

About digital and AI powered software tools

(This text started as discussion between J.K. Bogartte and P. Petiot.)

J.K. Bogartte

There are now IA generators that are doing something with music, And, the newest is making AI videos = eventually, a whole new space of ART. That will change much...

P. Petiot

That will change much, with the restriction that AI neural networks must be trained on basis of existing images (or whatever else), so that, in a way, *radical newness must still be created by human beings*. When checking the *really good* images produced by NC users, apart of 5 to 10 artists that reach the same level as Evi, all the rest does not look **that** intelligent, artificially speaking or not 😊.

I am personally not too fond of videos either...

In surrealist terms, I never saw anything convincing yet, while video tools have now long been available for free. But this may mainly due to the absence of learning capacities currently available in the surrealist movement. People tend to get afraid of techno-related tools due to journalists speaking of “high technology” about these tools. While *software development* of such tools may prove to be somewhat tricky, there is most often nothing “high” technologically speaking about *using* them.

I am a retired software development engineer, and Evi was initially trained as an architect, but in the past 25 years, Evi has proven to make an interesting use of several software tools, while I never made anything interesting with the same tools. This means that artistic capabilities are by far much more important as regards using software tools than technical skills.

As regards surrealism and video (or cinema) another problem is that *we do not know what a surrealist use of video should be*. I fear this would require a little bit of *deep thinking – and experiments* – as for what surrealist video can be or must be, I mean, when compared to currently existing videos artworks. In my opinion a surrealist use of video should focus on *poetry* and not on making novel-like films. I do not think we would need scenarios, but rather to focus more deeply on the *poetic and plastic aspects*. Some scientific videos are quite interesting in terms of plastic thinking and we could build on that.

I tend to hate videos from a technical point of view, because of the mess as regards video standards and above all because of *the huge amount of resources* video uses on the WWW..

I am more in favor of 3D models because 3D models are *much lighter* than any video and a *3D model is usually lighter than the 2D texture images it uses*. When you have a 3D world, you can record any trip within this 3D world locally as a video if needed. *From an ecological point of view*, this means that 3D worlds are much less bandwidth and network load consuming than videos.

A major problem 20 years ago as regards 3D worlds was the absence of 3D worlds browsing software extensions for Web browsers. This is slowly evolving but not all functionalities allowed by 3D modeling languages have not been yet implemented in the 3D worlds browsing software extensions for web browsers.

Current 3D modeling languages allow making things as complex & 3D games and distributing them on the WWW, in the same way as other HTML documents. The 3D language standards are hence there, but the man machine interfaces (MMI) of most modeling tools remain difficult to use and nothing as intelligent and user friendly as the wonderful MMI of Bryce has yet been developed in the *Libre Software* environment.