

Words as Data Activity

Name: _____

The structure of a sentence in English can be written as an **algebraic expression**. Just as algebra uses letters (variables) to represent numbers, we can use a similar approach to build sentences. In algebra, a **variable** like 'x' or 'y' can hold any number or idea.

Look at the sentence construction spreadsheet below. Think of each column in our spreadsheet as a **variable**. When we combine these variables, we form an **algebraic expression** that, when solved, gives us a sentence.

Activity: Select a variable from each column to form a sentence. Write your sentence below. **Equation: a + c + v + p + o + s = x**

	A	B	C	D	E	F
1	Adjective (A)	Character (C)	Verb (V)	Preposition (P)	Object (O)	Art Style (S)
2	An adventurous	Dragon	walking	through	a tropical jungle.	Impressionist art
3	A curious	Dolphin	diving	under	a rainbow filled sky.	Oil Painting
4	A shy	Elephant	gazing	in	space.	Abstract art
5	A humorous	Owl	painting	near	the ancient ruins.	3D Render
6	An intelligent	Monkey	investigating	under	a busy city.	Pop Art
7	A creative	Panda	constructing	over	a dense bamboo forest.	Realistic
8	A kind-hearted	Koala Bear	guarding	behind	the Australian Outback.	Manga Art
9	A brave	Giraffe	flying	inside of	the African plains.	Vector Digital Art
10	A scared	Mantis Shrimp	swimming	away from	a park.	Cartoon Art
11	An energetic	Turtle	performing	into	a coral reef.	Pencil Drawing
12	A thoughtful	Fox	running	at	the arctic tundra.	Watercolor Art
13	A playful	Penguin	playing	within	the rainforest.	Pixel Art

a + c + v + p + o + s

a + c + v + p + o + s

a + c + v + p + o + s

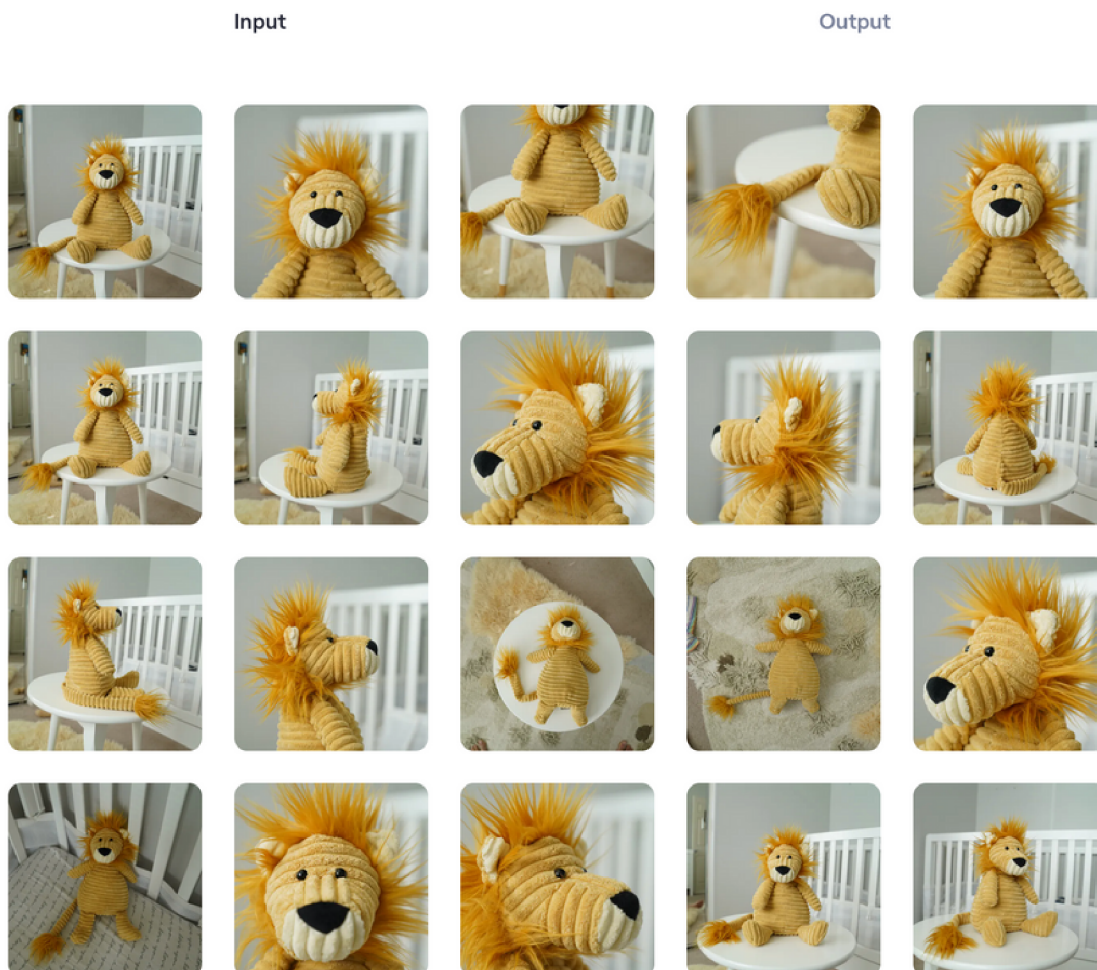
Talent Development Workshop



Activity: Train a custom AI Art Image Generator Data Model

In this activity we will work as a group to train a custom AI Art image generator using **Runway ML** (www.RunwayML.com) to produce images of a selected object. Objectives:

