

A futuristic, sleek car is shown from a front-three-quarter perspective, driving on a desert road. The car's headlights are glowing with a bright orange light. The background features a vast, flat desert landscape under a sunset sky with soft, warm colors. The car's design is aerodynamic and modern, with a prominent front grille area.

 versostudio

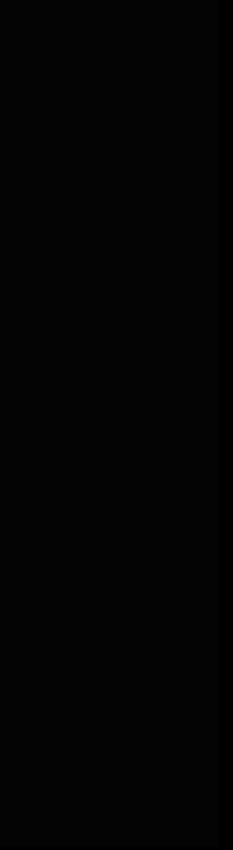
Supercraft

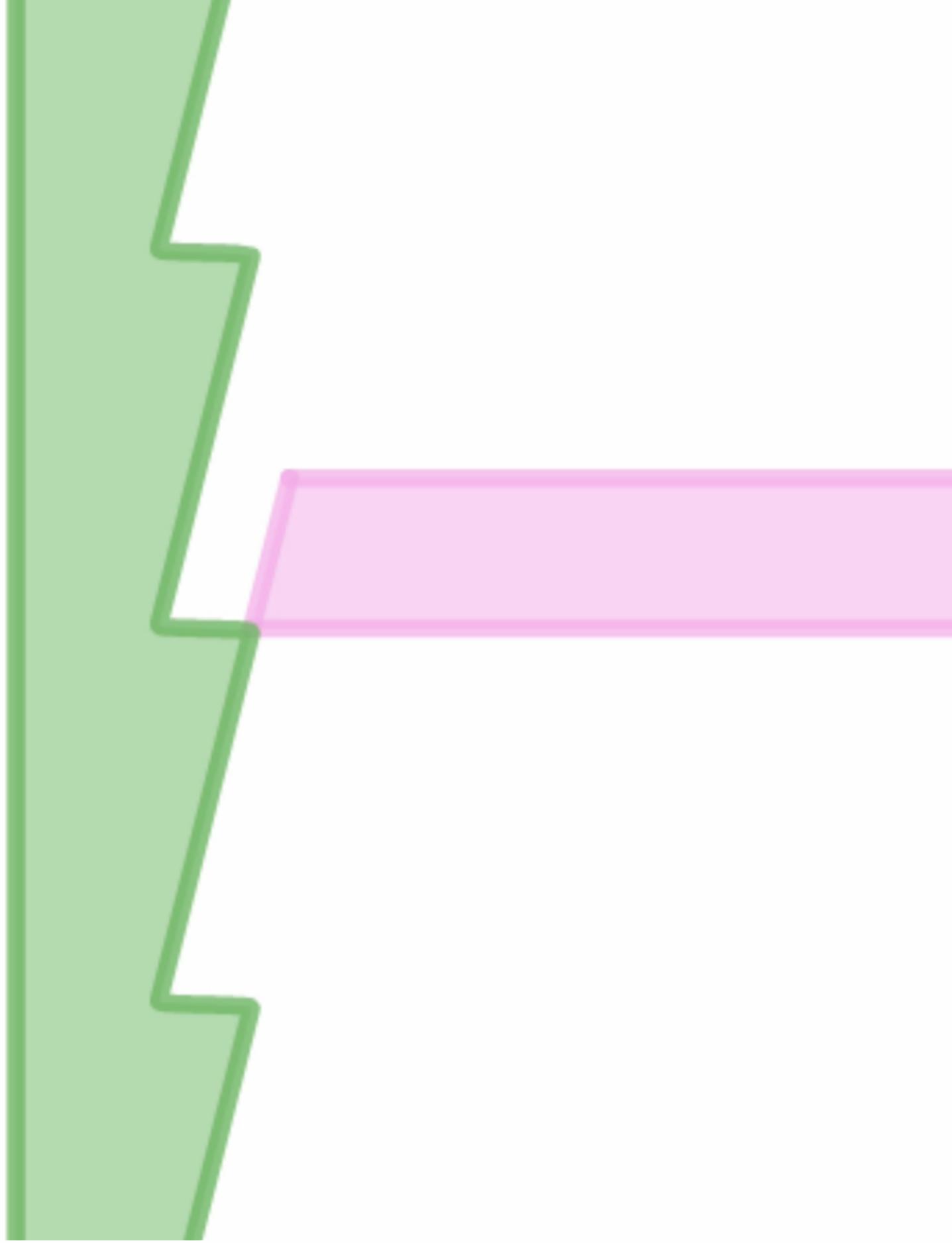
La creatività nell'era dell'IA generativa

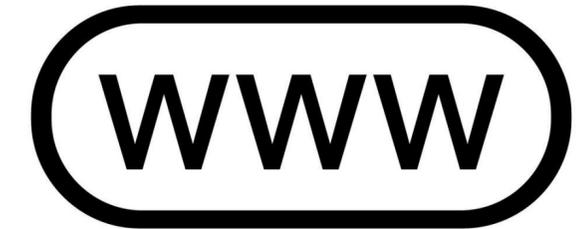


Jane Goodall nel 1960 scoprì che l'abilità di usare strumenti (e tecniche) non era esclusiva degli esseri umani.

Ciò che ci distingue è la capacità di copiarli e modificarli nel tempo.







