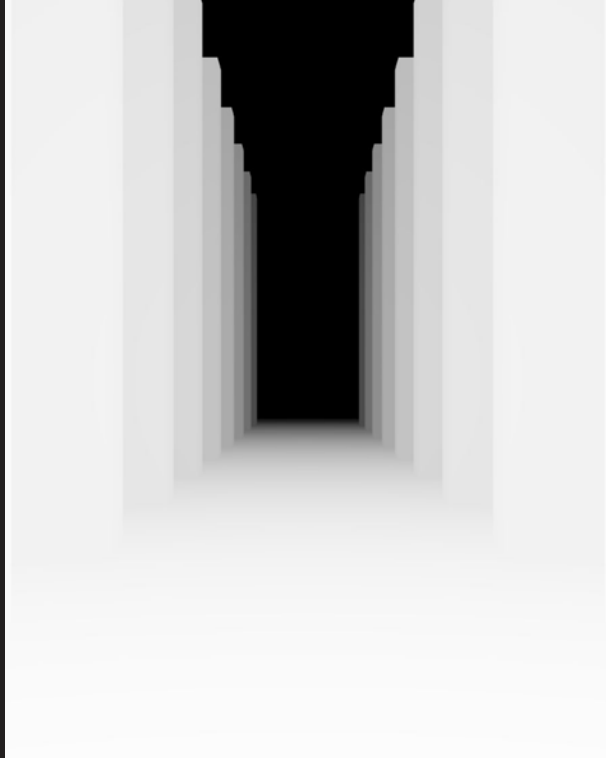
ControlNet Depth



ControlNet Depth



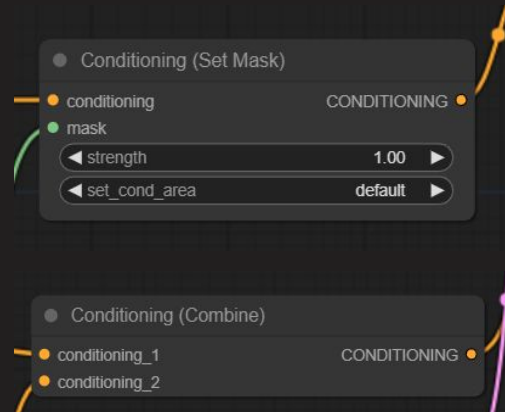
ControlNet Depth



Regional Prompting

pueblo revival cottage, misty

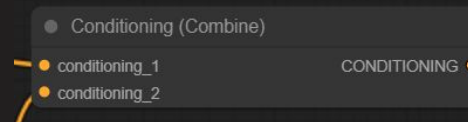
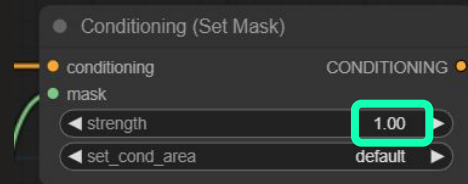
lavender field



Regional Prompting

pueblo revival cottage, misty

lavender field



Conditioning Mask - Weighted



0.00



0.25



0.50

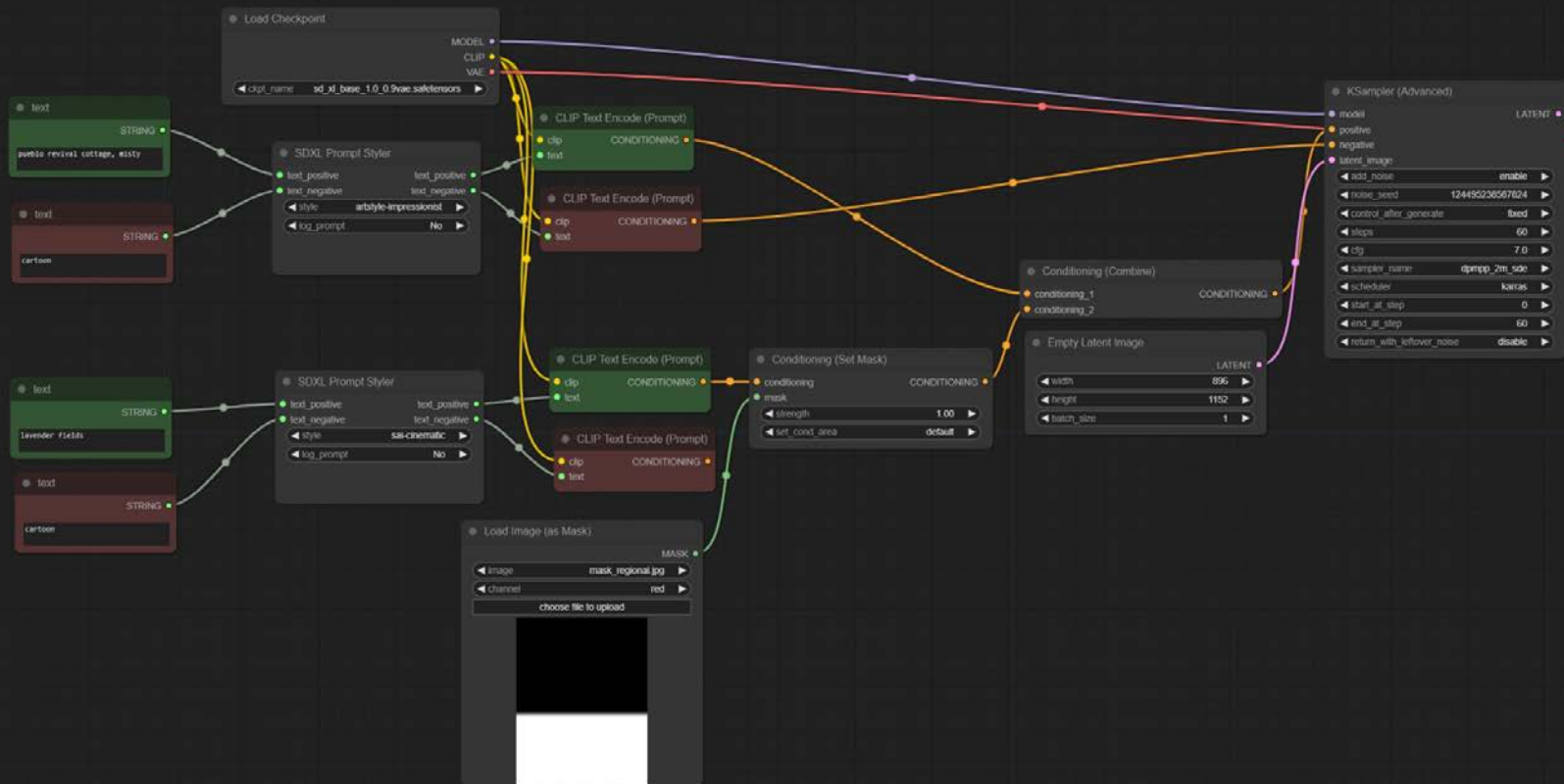


0.75



1.00

Conditioning Mask



Whitepaper



<https://www.darylanselmo.com/regions/>

REGIONS
by DARYL ANSELMO
— JUNE 2024

ABSTRACT

From tape to stencils, and friskets to dodging - masking techniques have been widely used across all forms of traditional image production for centuries, allowing artists to protect certain parts of an image, while isolating others for specific changes.