1. Learn about training models for image creation
2. Learn how to best capture the necessary images (x30)
3. Capture images (x30) of the object at different angles
4. Upload images into the Runway ML model training web app
5. Process the images in Runway ML, view initial image output
6. Create a custom AI art image using the new private model



Talent Development Workshop

Activity: Train a custom AI Art Image Generator Data Model

Each student will capture photos of the object for our data set at one of these angles, plus 10 more photos, group activity:

1. **Frontal Close-Up:** Directly in front, up close.
2. **Slightly Above Front:** Just a bit higher than eye level, looking at the front.
3. **Frontal Mid-Distance:** Directly in front, a little further away.
4. **High Angle Front:** High above, looking down at the front.
5. **Frontal Close-Up from Above:** Very close, from a high angle looking down.
6. **Side View Close-Up:** Close-up from the side.
7. **Low Angle Side View:** From the side, looking up slightly.
8. **Side View Mid-Distance:** From the side, not too close or too far.
9. **High Angle Side View:** High above, looking down at the side.
10. **Back View Close-Up:** Directly from behind, up close.
11. **Low Angle Back View:** From behind, looking up, low angle.
12. **Back View Mid-Distance:** From behind, at a moderate distance.
13. **High Angle Back View:** High above, looking down at the back.
14. **Three-Quarter Front View:** Diagonal to the front, seeing both the front and side.
15. **Overhead Close-Up:** Directly overhead, very close.
16. **Overhead Mid-Distance:** Directly overhead, at a moderate distance.
17. **Low Frontal View:** Very low in front, looking up.
18. **Three-Quarter Back View:** Diagonal to the back, seeing both the back and side.
19. **Extreme Close-Up Front:** Extremely close to the front, showing detail.
20. **Direct Back View:** Straight from behind at eye level.

Character Creator Sheet

Name: _____

1. Write a physical description of your character.

2. What is your character's personality? (Circle or write your own)

Happy	Quiet	Kind	Thoughtful
Curious	Talkative	Brave	Smart
Clever	Adventurous	Creative	Shy