Produzione

Distribuzione

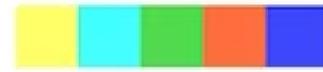




 Google AI

OpenAI

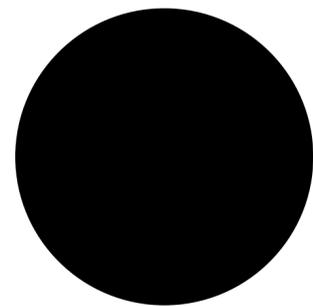
DALL·E



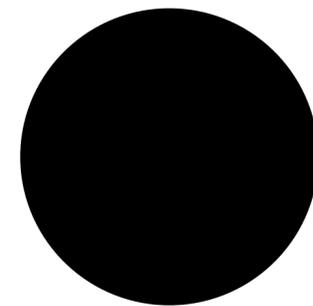
Produzione

Distribuzione

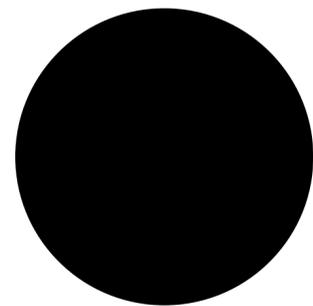
Input



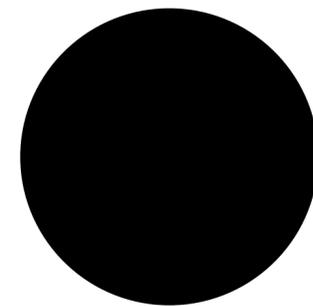
Output

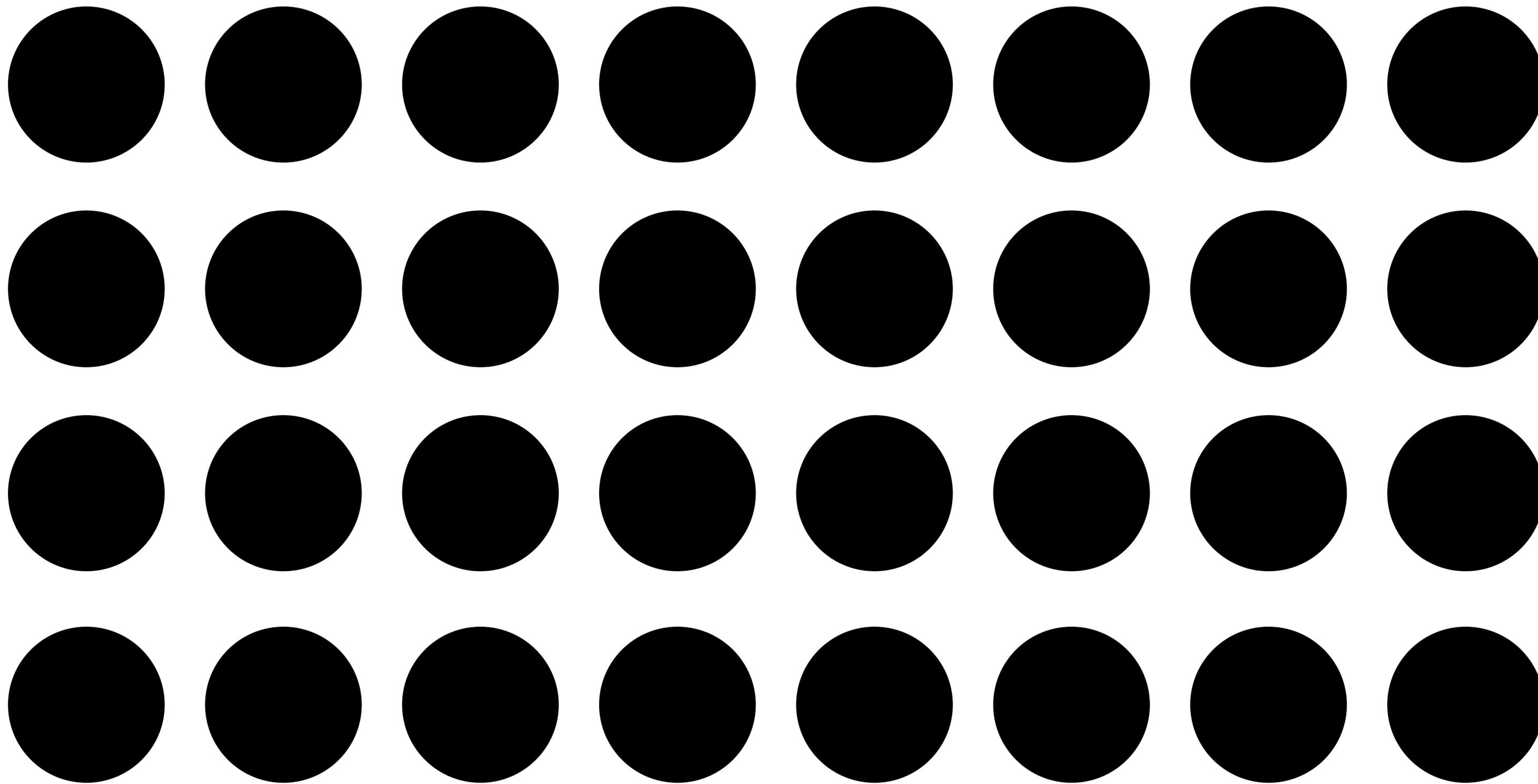


Input

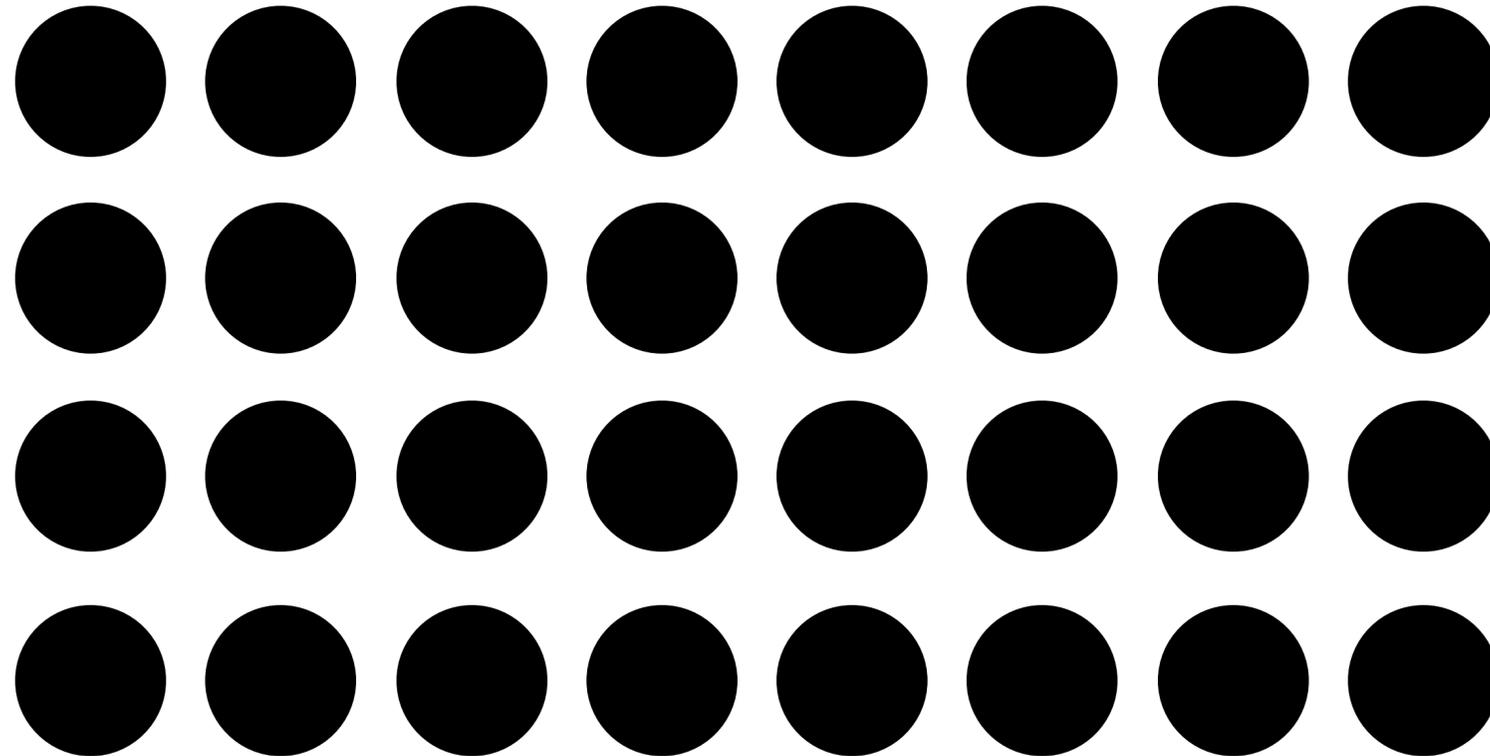


Output

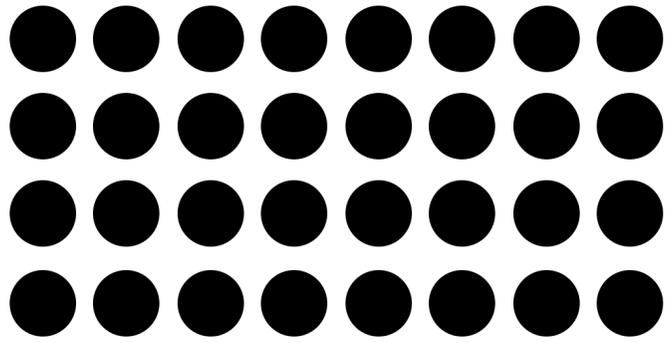




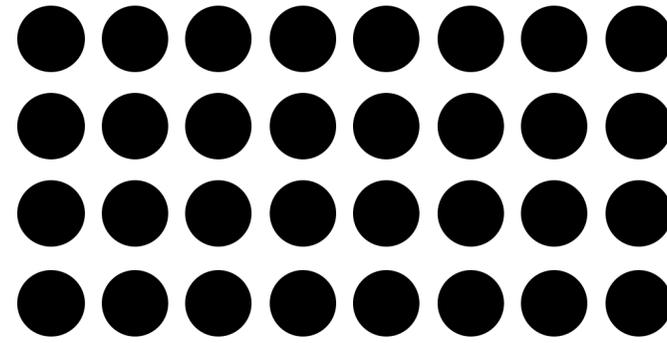
Model



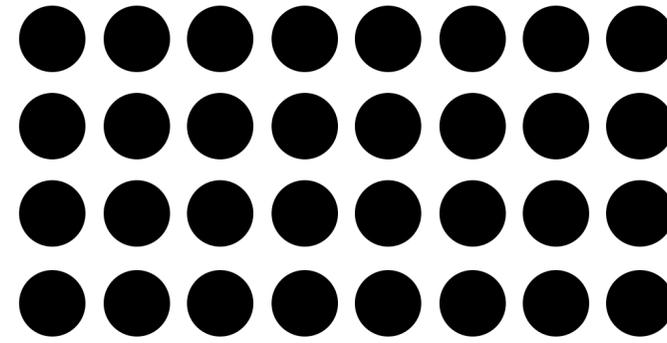
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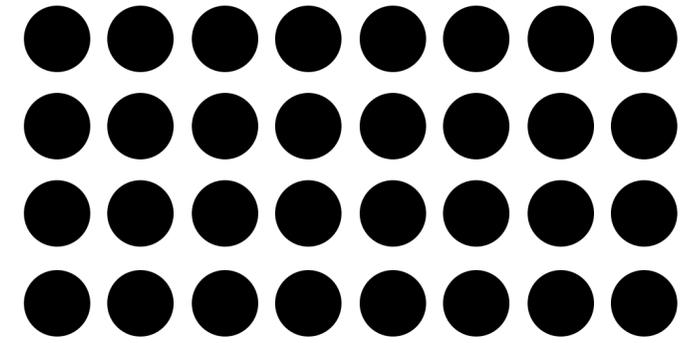
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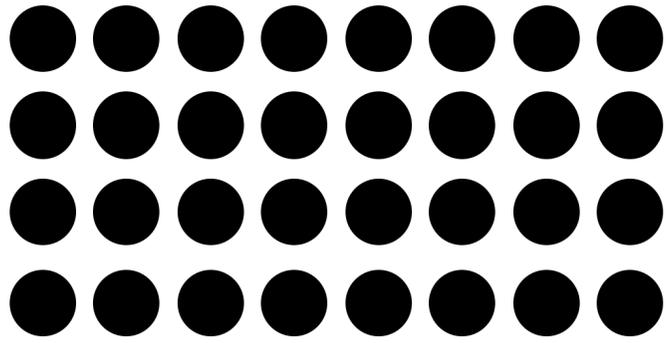
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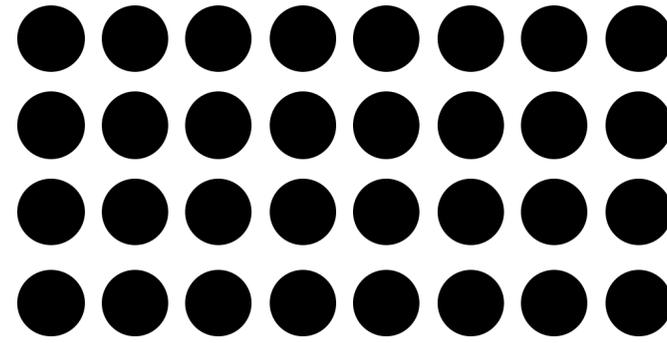
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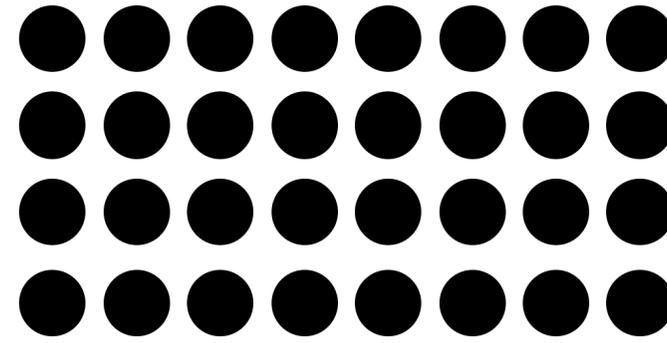
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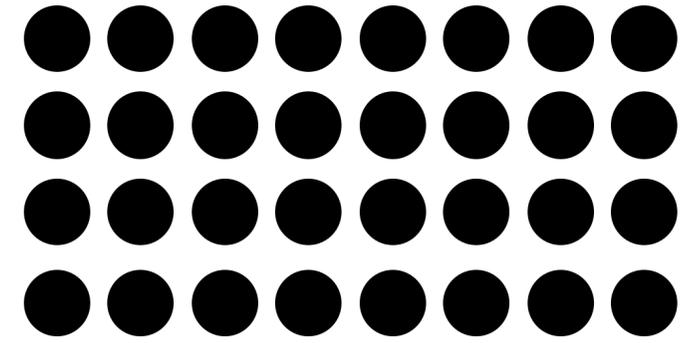
Model



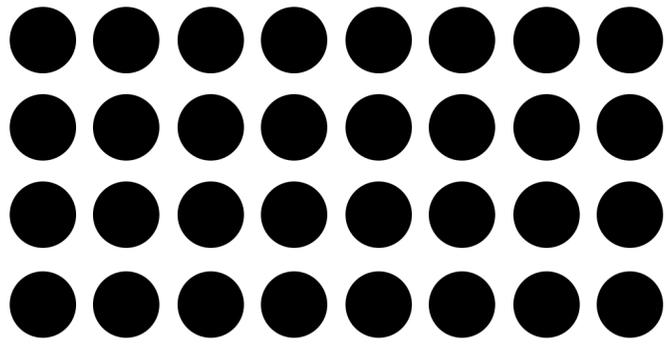
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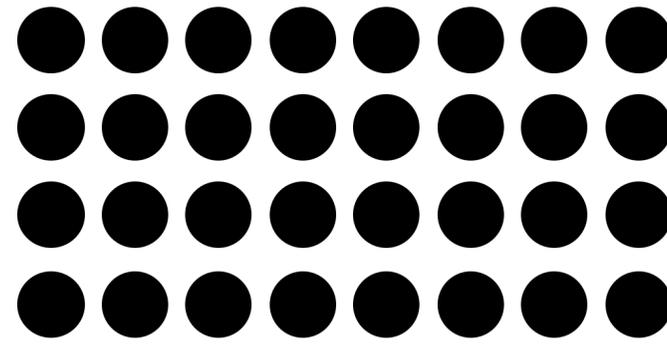
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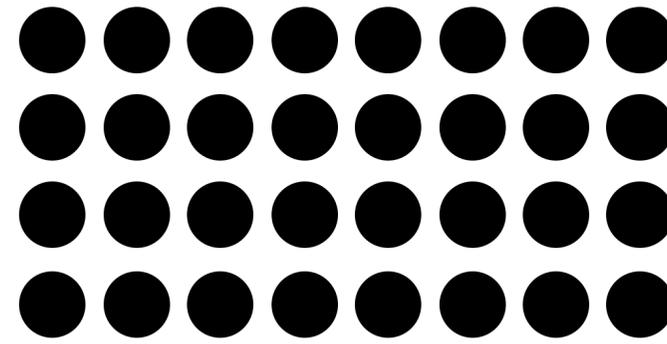
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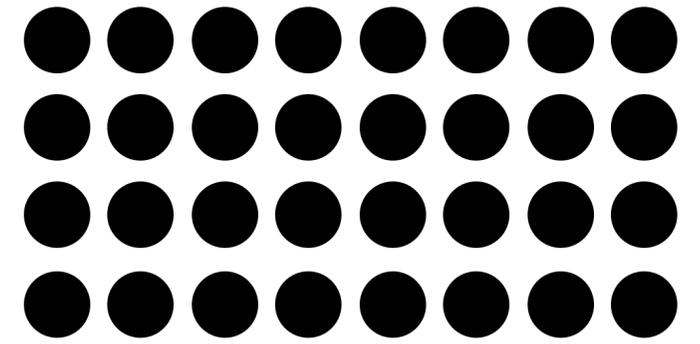
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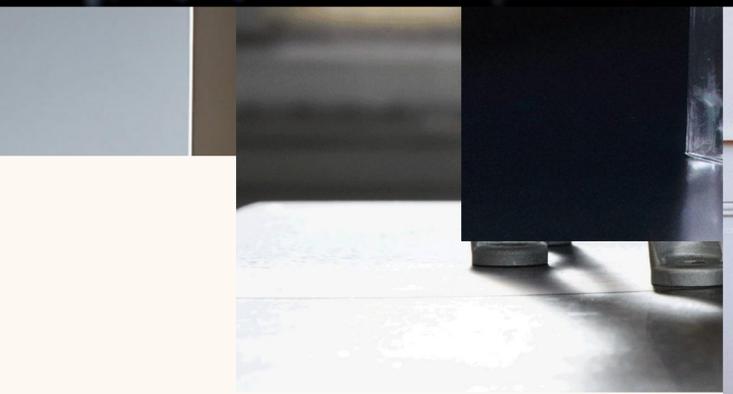
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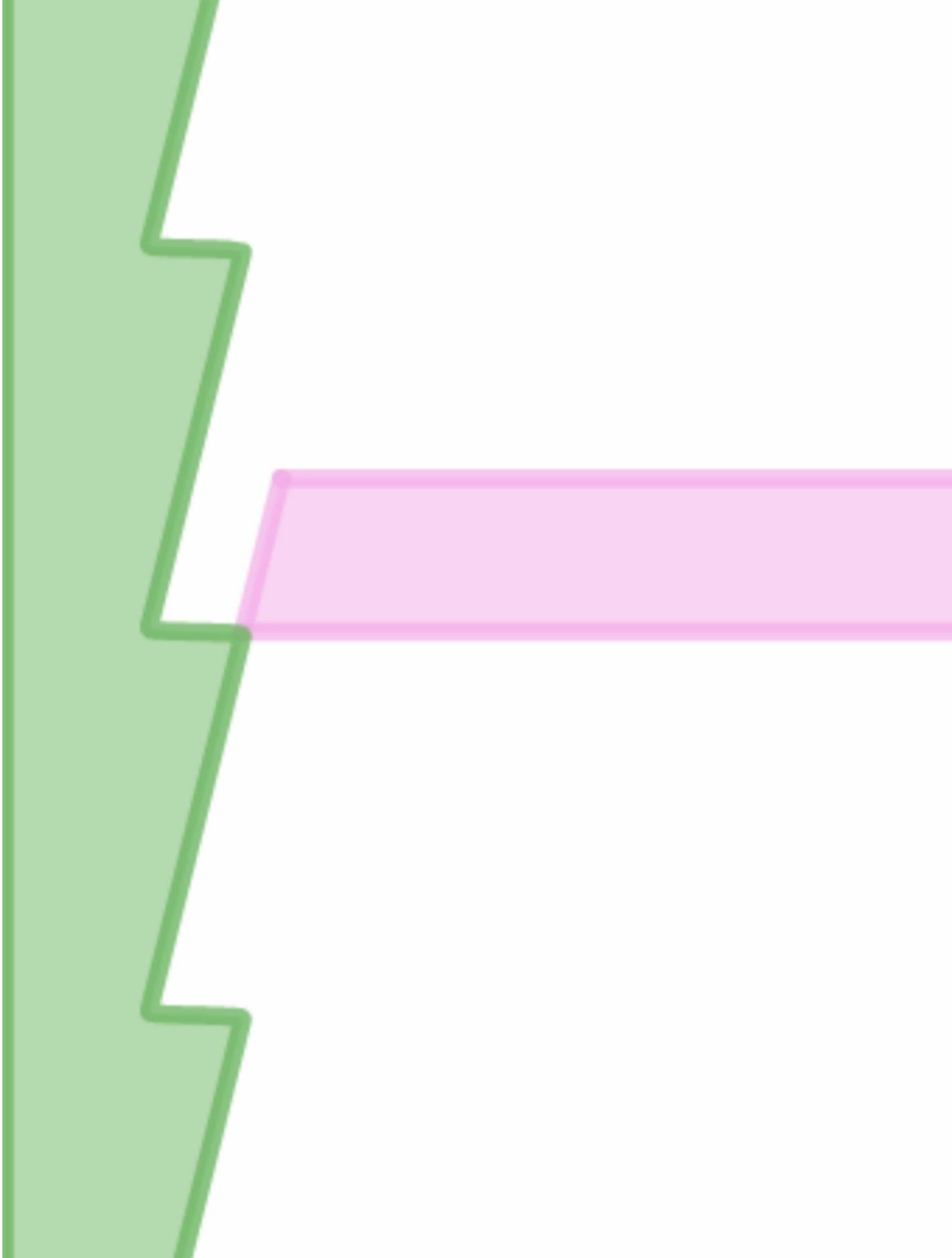