For AI to be useful as a production tool, precise artistic control is required. While inpainting and outpainting are now common techniques, specifying distinct regions to be diffused with different visual information, up-front, is powerful and not as widely practiced.

For his 10th consecutive 13-week deep-dive, 'Regions', Anselmo focuses his latest exploration on the application of these methods to control image diffusion.



Fig 1.1: smelting greek temple, with pink clouds and corpse flowers - June 23, 2024



Fig 1.2: misty seascapes are vignettized around cyclopic ruins - May 5, 2024



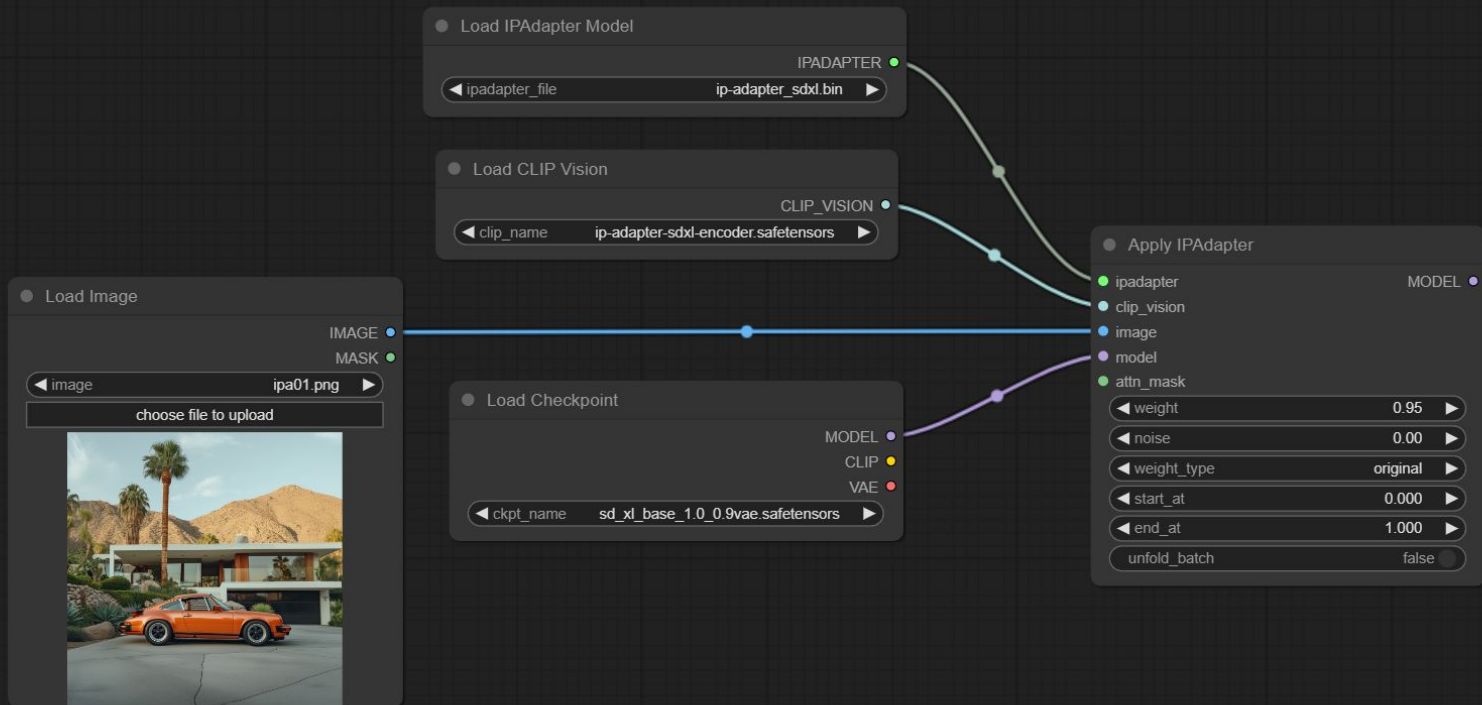
Fig 1.3: a vertical gradient of medieval rooming over coober pedy - May 21, 2024

PROCESS

At the most basic level, **regional prompting** involves creating a digital mask, constructing prompts for each region of the mask, then conditioning and combining the inputs used to guide diffusion.



