

Visits to the Uncanny Valley Exploring Workflows with AI tools, Unity and After Effects. [Tuesdays, 16⁴⁵-19¹⁵]

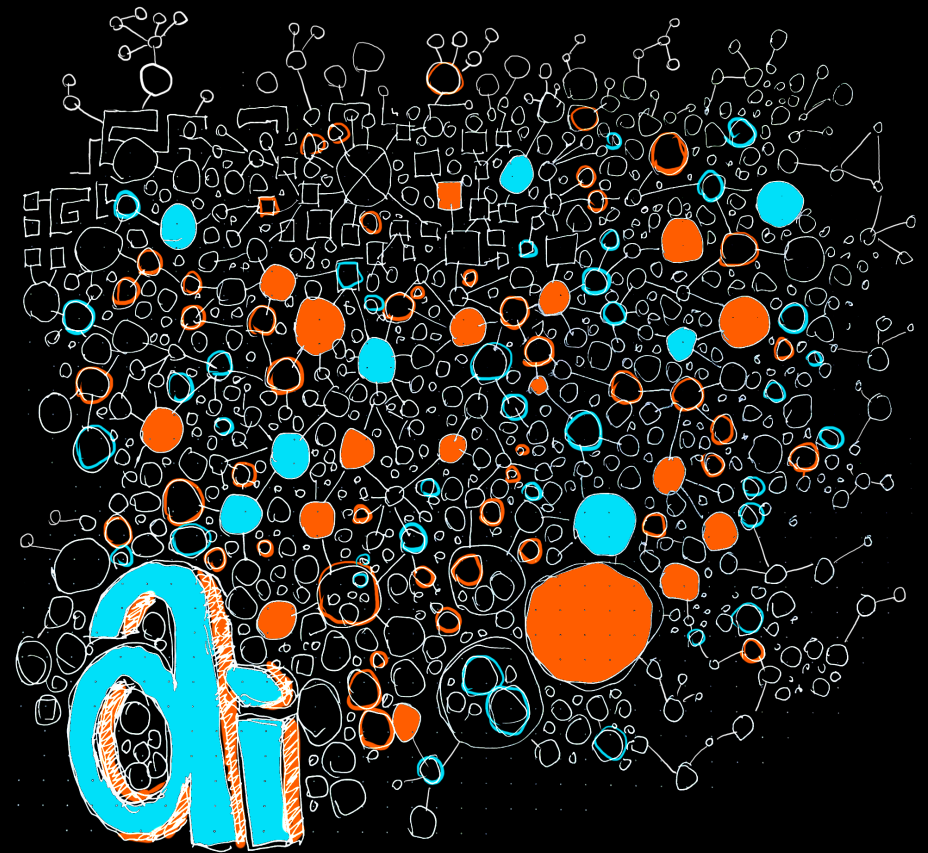
Well, most of it is already in the title of the event itself. So, we're going to visit **the Zombies in the Valley of Horror**.

We immerse ourselves in **AI** that generates text, images, and code, but we don't want to use this technology for its own sake. Instead, we aim to find our own personal creative expressions and thus develop a **personal style**. We see AI-generated elements as tools.

In the course, we work specifically with Processing, Adobe After Effects, and Unity, exploring tools, prompts, codes, plugins, and add-ons. Throughout the semester, we collect our own **color field paintings**, with which we create our own **learning set**.

The AI learns from us and becomes **our useful tool**.
What is the uncanny valley?

Feel free to let me know if you need further adjustments!



VISITS TO THE Uncanny Valley
EXPLORING WORKFLOWS
WITH AI tools, UNITY AND
AFTER EFFECTS