

Evolutionary studies have shown the systematic appearance of cognitive resources allocation "strategies" that ignore relatively probable outliers while presenting very strong divestiture aversion.

The prevalence of these 'strategies' added to the fact that, as a species, we have never before encountered the problem of differentiating intelligence from intelligent appearance, explains not only our inability to achieve such differentiation, but also how extraordinarily difficult is to even approach, model, or even understand the problem.

In addition, emergent phenomena (like a flock of bird or a rainbow, only exist perceptually, i.e. they are a phenomenological construct.

We propose that this is a result of an implicit perception of intelligence in conversational interfaces which prevents users from leveraging the large corpus of knowledge related to computational visual production, computer science, explicit modelling, iterative development, and software engineering.



It could be argued that there are no flocks.

We propose that prompt strategies that avoid 'conversational artefacts' and, instead, adopt a more traditional iterative process (a standard approach in software development) that pays no attention natural language semantics, often lead to better results, particularly in the context of generative AI.

One example of a DALL-e 2 prompt we reached to after several iteration and that yielded the desired results is: *"anthropology vivisection the thorax a photo of the telegraph cabling that came out of the eyes of the girl and invaded the city and black and white 1880 in the news"*