IPAdapter



IPAdapter



IPAdapter Input

IPAdapter



IPAdapter Input

+

pueblo revival cottage, misty

IPAdapter



IPAdapter Input

+

pueblo revival cottage, misty



Result

IPAdapter

pueblo revival cottage, misty



+0.00



+0.50



+0.75



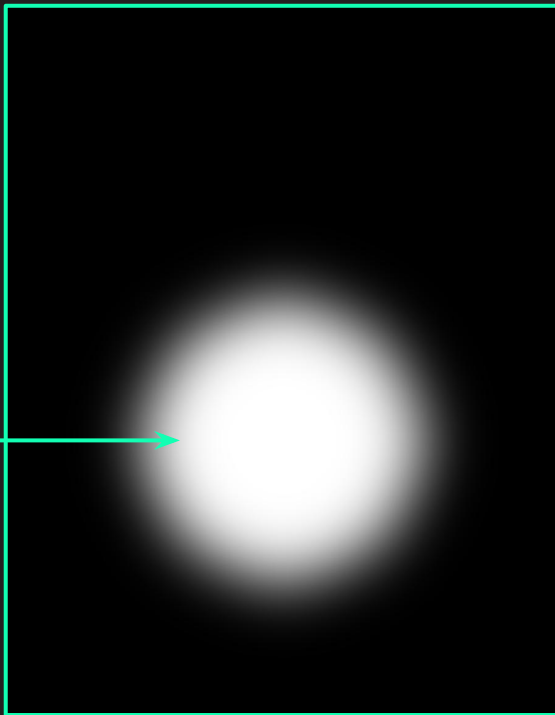
+0.90



+1.00



Attention Mask



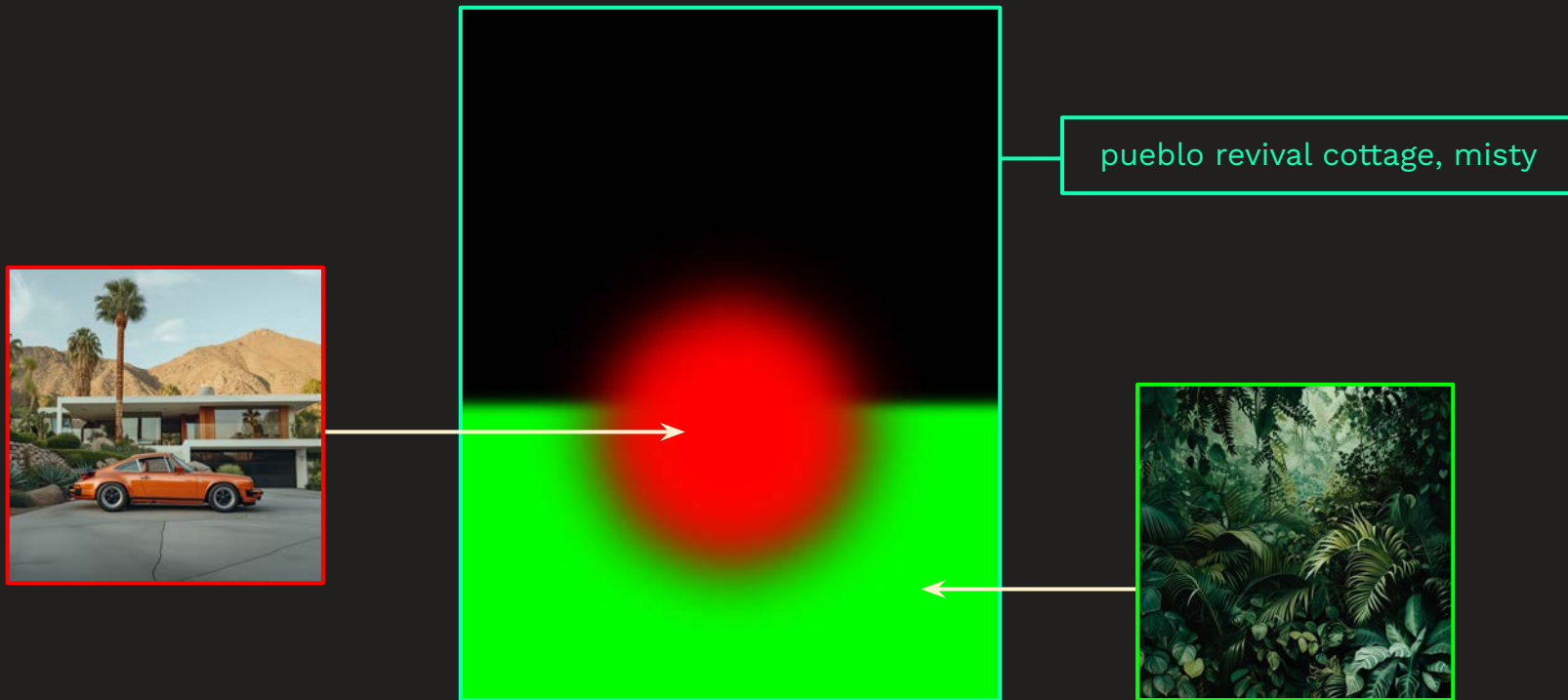
pueblo revival cottage, misty

Attention Mask



pueblo revival cottage, misty

Attention Mask



pueblo revival cottage, misty

Multi IPAdapter



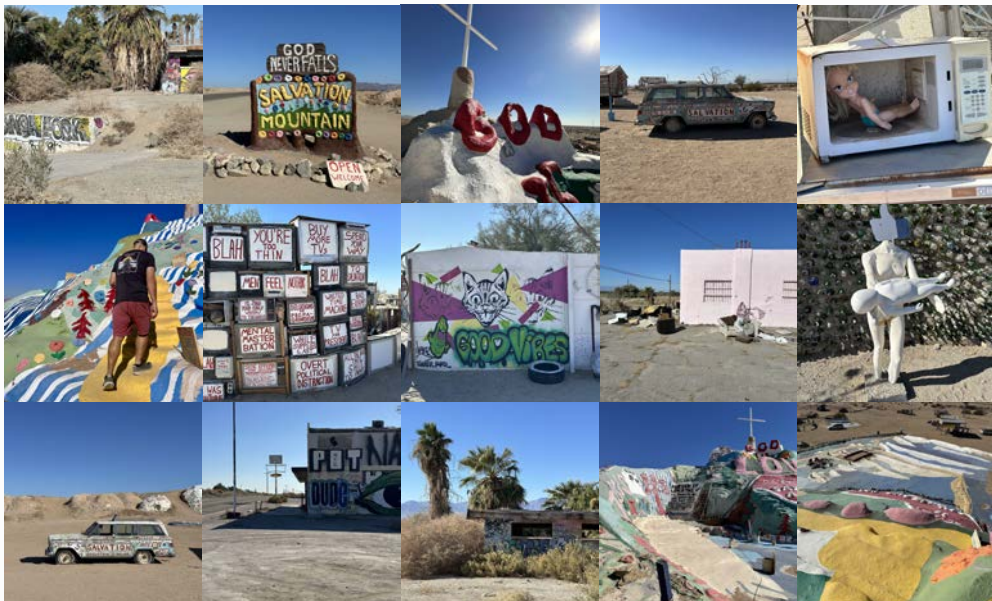
pueblo revival cottage, misty



Multi Attention Mask



Custom LoRA



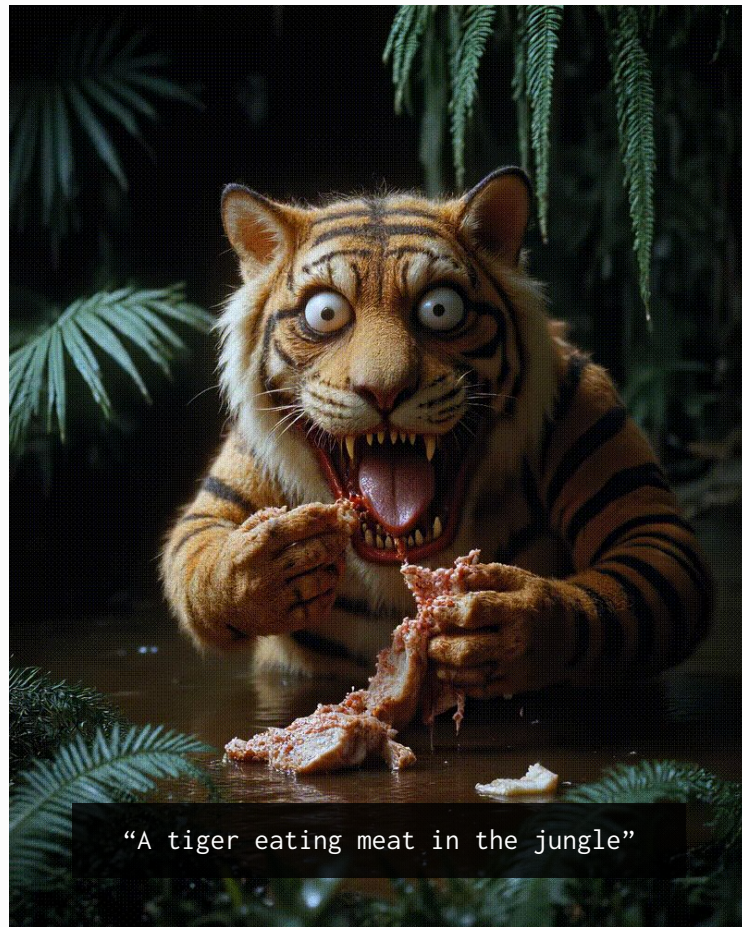
Trained on my iPhone Vacation Photos from the Salton Sea



Custom LoRA

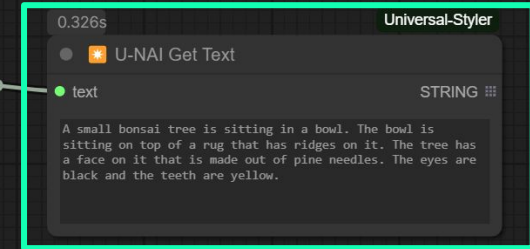


Synthetic Dataset for Custom LoRA “Dark Puppet”