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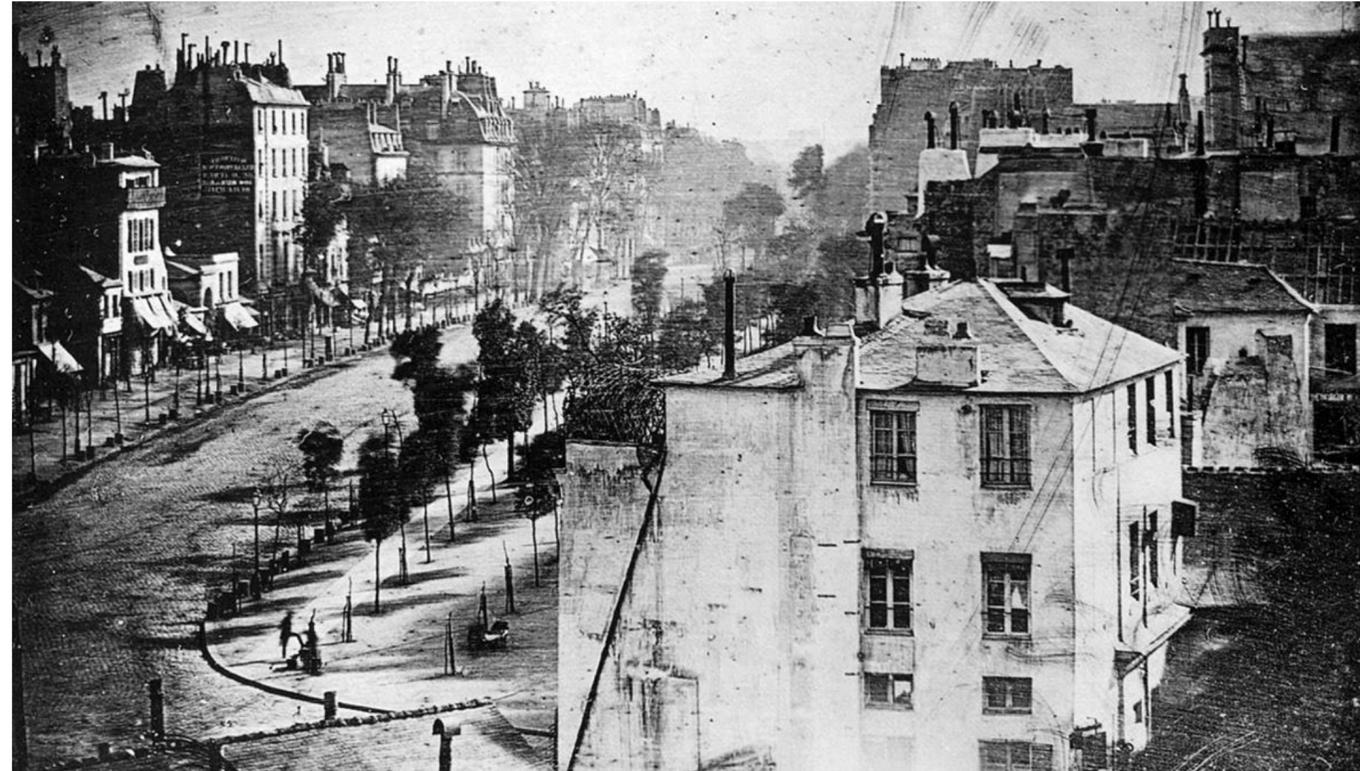
Macchine Creative







**Dove si colloca la
creatività umana?**



[Louis Daguerre: Boulevard du Temple](#)



