Designer Empowerment through mixed-initiative Wave Function Collapse



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#### Introduction

PCG methods aren't always super friendly...

Mixed - initiative often helps improve them

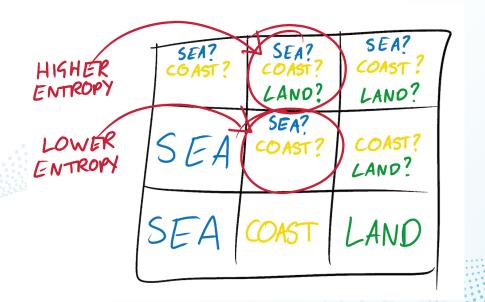
 Wave Function Collapse (WFC) is awesome and popular but (so far...) isn't quite mixed -initiative



What does it take to make WFC into a mixed - initiative PCG method?

How can WFC advanced features be made usable by creative professionals in a responsive and intuitive way to explore a generative space?





- Adjacent Model
  - Based on Model Synthesis (P. Merrell)
- Overlapping Model
  - Processes an input image

- initialize algorithm (building tile and constraint tables)
- 2 repeat
  - choose next cell to collapse
- 4 choose which tile to collapse it to
- 5 propagate
- 6 **until** all cells have collapsed or a conflict occurs;

#### WFC Advantages:

- Requires a single input image
- Fast output generation
- Iterative
- Customizable to meet requirements (if you can code)

#### WFC Drawbacks

- Non-trivial & uses complicated terms
- Lacks "undo" -ability
- Propagation is not always intuitive or predictable
- Tile selection is non -controllable
- Using custom input that yields desired output is hard to create

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#### Mixed - Initiative WFC

- Integrate more control into useful WFC extensions
- Overcome WFC drawbacks with mixed-initiative approach
- Iteratively evaluate our prototype implementation, miWFC

# 1. History Navigation

Interactive navigation through design history

#### History navigation

```
1 initialize algorithm (building tile and constraint tables)
```

#### 2 repeat

- 3 choose next cell to collapse
- 4 choose which tile to collapse it to
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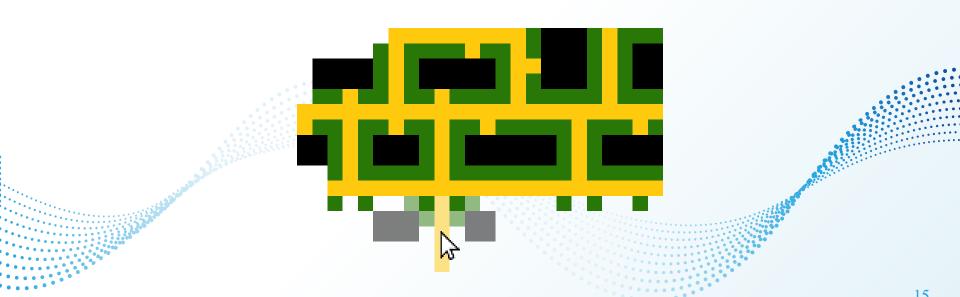
# 2. Direct Manipulation

Precise manual editing of the output

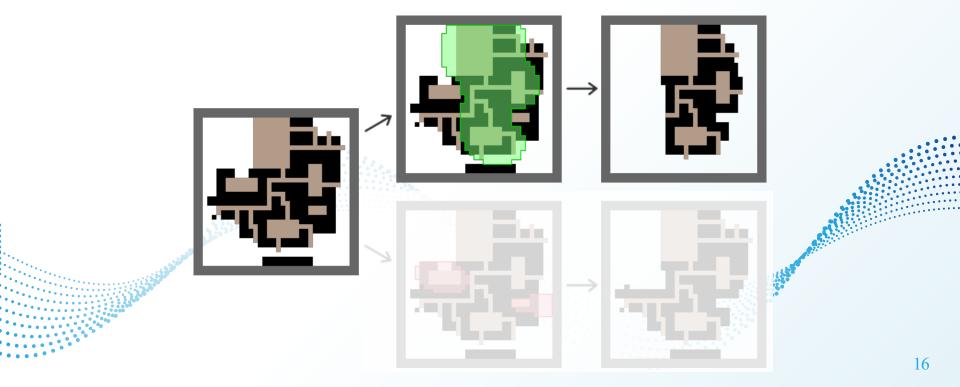
#### **Direct Manipulation**

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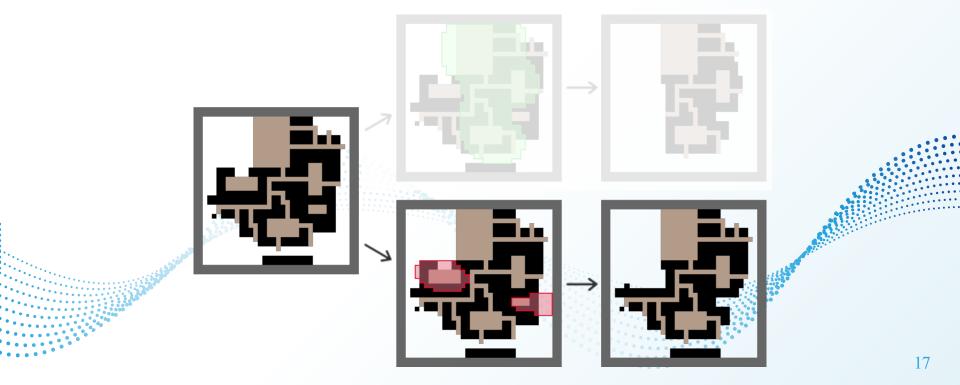
#### Direct Manipulation - Pencil Tool