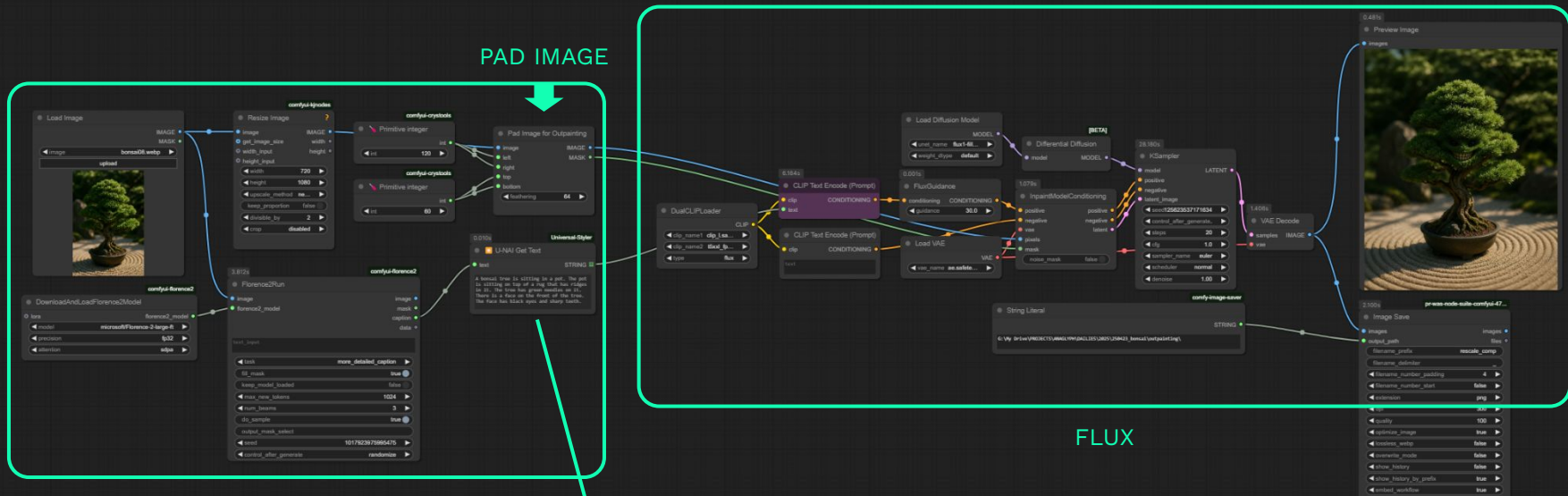
“A tiger eating meat in the jungle”

Florence2 - Captioning



“A bonsai tree is sitting in a bowl. The bowl is sitting on top of a rug that has ridges in it. The tree has a face on it that is made out of pine needles. The eyes are black and the teeth are yellow.”

Florence2/Flux Canvas Extension



"A bonsai tree is sitting in a pot. The pot is sitting on top of a rug that has ridges in it. The tree has green needles on it. There is a face on the front of the tree. The face has black eyes and sharp teeth."

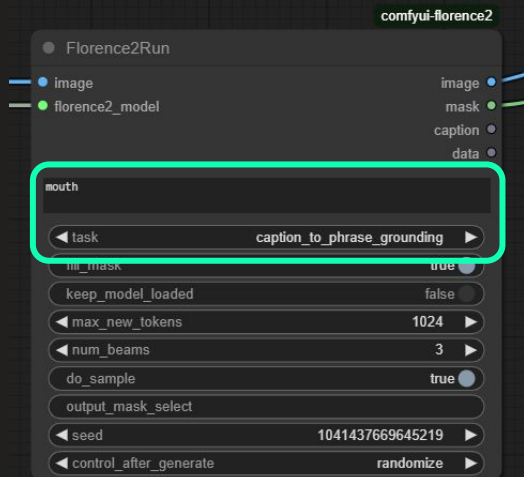
Florence2/Flux Canvas Extension

Base Image



Generated Extension

Florence2 Detect Object

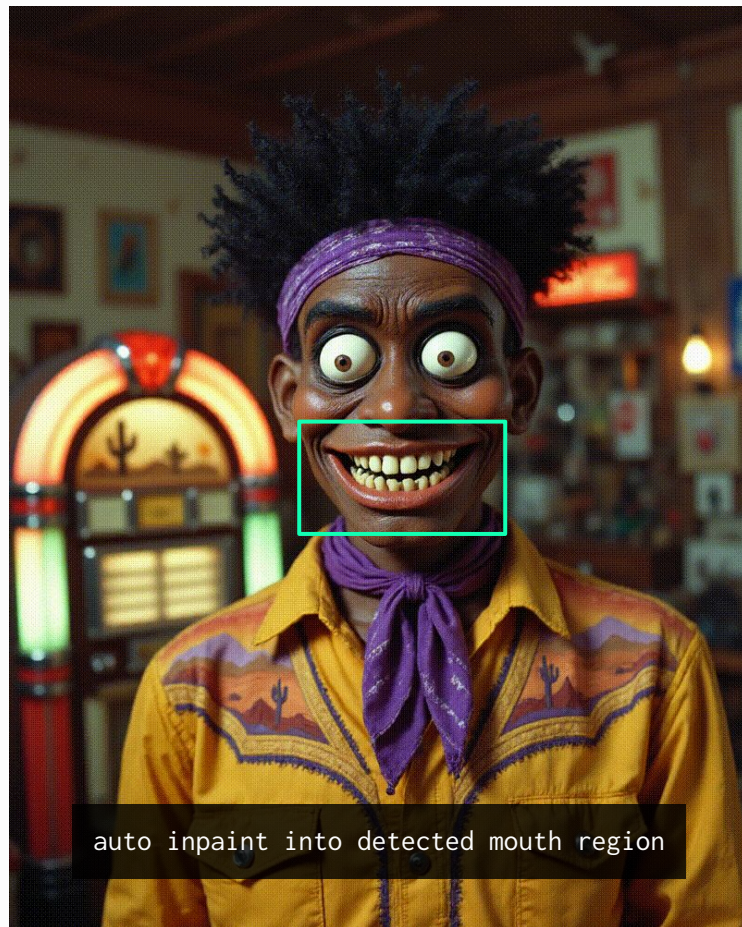


Custom LoRA

With Auto-Inpaint



Custom LoRA trained on synthetic dataset



auto inpaint into detected mouth region

With Auto-Inpaint



Base Image





Magnific 4x (Moderate Creativity)