Jean-Léon Gérôme



+ Chatta con ChatGPT



Selection ^

Preview

Topics

- Interior Architecture
- Furious 7
- Porsche 911

url url

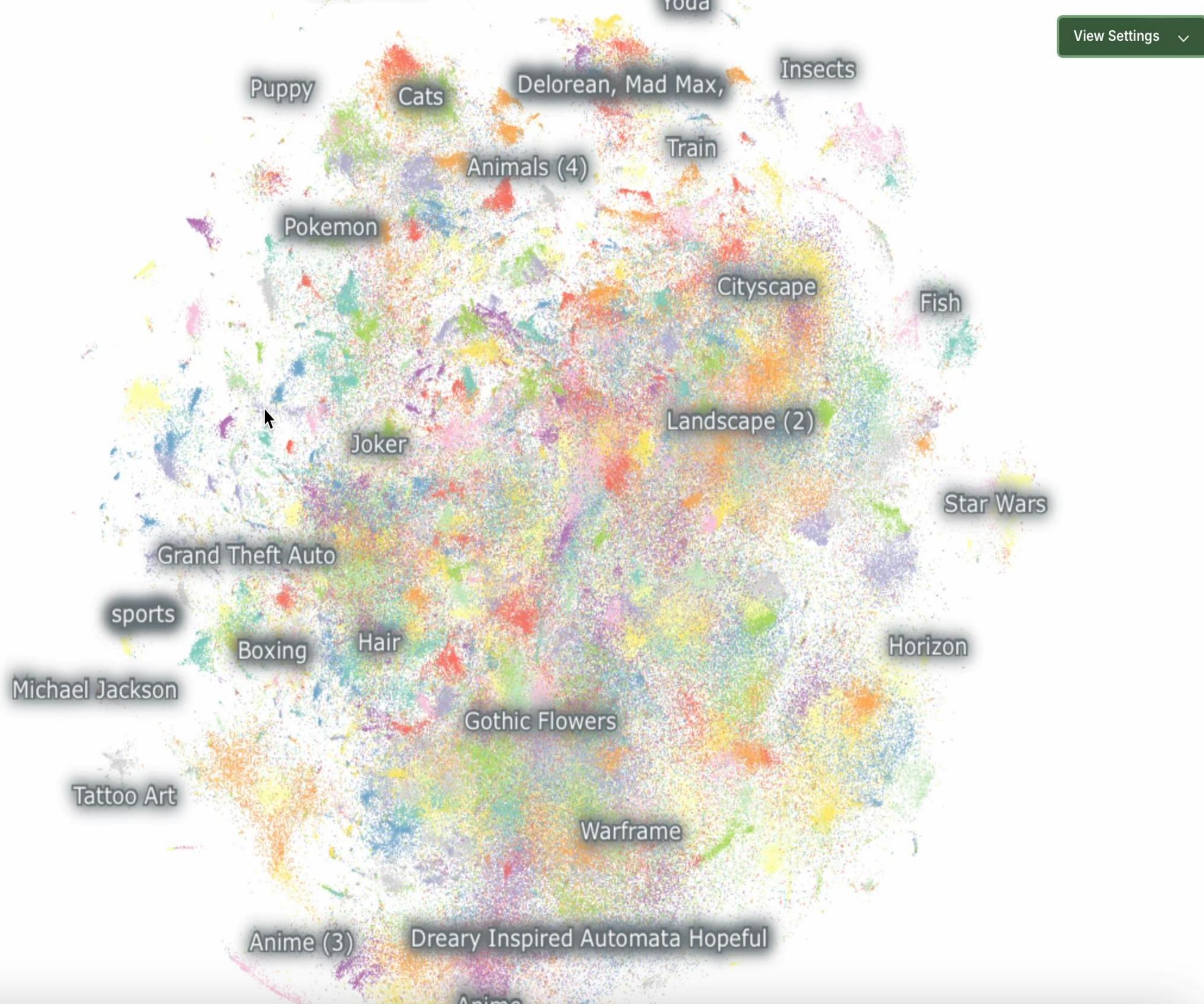


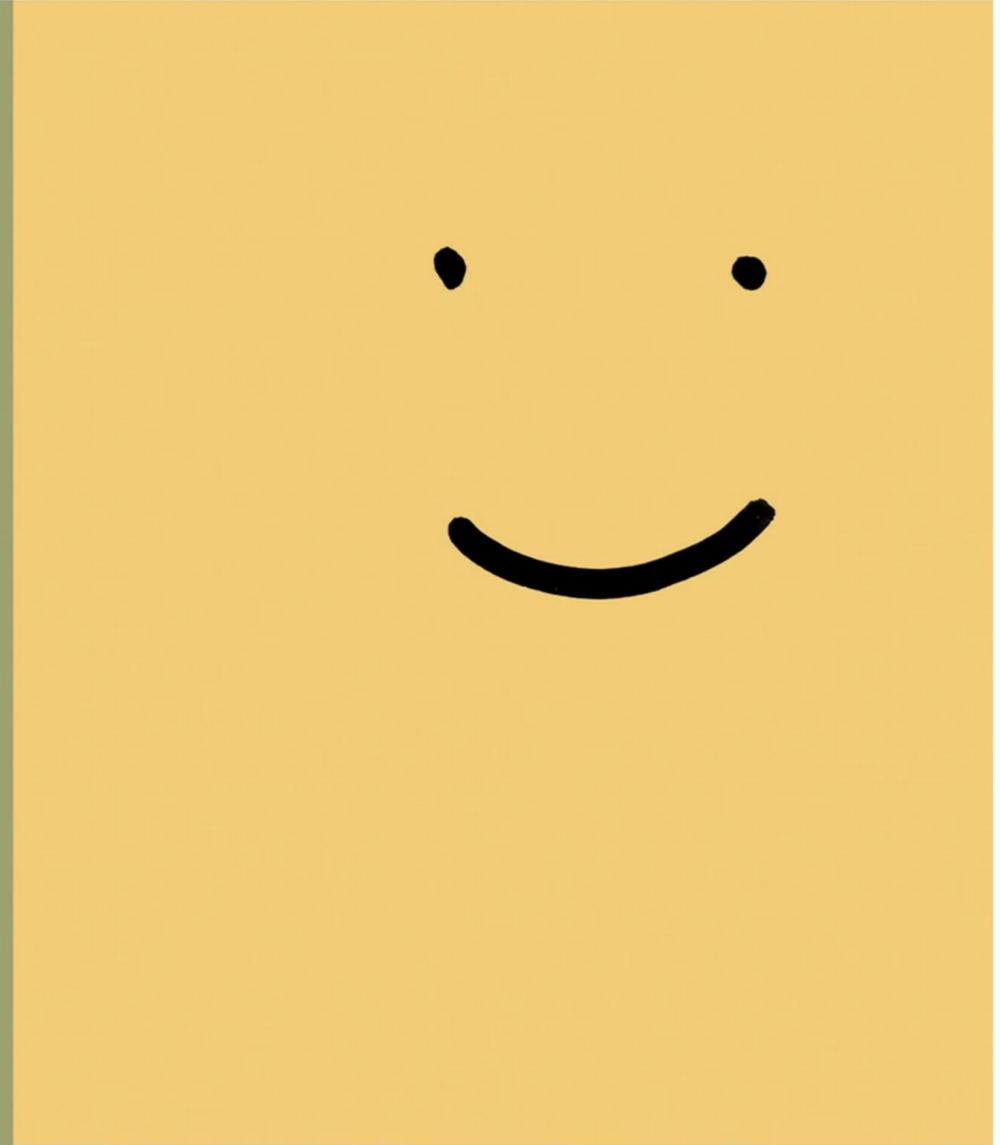
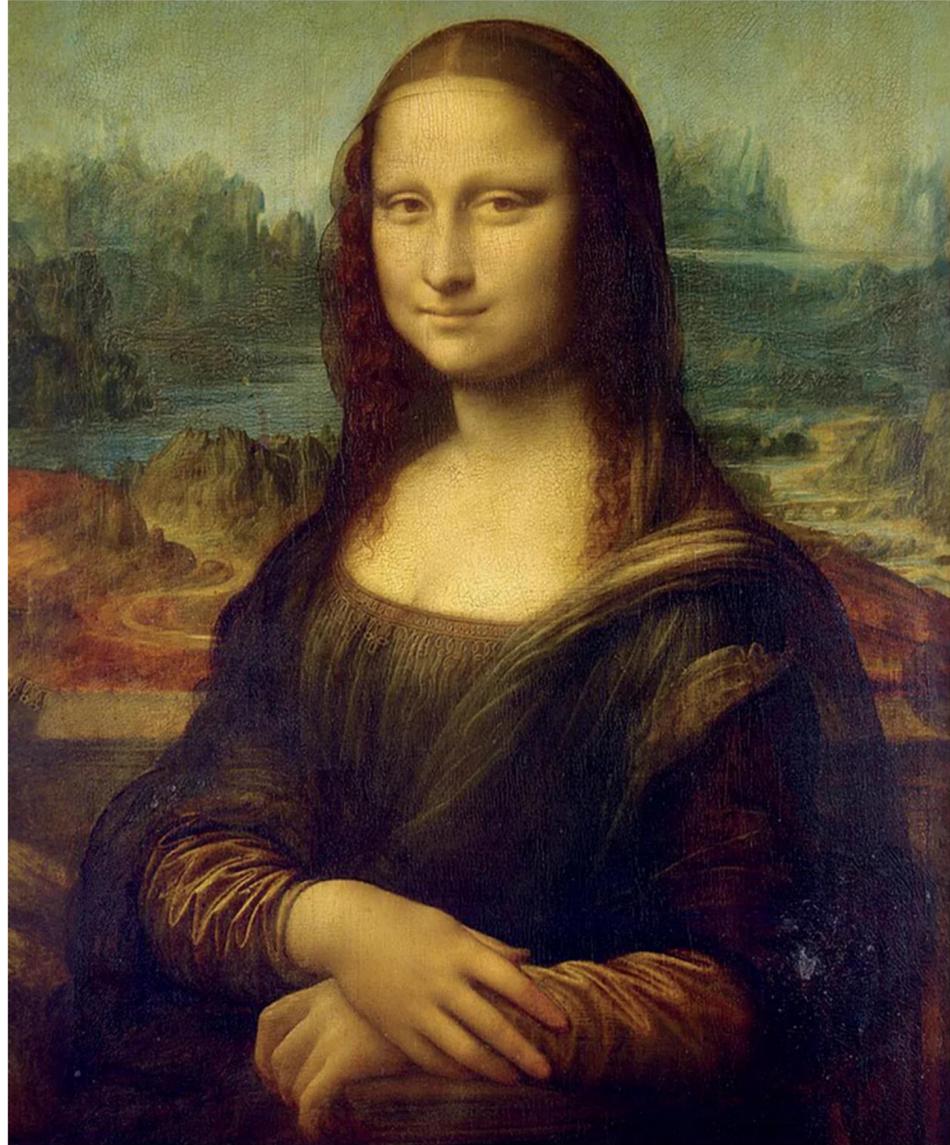
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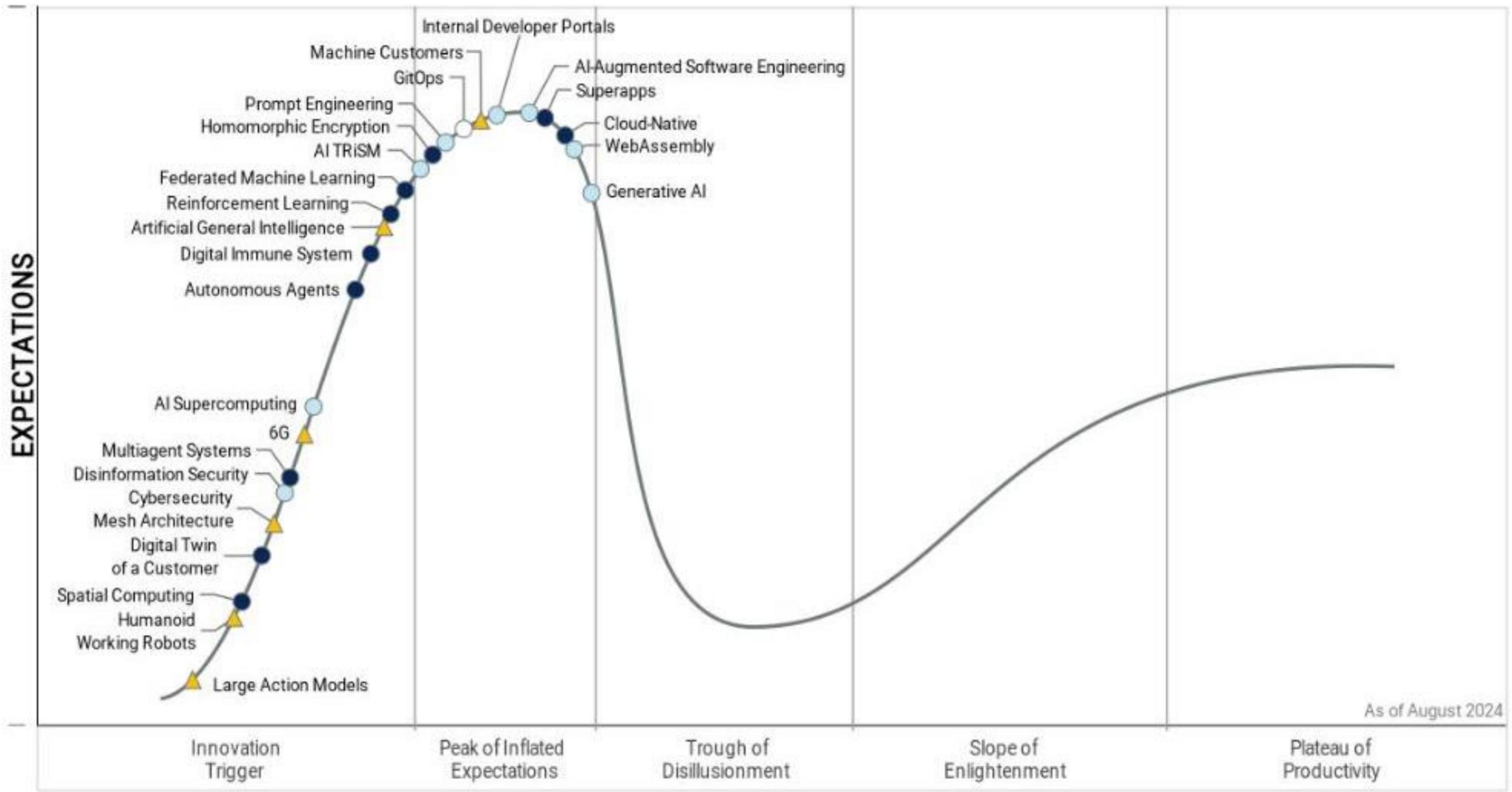
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prompt text
Classicism painting of a neon hypercar in the italian count



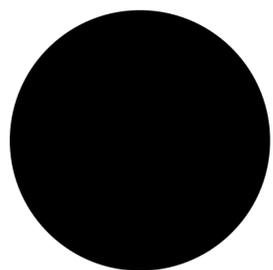




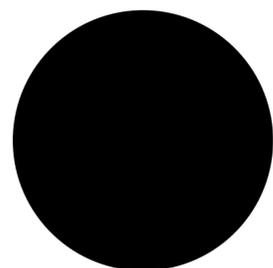
Last 2 years

Next 5 years

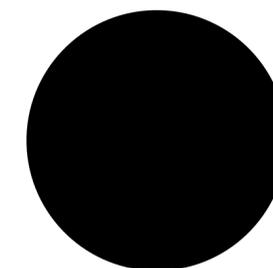
Agent A



Agent A



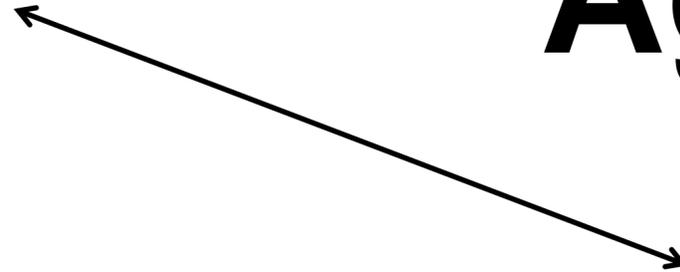
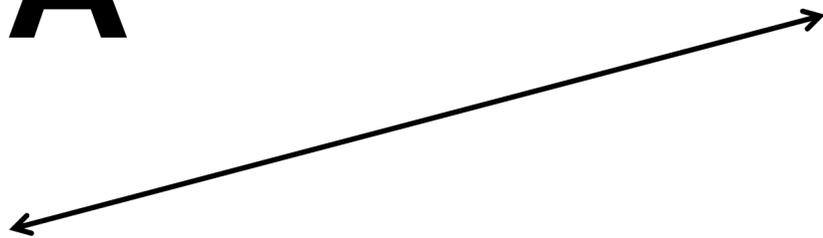
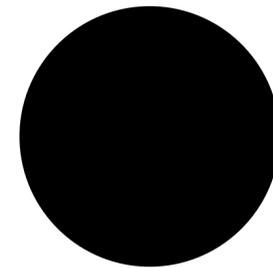
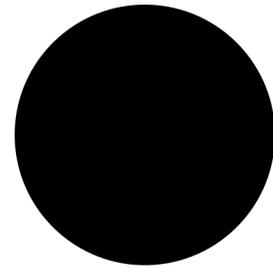
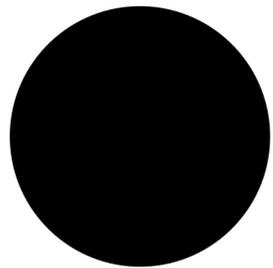
Agent B