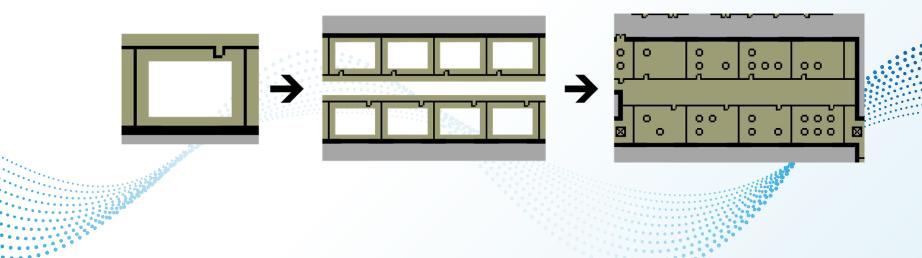
## Direct Manipulation - Brush Tool



#### Direct Manipulation - Brush Tool



#### Direct Manipulation - Templating Tool





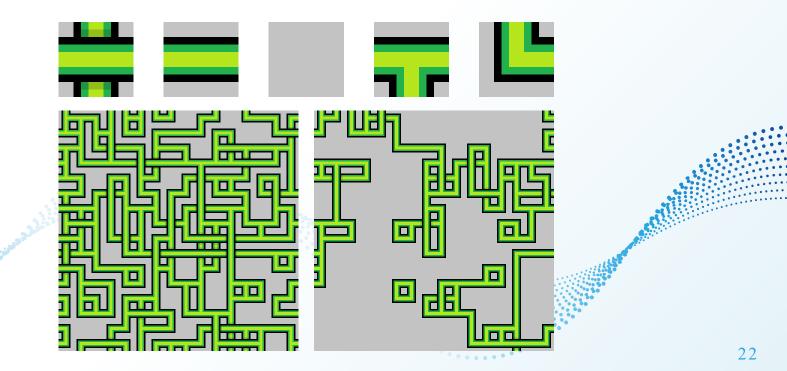
# 3. Tile and Pattern Manipulation

Tweaking of global output appearance

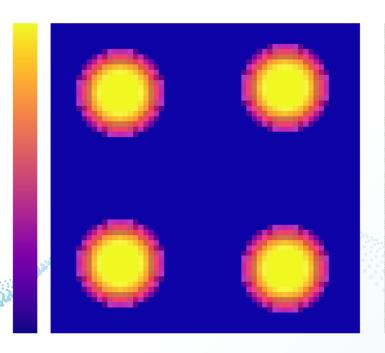
#### Tile and Pattern Manipulation

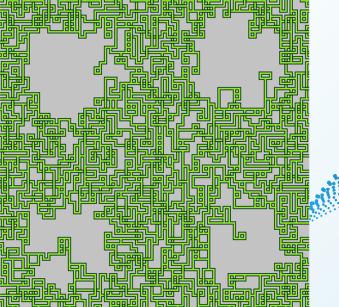
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## Weight Manipulation