3. Describe your character's outfit/costume and accessories.

4. What is your character's name?

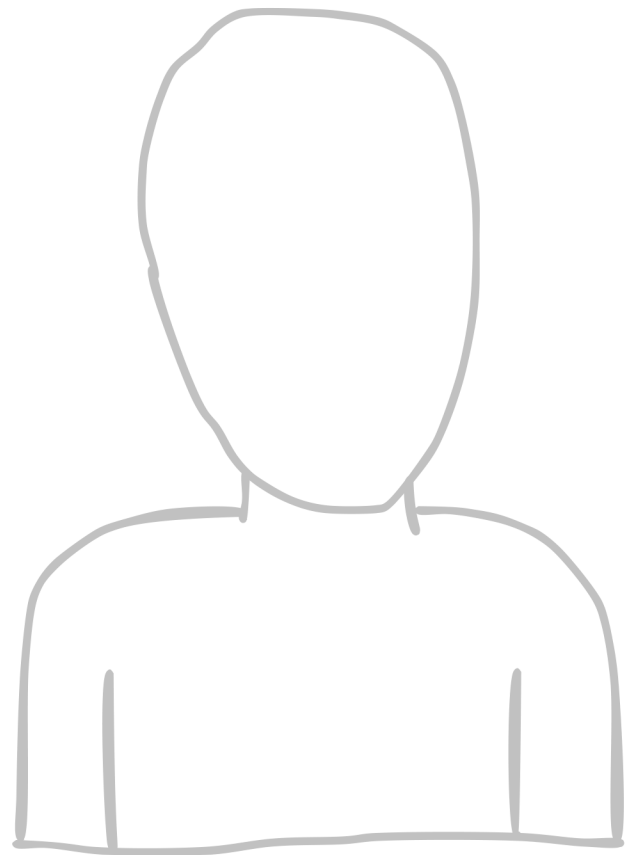
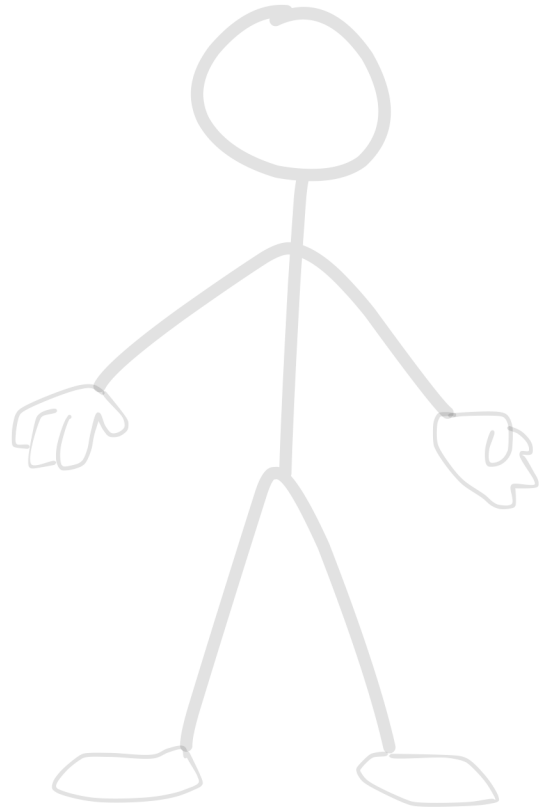
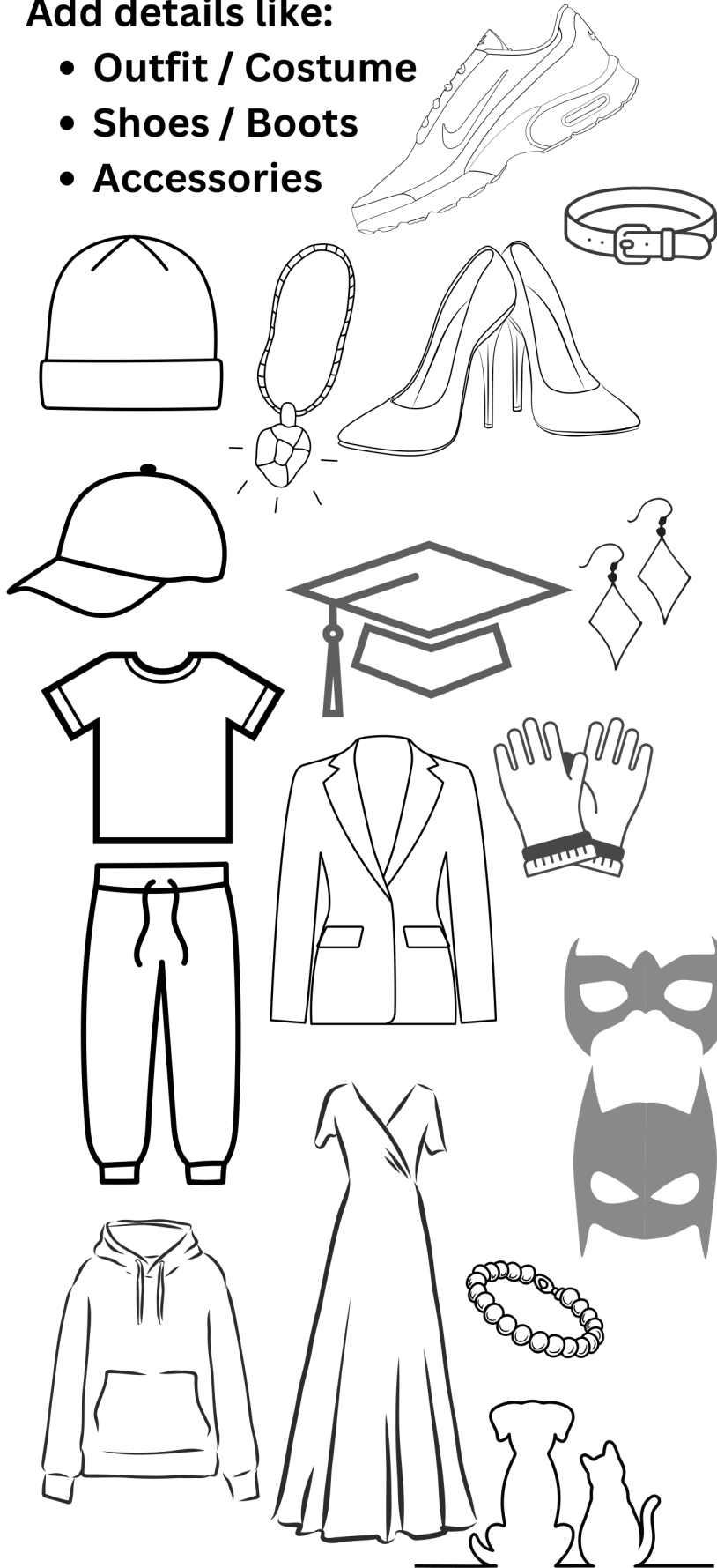


Draw your character

Name: _____

Add details like:

- Outfit / Costume
- Shoes / Boots
- Accessories



Describe your world

Name: _____

World building ideas: Recording studio, chef's kitchen, on a street, bedroom, living room, club, at school, at the gym, library, in class, fashion show, computer lab, airport, evil lair, old castle, forest, by the ocean, in Atlanta, on a spaceship, in the past, fantasy world, underwater, on a farm, on another planet, at graduation, at a party.

Where does your character live or work? Describe what it looks like:

Draw your background