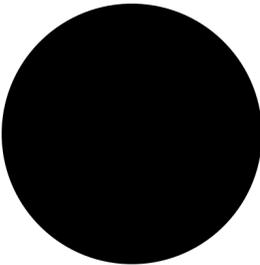
Agent C

Agent A

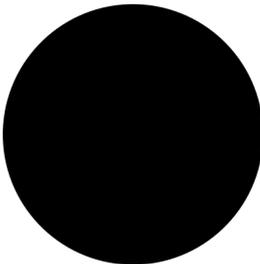
Agent B



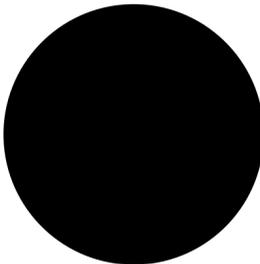
Agent B



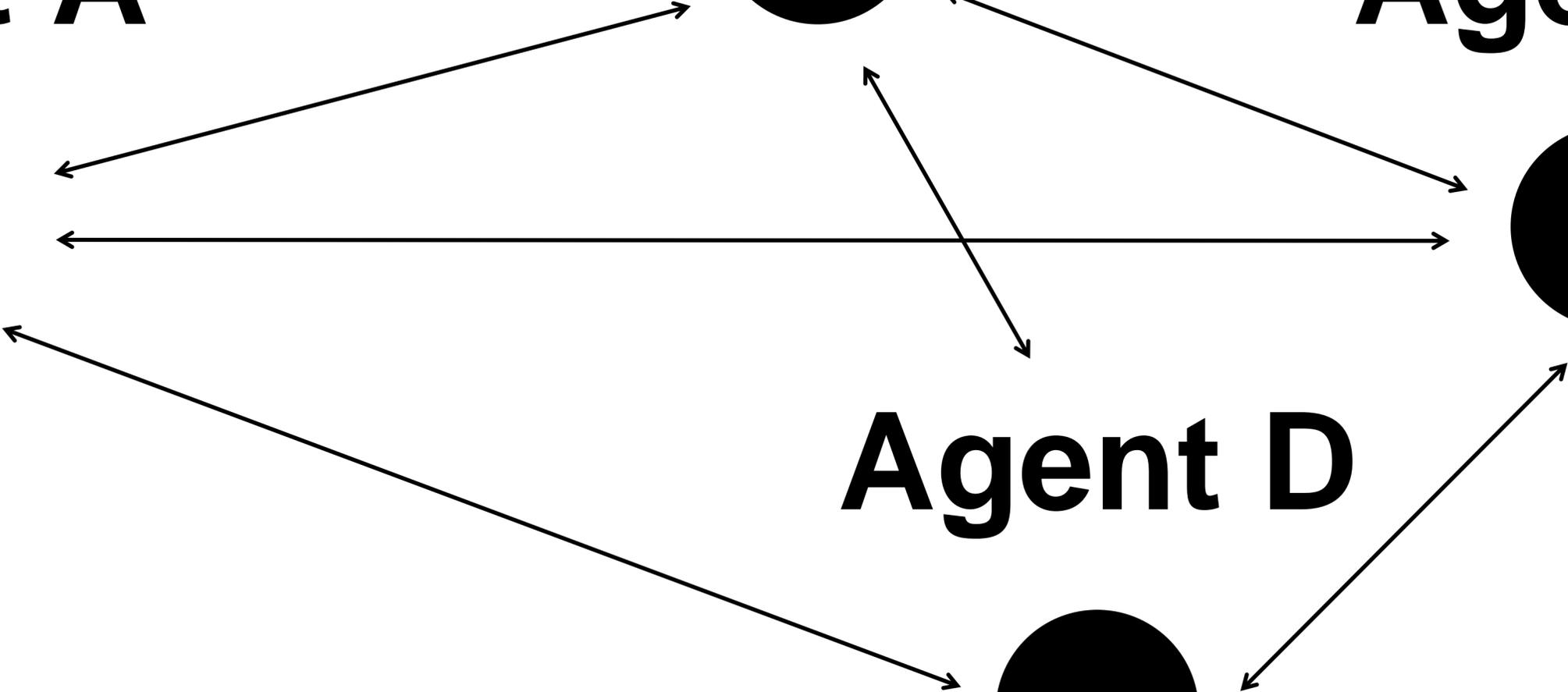
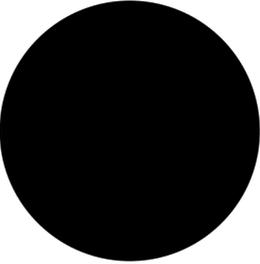
Agent A

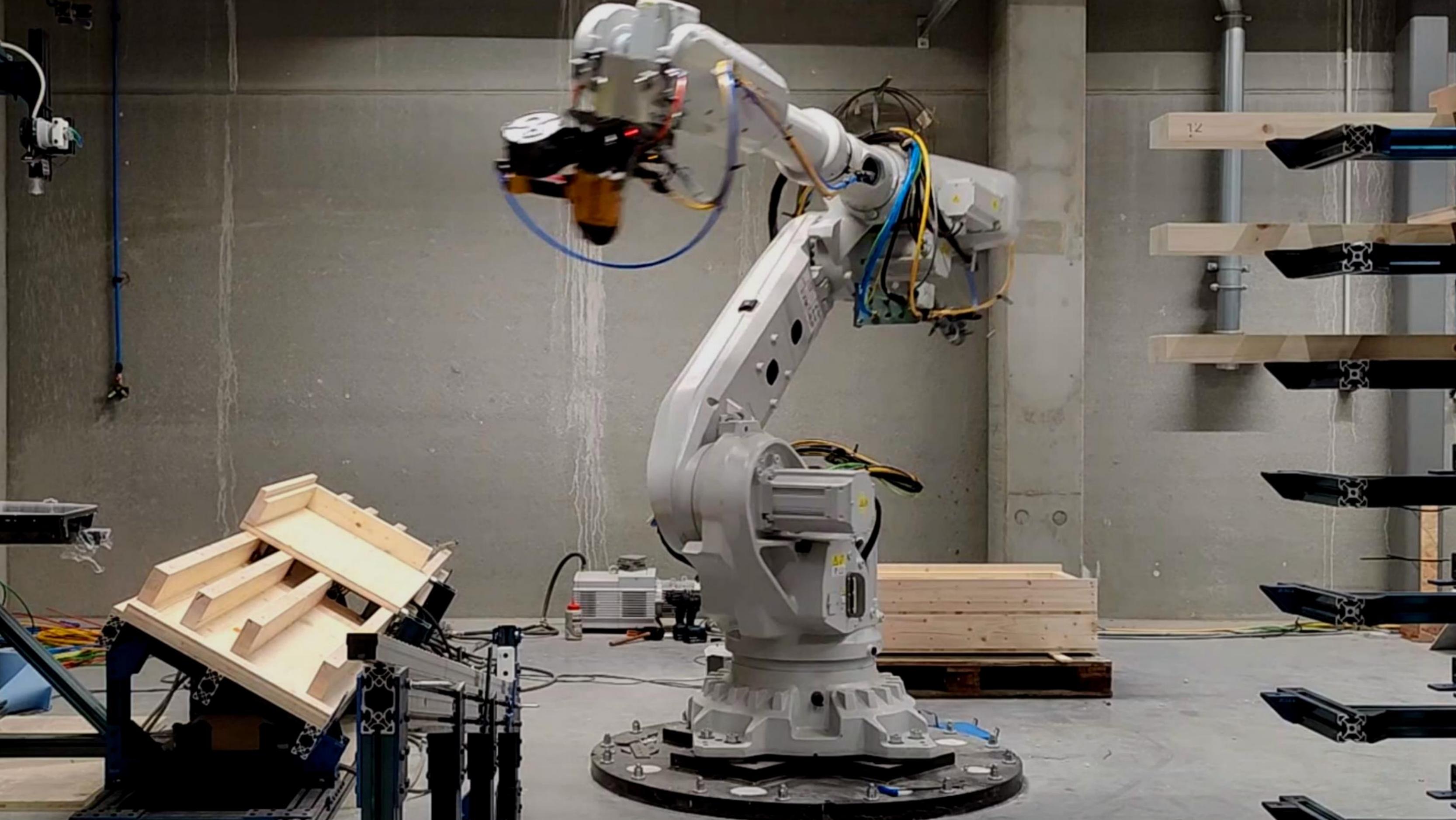


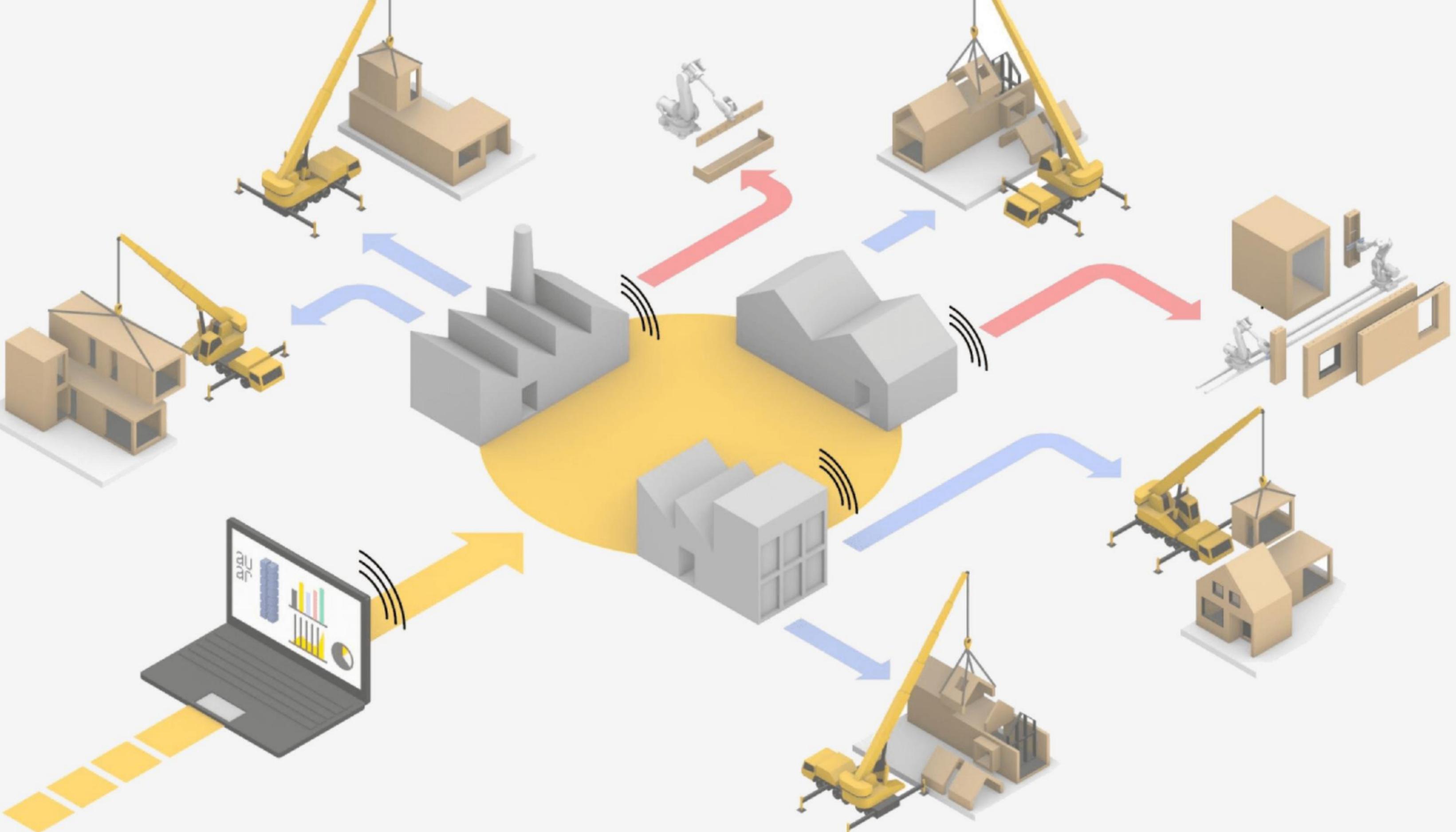
Agent B



Agent D







The Coming Wave

"Ciò che le persone faranno effettivamente con la tua invenzione, per quanto ben intenzionata, non può mai essere garantito."

