

CSE368: Introduction to Artificial Intelligence

Summer 2019

Fake Art Competition

Due Date: Friday, 28 June

Presentation Date: Monday, July 1

1 Overview

Artificial intelligence tools have been recently widely used to generate pieces of art. Your task for this challenge is to explore different approaches of how fake art can be generated and while your exploration, keep asking yourself: how we can differentiate between a piece produced by human and the one produced by AI.

Art categories:

- Painting
- Music
- Text
- Video

2 Evaluation

Evaluation criteria includes:

- Result (how beautiful/readable/realistic is it)
- Creative idea
- Tools, that were used
- Presentation

3 Submission

You can submit up to 2 pieces of art for each category. To submit your work, add your base source (original image/music/text/etc), generated result, link to the tools, that were used and your reasoning how we can differentiate between the fake/real art. Send a zip file of your files to avereshc@buffalo.edu with the topic "[CSE368] Fake Art Competition".

4 Rewards

Top works will get bonus points and selected works will be published on the course website.

5 Important Dates

June 28, Friday - Competition is due

July 1, Monday - Works presentation and evaluation

6 Useful links

- [Deep Dream Generator](#)
- [Deep Art Generator](#)
- How to Train Your Artist ([Medium article](#))
- Generating text ([Google Colab](#))
- Generating music ([Medium article](#))
- Video Generation ([Google Colab](#))