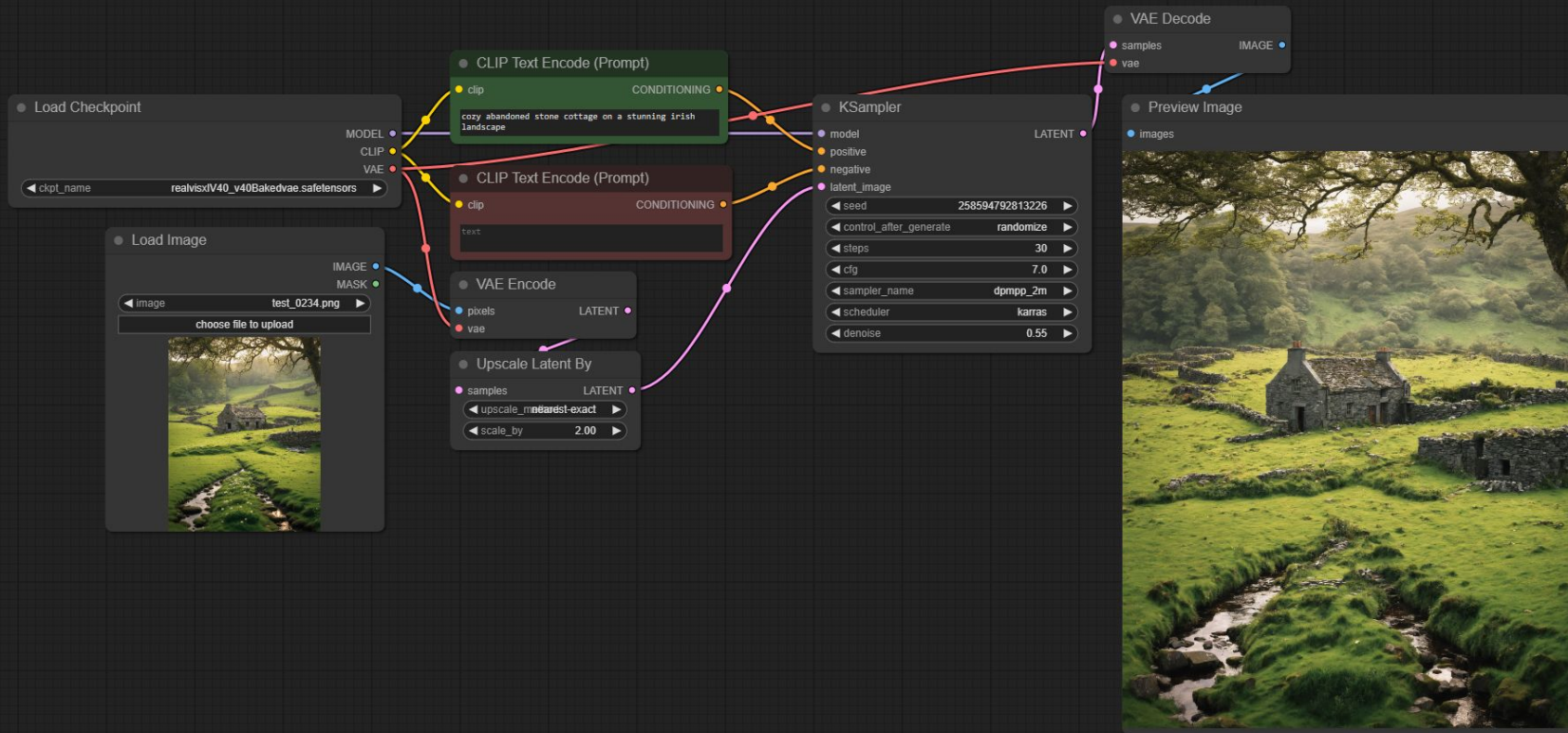




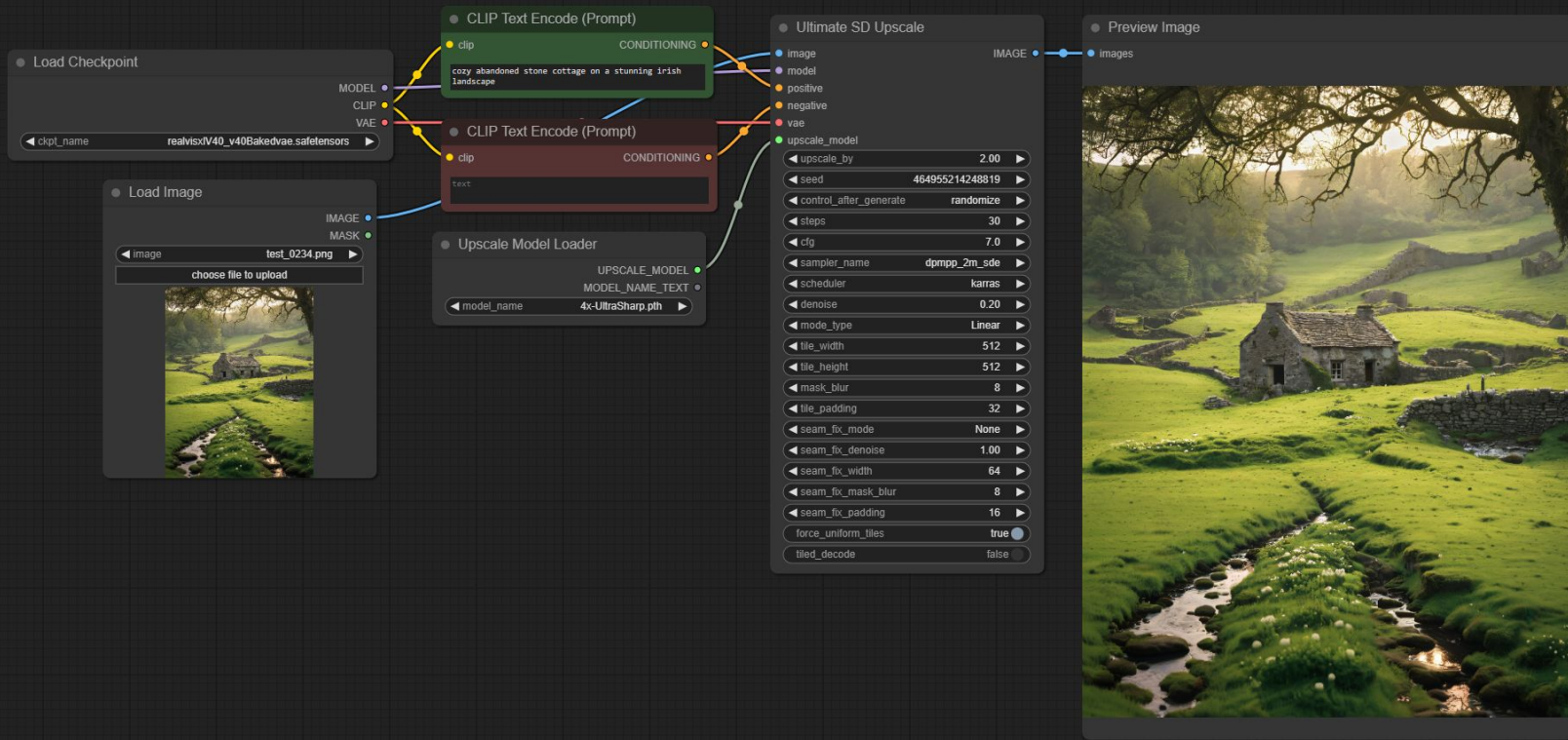




Guided 2x Latent Upscale



SD Ultimate Upscale





Original Image



Highres Fix (2x)



CCSR (2x)



SUPIR (4x)



Ultimate SD (8x)



Real ESRGAN (4x)



Foocus (4x)



Arcana AI (2x)