Mustafa Suleyman

**I prossimi 5 anni si
concentreranno
principalmente su 2
temi:**

**I prossimi 5 anni si
concentreranno su due temi:**

- > Regolamentazioni,
governance ed etica**
- > Relazione Fisico / Digitale**

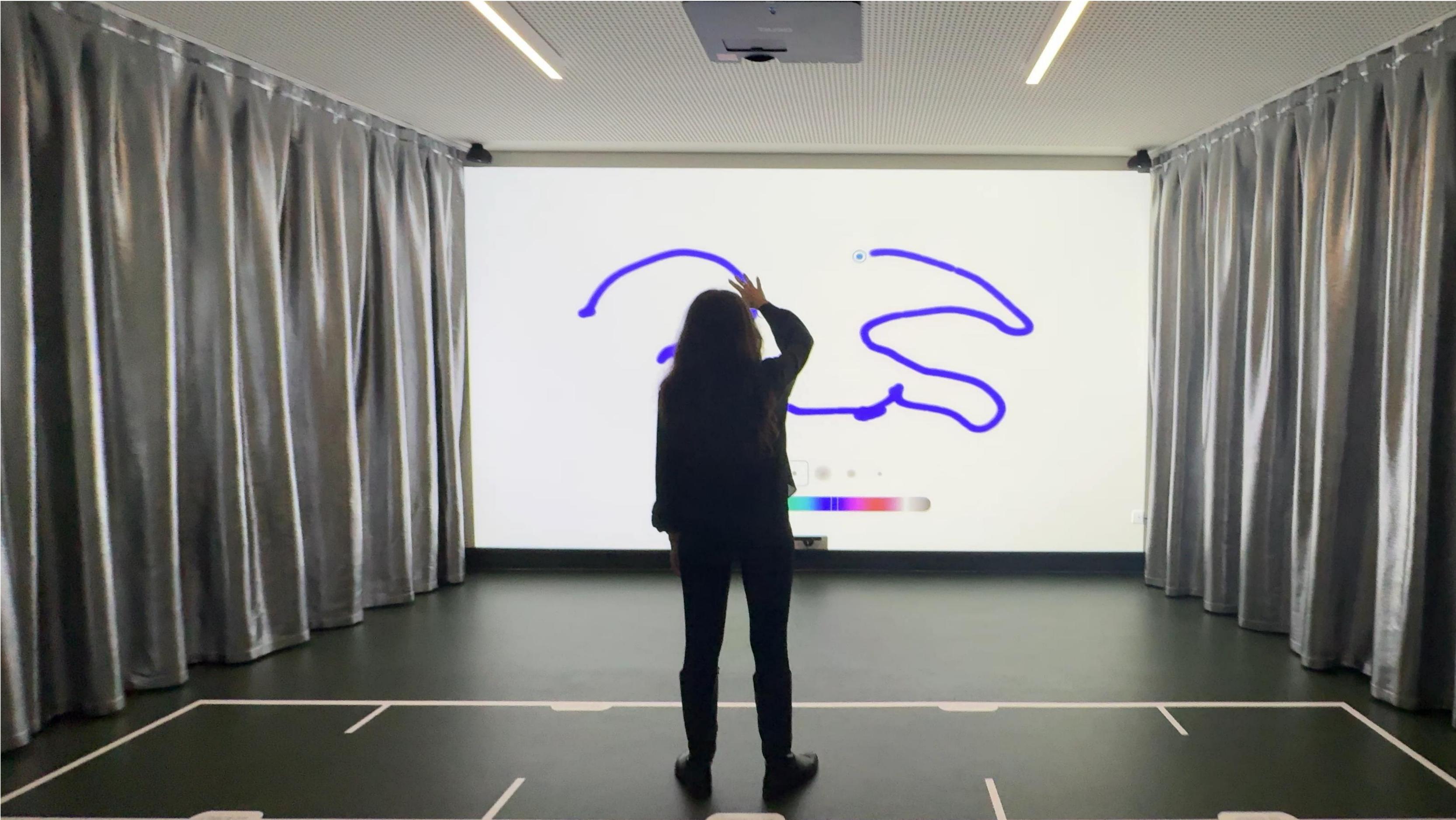
- 1. Regolamentazioni,
governance ed etica**
- 2. Autonomia nel
mondo fisico**

Supercraft
Perché super?

- 1. Contesto - Comprendere gli utenti, i materiali e l'ambiente circostante**
- 2. Progettazione - Assistere efficacemente**
- 3. Produzione - Ottimizzare il processo produttivo**

1_Contesto

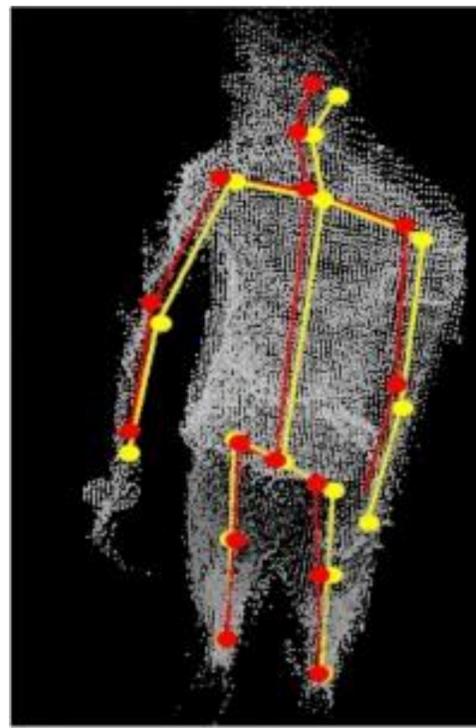
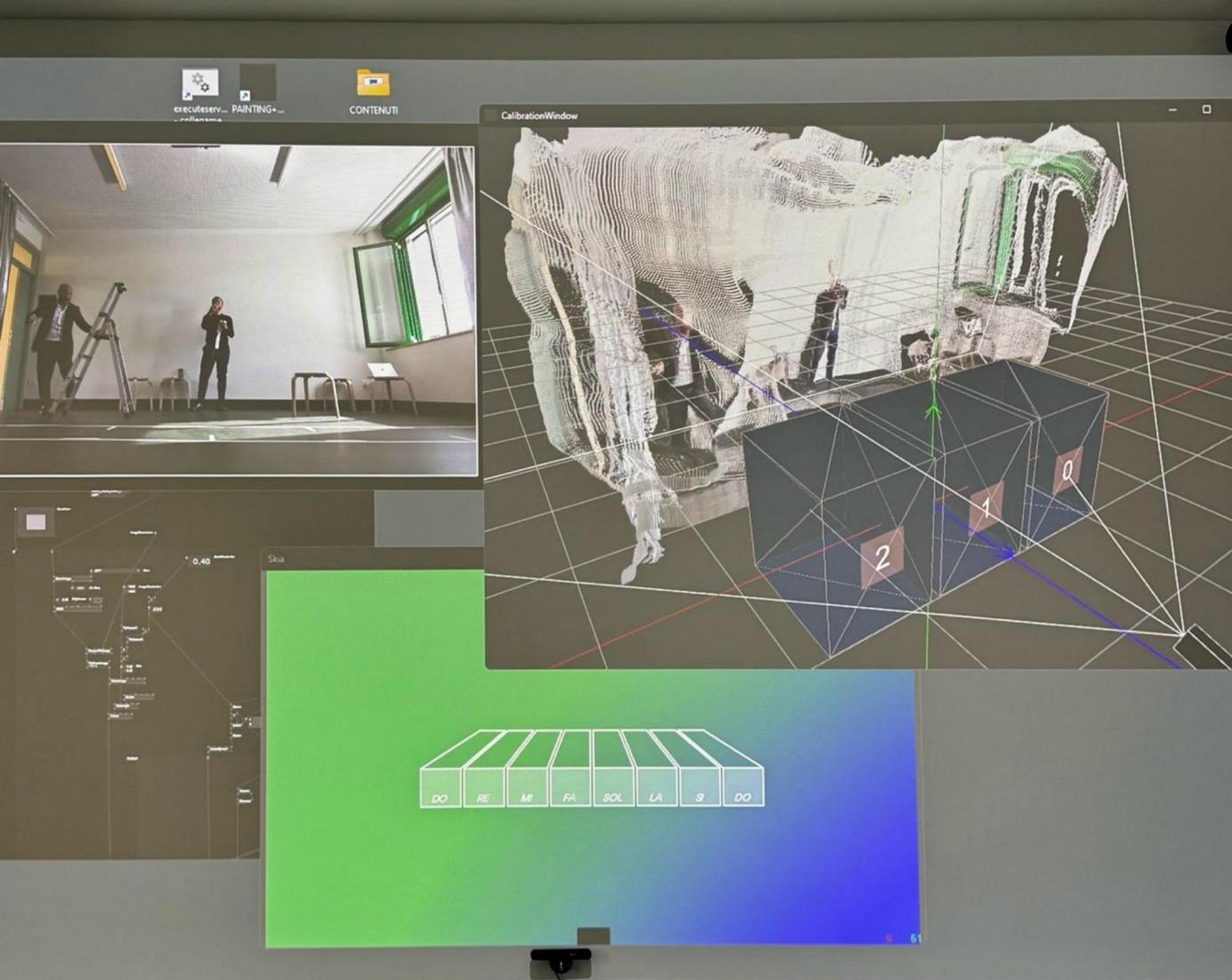
**Sensori e feedback
Auto-miglioramento
Avanzamento dell'IoT**



The image shows a computer monitor in a dark room, displaying a software interface. The interface is divided into several windows:

- Main Window:** A large window on the left side of the screen displays a complex network diagram with numerous nodes and connecting lines. The nodes are represented by small squares and rectangles, and the connections are thin lines. The background of this window is dark.
- Calibration Window:** A window titled "CalibrationWindow" is located in the upper right. It shows a camera's perspective view of a hallway with curtains on both sides. Below the camera view is a 2D wireframe overlay of the scene, with three rectangular regions highlighted in red and labeled with the numbers "2", "1", and "0".
- 3D Model Window:** A window in the lower right shows a 3D model of a green, elongated object, possibly a leaf or a piece of fabric, with a blue line tracing a path along its surface. Below the model is a color calibration bar with several colored squares.

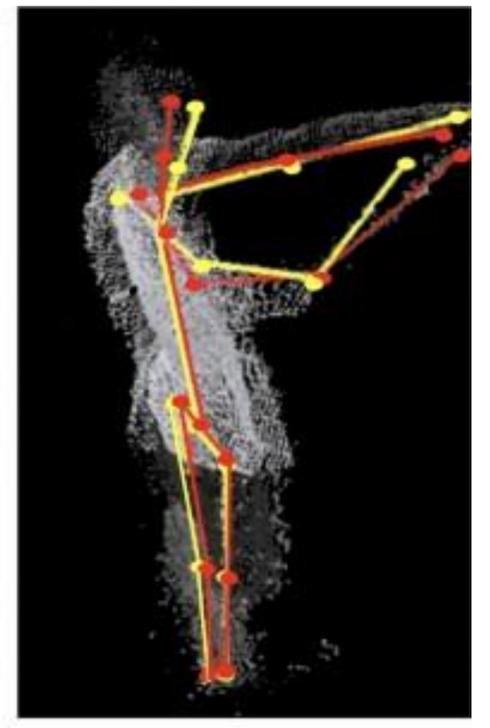
The monitor is mounted on a wall, and the room is dimly lit, with light from the screen illuminating the surrounding area. The ceiling has a grid pattern, and there are dark curtains on either side of the screen.



