





*Shadowplay* is a physical interaction with AI image generation. By moving away from sliders and text boxes, the work aims to make the process of creating these synthetic images tangible and experiential. The images it creates are infinite, striking, aesthetic, and provocative, we hope to help illuminate the foregrounds, edges, and shadows of this new class of creative technology. By interrupting a clean analogue light source, players cast their own shadows. These shadow projections are captured by a camera and processed by the Stable Diffusion AI image generator. The resulting image is partly based on the original shadows, but is combined

with a combined with a 'prompt' which use the AI's mapping of the relationship between words and visual styles to produce the final images which are shown on the screen. When interacting with Shadowplay, Players enter into a creative entanglement where the notions of creativity, ownership, and authenticity collapse and new metaphors emerge. The resulting images cannot exist without the billions of images and other artists work that were used to train the AI, they are equally dependent on the human, and natural moments of expression that emerge when shadows are playfully cast.

Jesse Josua Benjamin (j.j.benjamin@lancaster.ac.uk) Joseph Lindley (j.lindley@lancaster.ac.uk) https://designresearch.works/