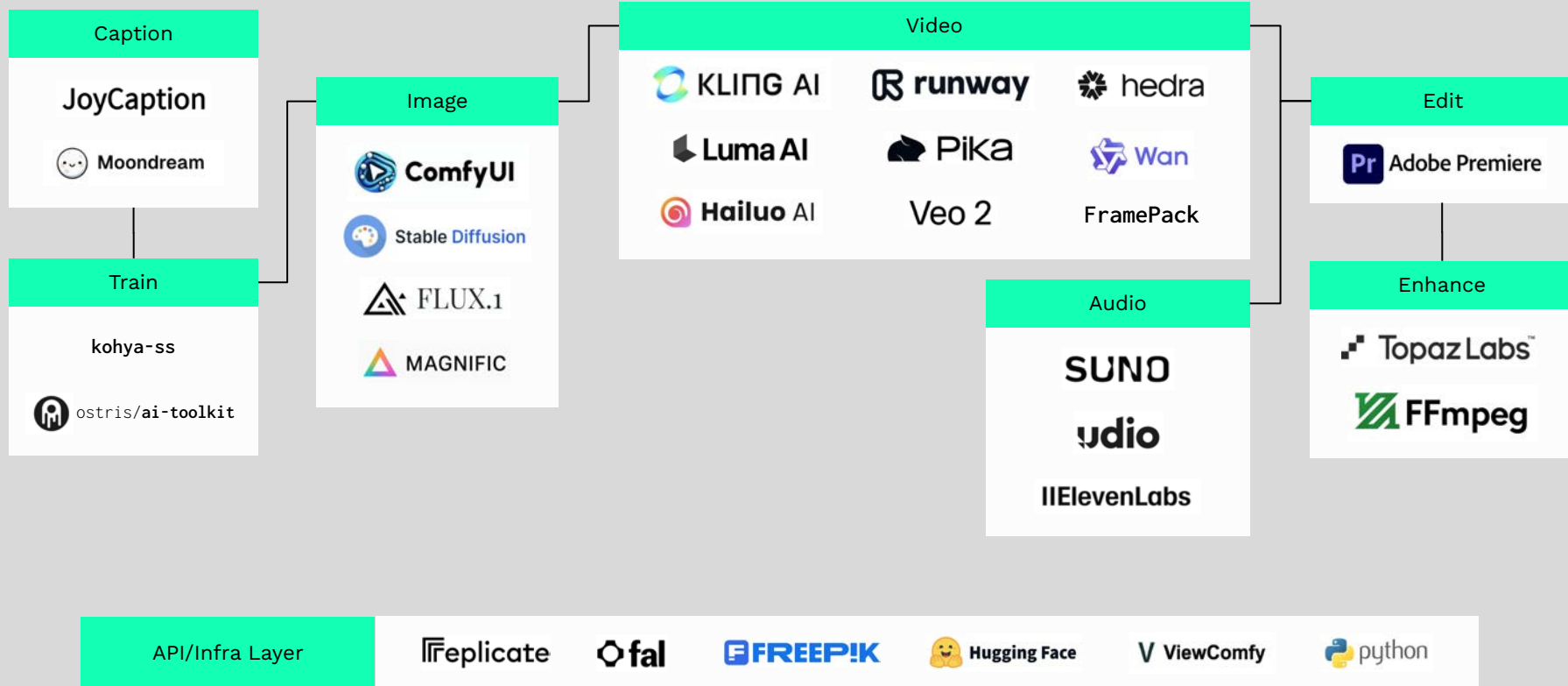


Topaz AI (4x)



Magnific (4x)

Workflow



Kling Examples

Expressiveness





Kling Frames



Luma

Dream Machine

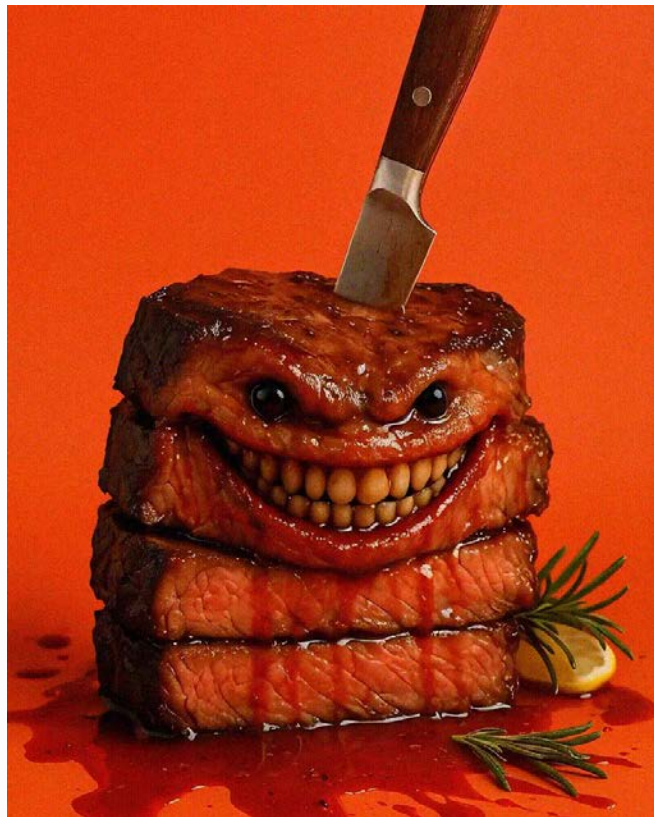


Dream Machine has end-frame capability making looping clips possible.

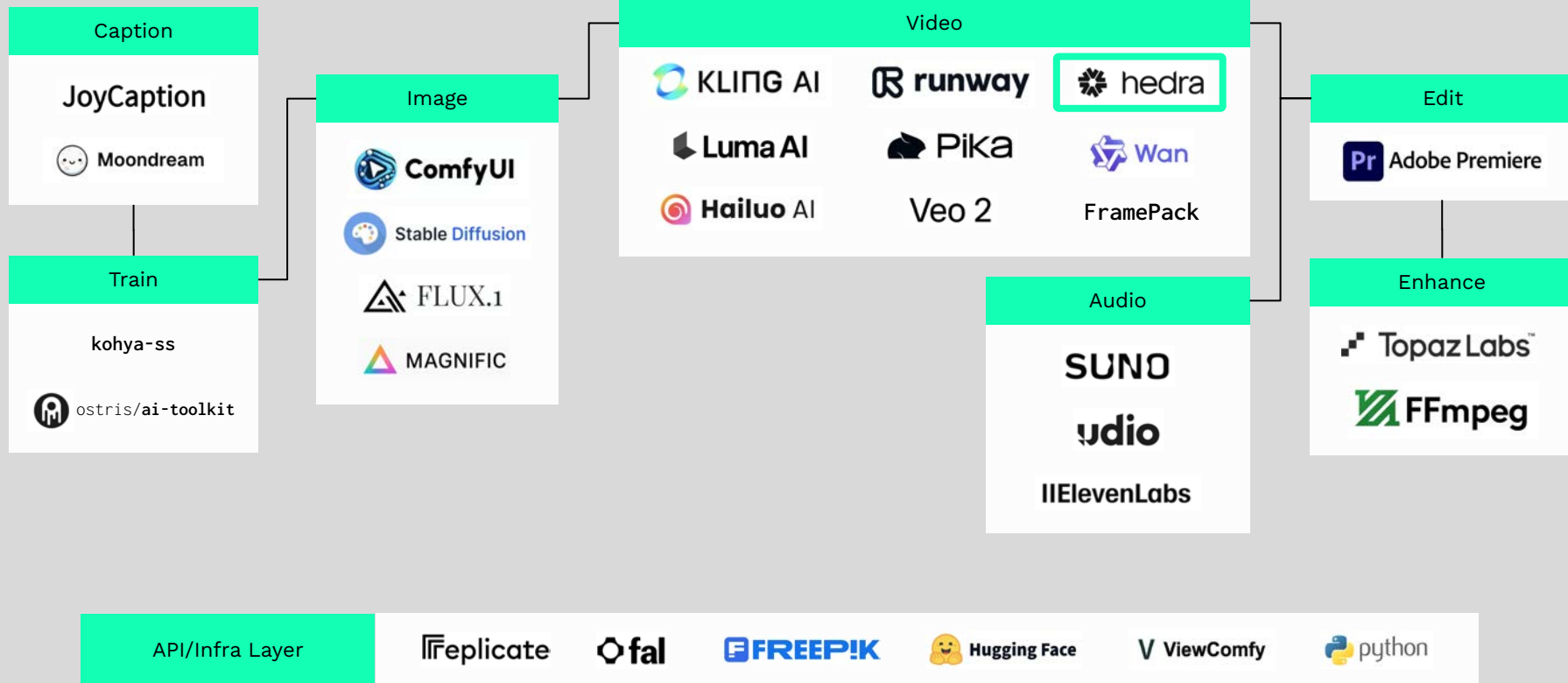
These were generated in Ray 1.5, however, 2.0 has since been released with higher fidelity.