(a)



(b)



(c)



*ZED

*ZED

2_Progettazione

Design combinatorio
Design esplorativo
Design trasformativo





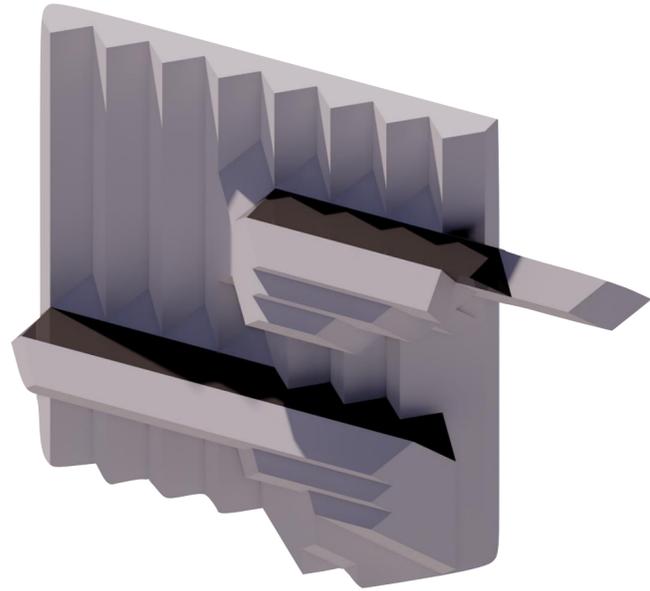
Generated design



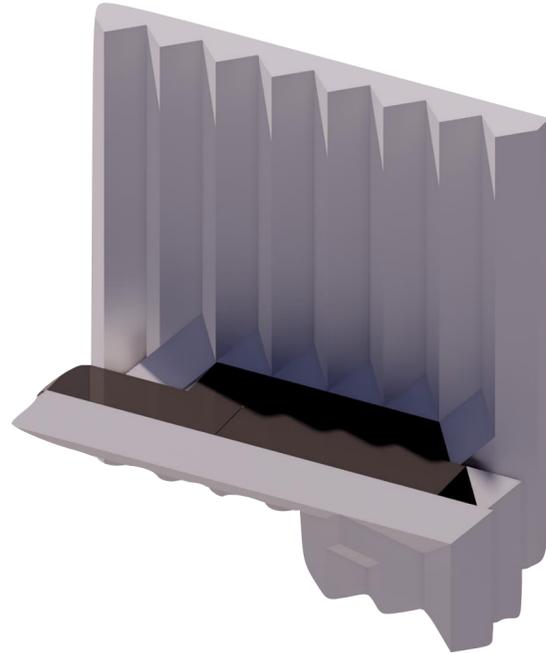
Training data



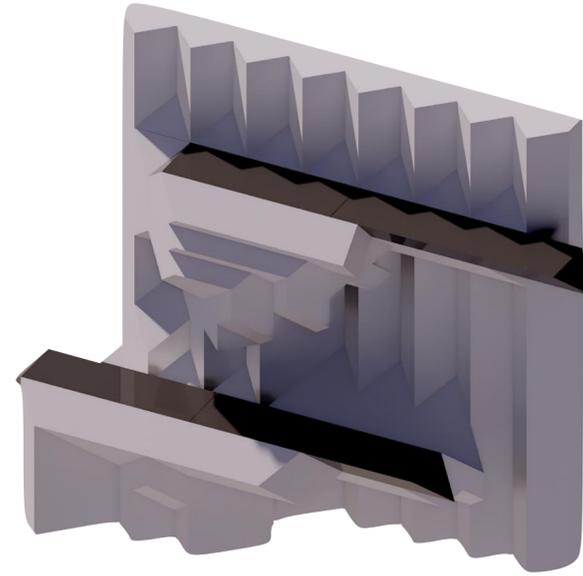
Day 1



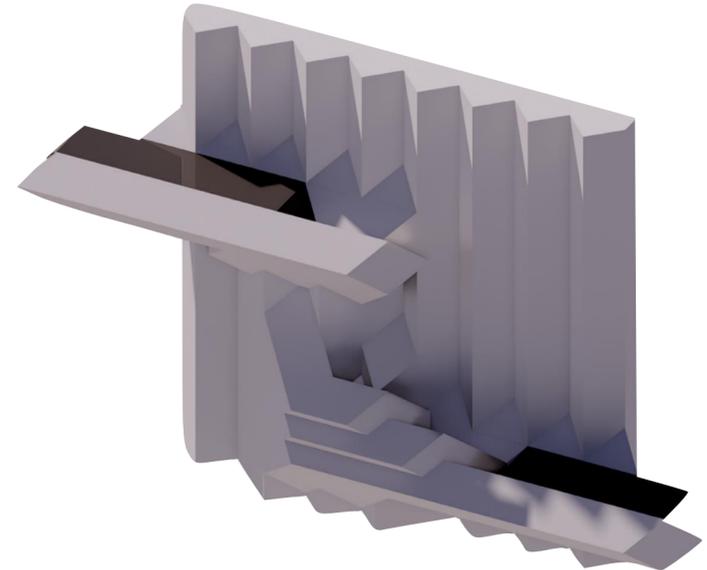
Day 100



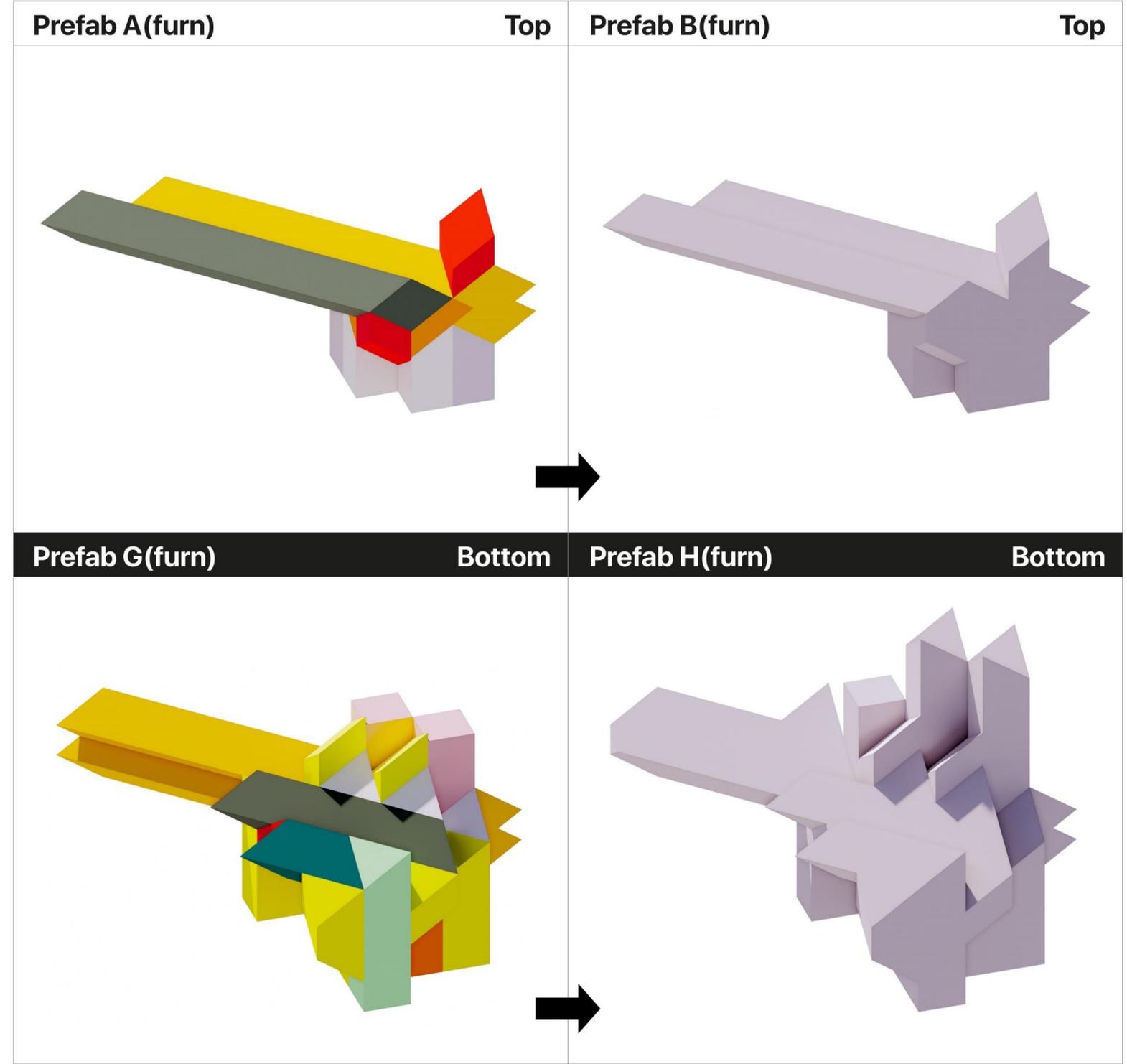
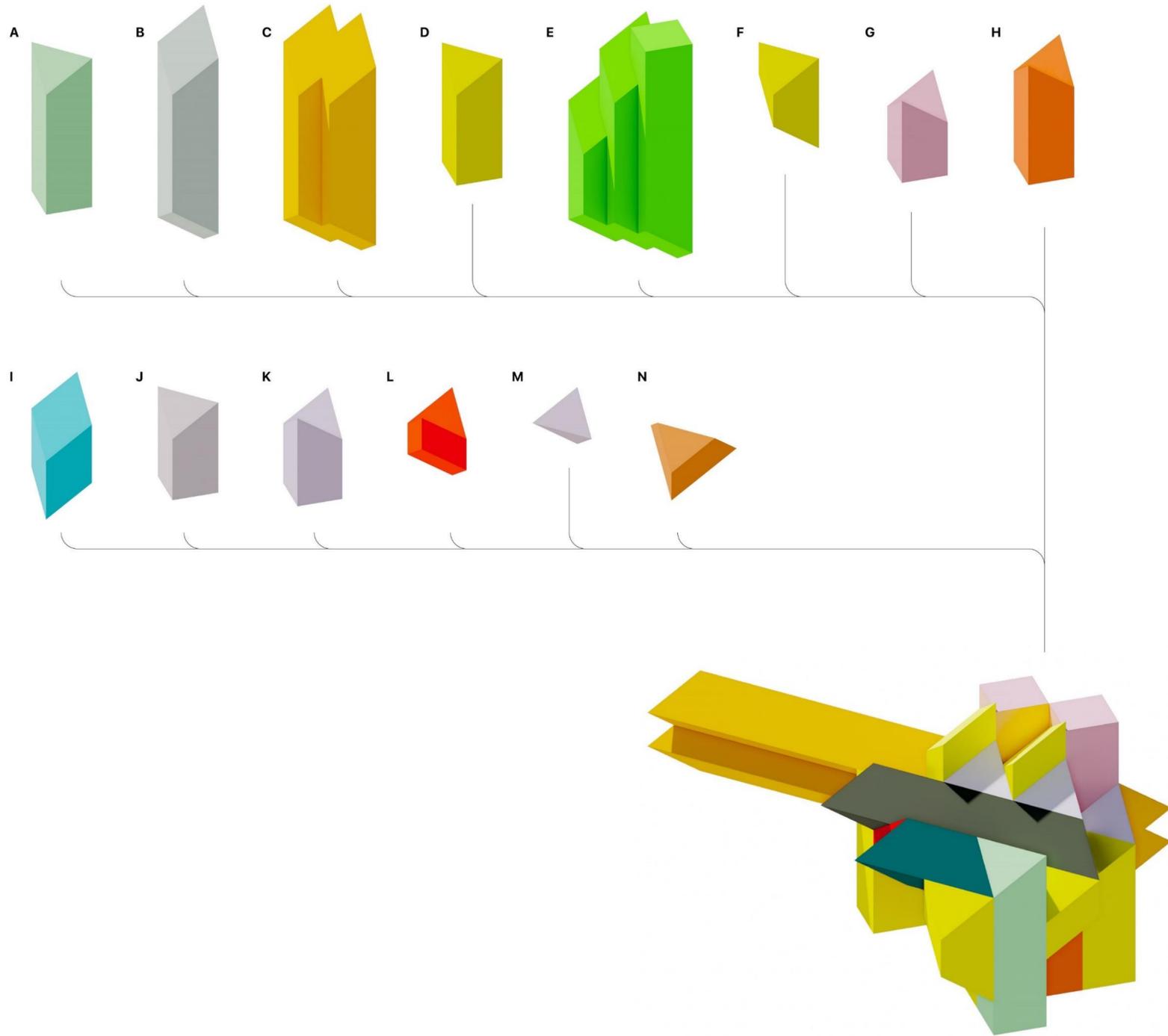
Day 400