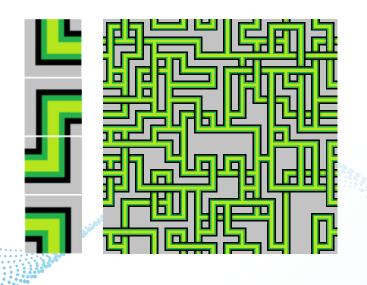


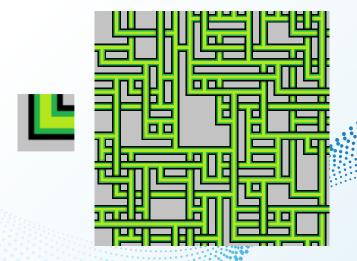
## Weight Manipulation





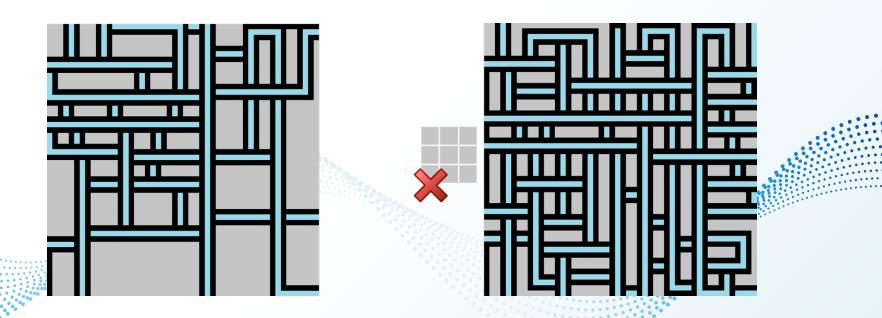
## **Transformation Manipulation**



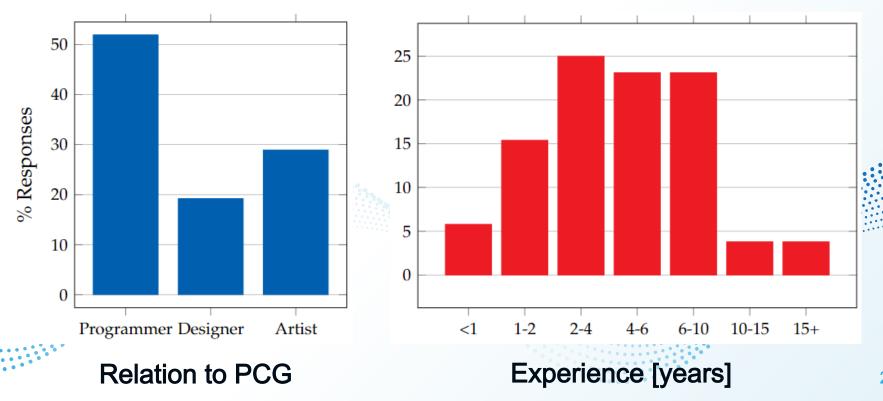




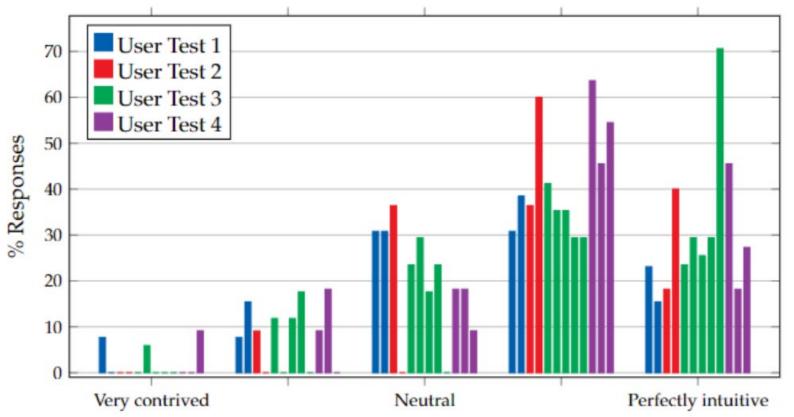
## Pattern Manipulation

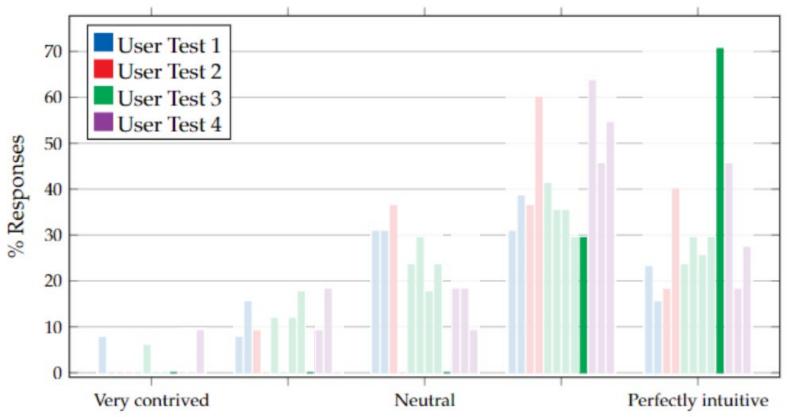


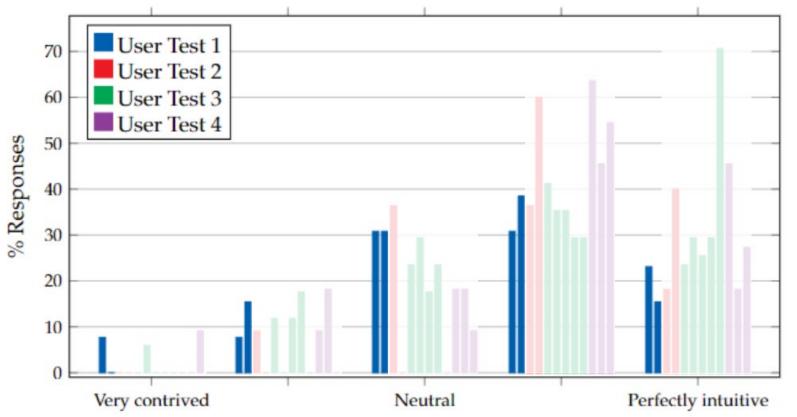




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#### Conclusion

- WFC is powerful but lacks intuitive control
- Provided through our designed features:
  - History Navigation
  - Direct Manipulation
  - Tile & Pattern Manipulation

## Thank you for your attention!