Pika

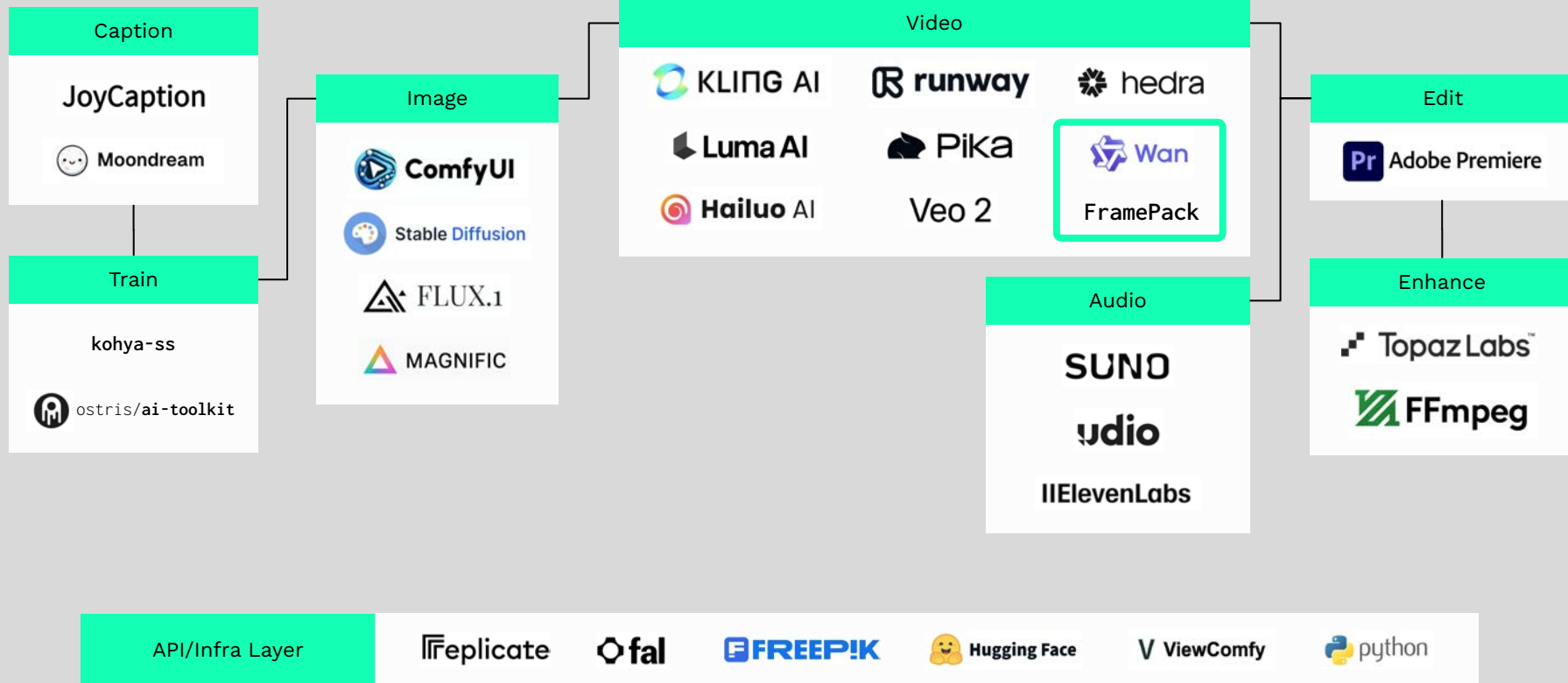
Expressiveness



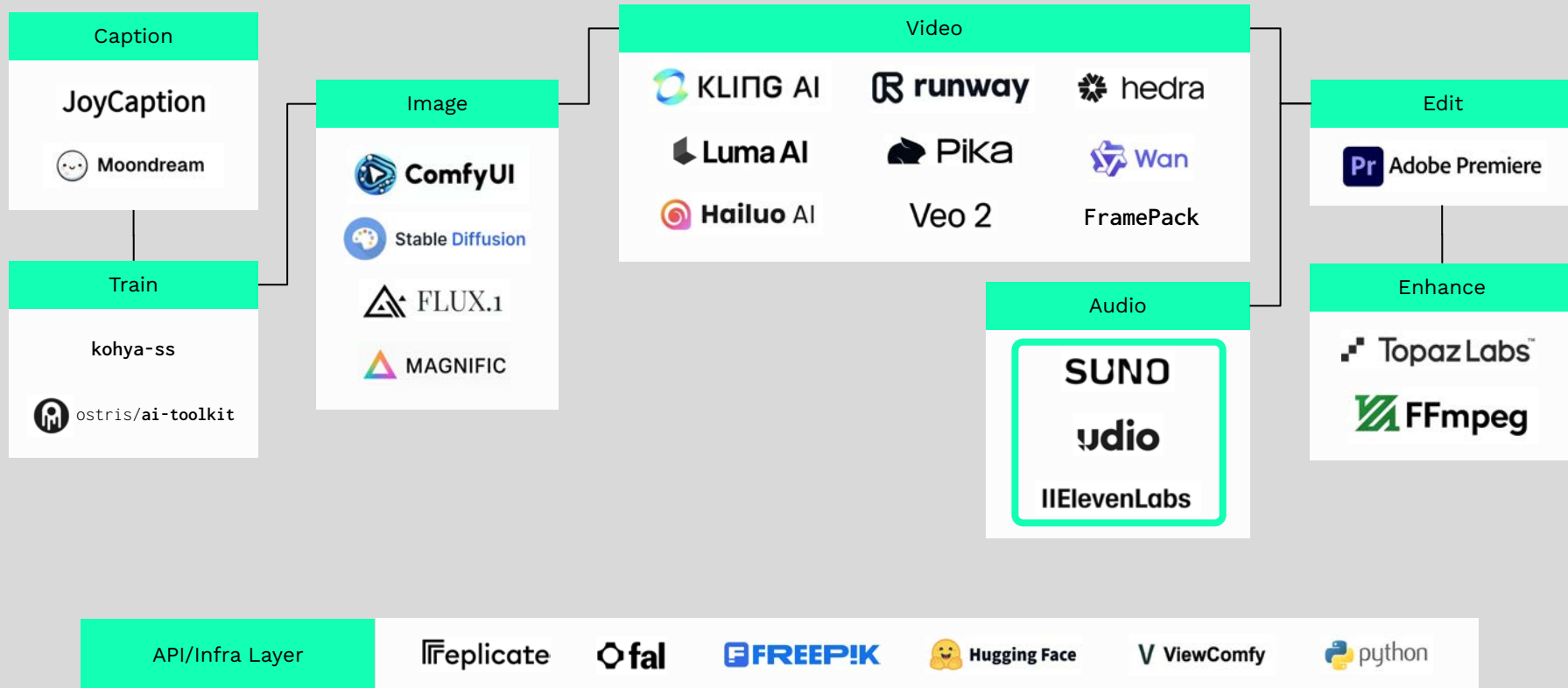
Workflow



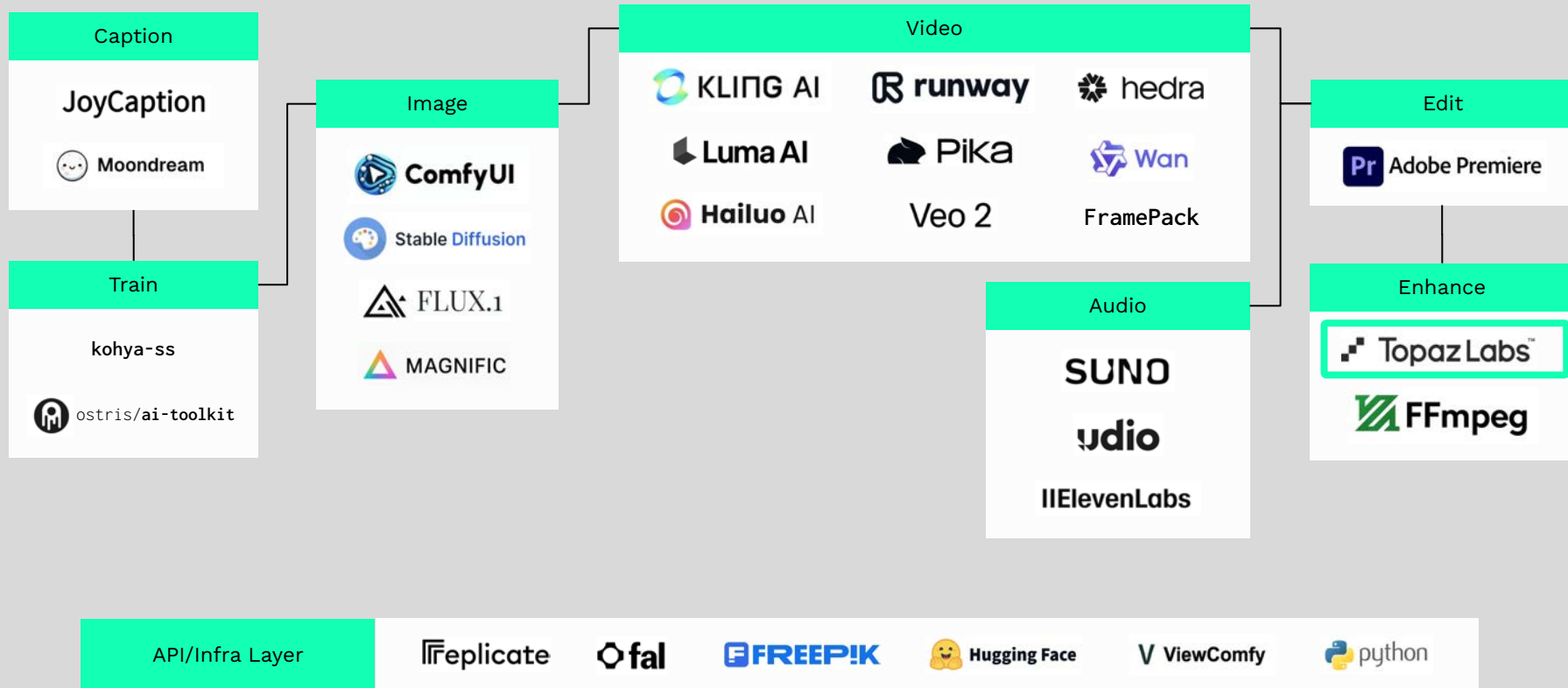
Workflow



Workflow



Workflow



Whitepaper



<https://www.darylanselmo.com/aislop/>

AI SLOP
by DARYL ANSELMO
— SEP 2024

ABSTRACT

2024 marked significant advancements and the increased adoption of AI based video models and workflows.

AI Slop is a collection of 91 reels cut in 91 days, from June 30 to September 28, 2024. It represents a deep dive into the state of the art in genAI video and audio tools, exploring both open source and commercially available models.

This round, Anselmo's 11th consecutive, used the following tools: Luma DreamMachine, KlingAI, AnimateDiff (via ComfyUI), Krea, Topaz Video AI, Magnifico, Midjourney, Stable Diffusion (SDXL), Arcana Labs, Flux, Udio and Suno. All reels were cut in Adobe Premiere Pro.



Fig 1.1: coney island - September 12, 2024



Fig 1.2: feel the age - August 2, 2024



Fig 1.3: a portal to the piece dimension - August 26, 2024

PROCESS

AI Slop began as an experimental process, with many techniques tested along the way. By the end of the series,

Resources



<https://www.darylanselmo.com/resources/>

Whitepapers

Topics: Regional Prompting, AI Slop (Video Methods)

Slides

This presentation in PDF Format

ComfyUI

Links to ComfyUI and my custom workflows on Github

List

Sign up for workshops and updates

Contact Info

Get in touch

Musings

On the future of
entertainment



<https://www.darylanselmo.com/resources/>

Mass Generation

Millions of new movies every day

Shrinking Attention

Most won't be seen

Cinema Becomes Niche

90-minute format survives, but fades, becomes revered like Stage/Opera

Real-Time Presence

Entertainment shifts to real-time, interactive, co-generated

The Holodeck

Personalized, social, immersive (not “content tonnage”)

Summary



<https://www.darylanselmo.com/resources/>

Creative Destruction

Continual paradigm shifts reshaping creative industry

The Decline of Raster Graphics

And the rise of Neural Graphics

Hybrid Working Methods

Invisibly integrating GenAI into our work, step by step

ComfyUI + Open Source

The Gateway to Production at scale

Back to The Demoscene

Hack and Tinker: Don't wait for Permission

THANKS!



<https://www.darylanselmo.com/resources/>

APPENDIX