Day 1000



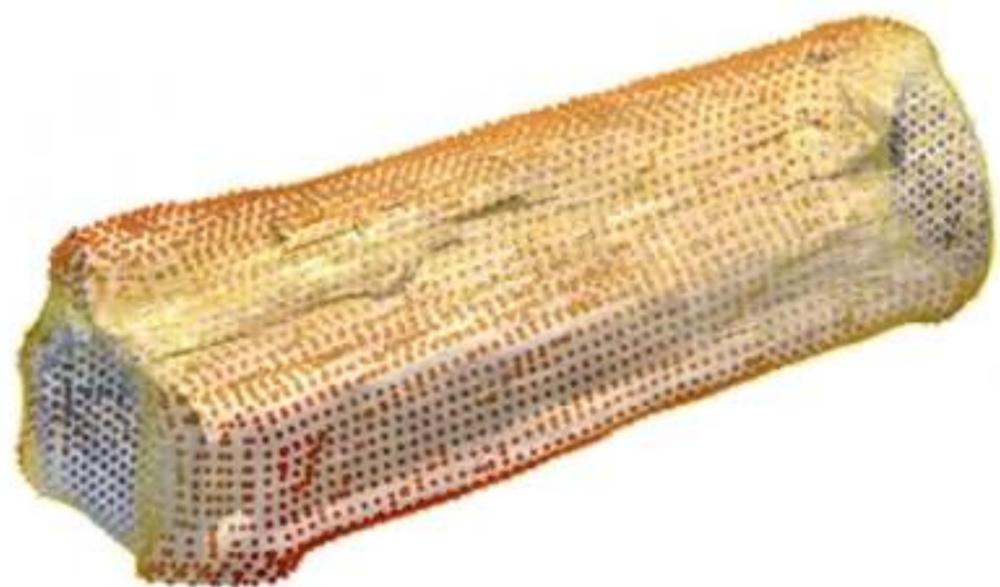
Furniture Inputs



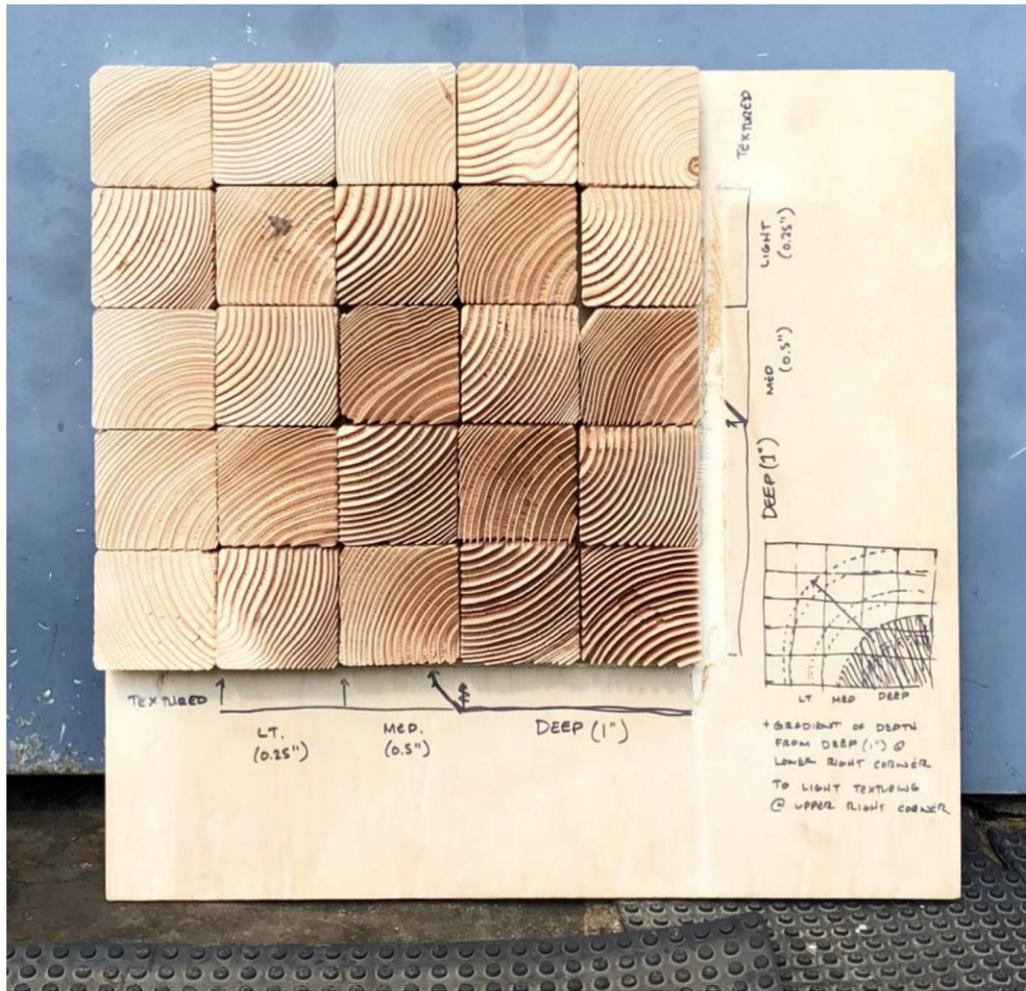


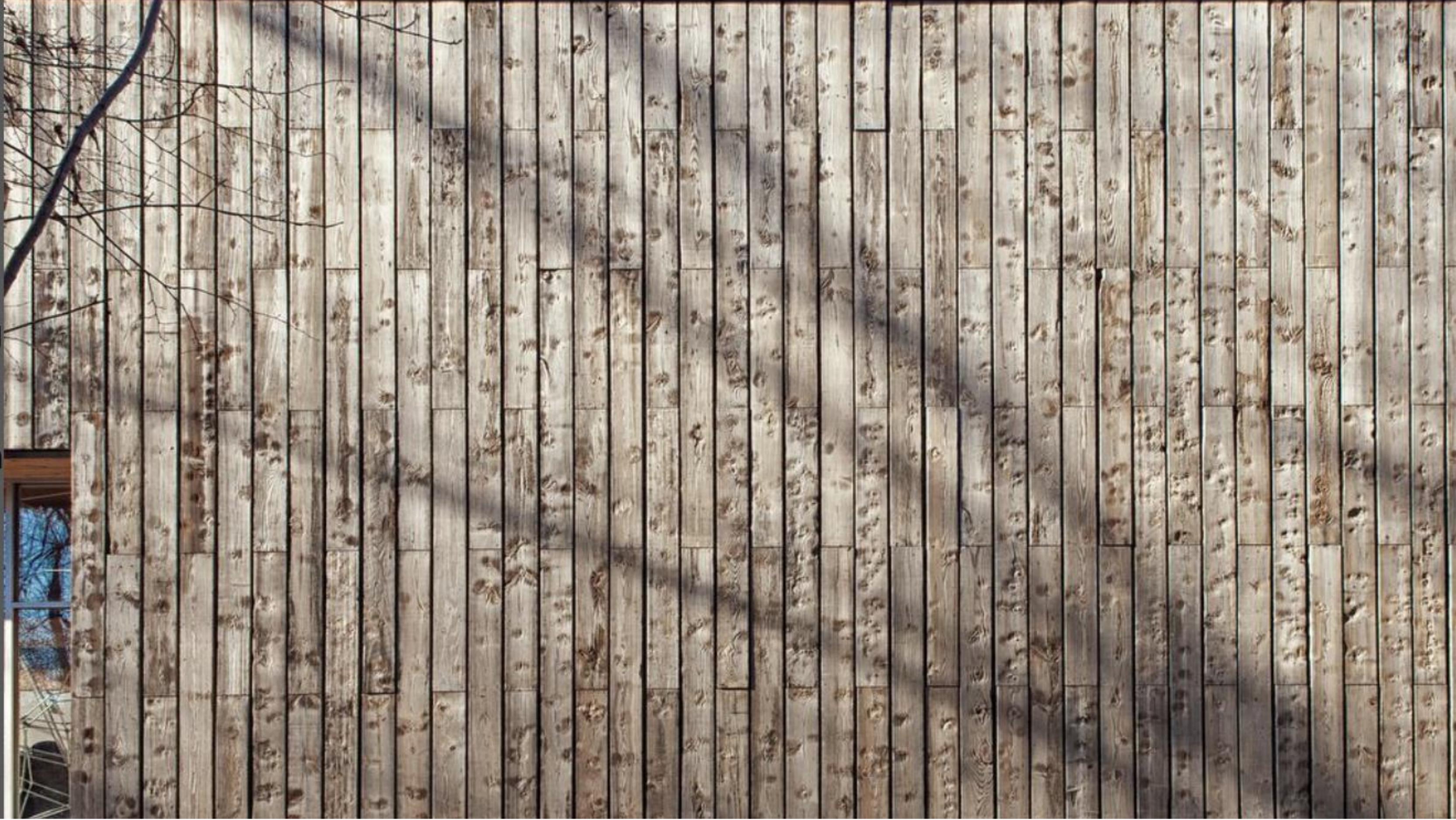
3_Produzione

**Prestazioni
Ottimizzazione
Co-pilota
Super-utenti**









Purtroppo, dobbiamo ancora progettare software che funzioni... per tutto.



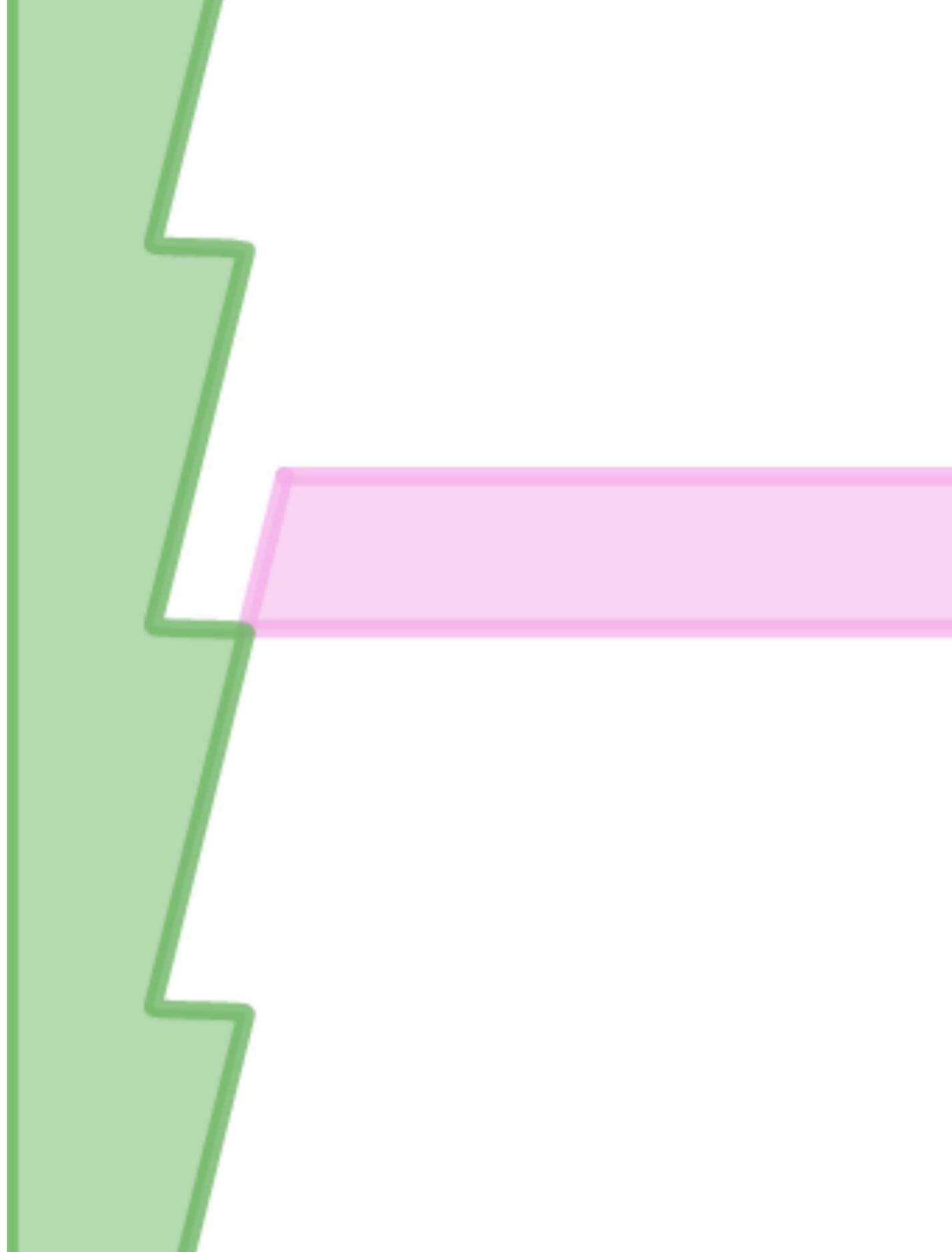
Error generating variations. Please try again.



"I want AI to do my laundry and dishes so that I can do art and writing, not for AI to do my art and writing so that I can do my laundry and dishes."

Author and videogame enthusiast **Joanna Maciejewska** nails it (although bathroom cleaning goes ahead of laundry and dishes)

"I'm sure..."



**“La tecnologia è la risposta,
ma qual è la domanda?”**

Cedric Price

Grazie