# CO-CREATING WITH AI

## SOUND, IMAGE, AND EMBODIMENT

**FRIDAY, NOV. 6 | 12:00–3:20 P.M. | ORBACH LIBRARY, ROOM 122**

ORGANIZING COMMITTEE: DR. PAULO C. CHAGAS, DR. JING HAN, DR. INYOUNG SHIN, ALVARO ALVAREZ, DR. KA HEI CHENG

## INTRODUCTION

This event is the first of a series of interdisciplinary events that explore emerging forms of human and artificial intelligence collaboration in creative practices, sponsored by the UCR Library, Center for Ideas and Society, Department of Music, and RAISE@UCR. Through interactive workshops, student exhibitions, and hands-on instruction, participants will engage with AI assisted approaches to image creation, 3D modeling, sound design, and music generation.

This event will feature multimedia and multimodal projects created by UCR graduate students and affiliated researchers from CHASS. Each showcase segment will be paired with a practical library-led or faculty-led workshop introducing freely available AI tools that support creative exploration and production. Attendees will have opportunities to experience innovative creative works, learn new digital skills, and connect with researchers, artists, and creators across disciplines.

PRESENTED IN COOPERATION WITH **RAISE@UCR**

UCR Music

UCR Center for Ideas & Society

UCR Library

# 12:00 PM TO 1:00 PM

## INTERACTIVE INSTALLATION: EMBODIED CALLIGRAPHY INTERACTIVE INSTALLATION

### PRESENTED BY DR. KA HEI CHENG, UCR AFFILIATED RESEARCHER

Embodied Calligraphy explores the intersection of movement, sound, visual art, and AI-mediated co-creation, transforming bodily gestures into immersive audiovisual expressions while fostering creativity, self-discovery, human connection, and opportunities for healing and well-being.

## LIBRARY WORKSHOP: AI IMAGE GENERATION

### PRESENTED BY ALVARO ALVAREZ, INNOVATIVE MEDIA LIBRARIAN, UCR

The realm of digital imagery is evolving rapidly as Generative AI shifts from vague keyword prompts to precise, director-level control in creative workflows. This fast-paced, hands-on session pulls back the curtain on how AI is revolutionizing visual creation, taking you from basic text prompts to studio-quality cinematic imagery.

We will explore the core pillars of prompt engineering: mastering subject specificity, emotional lighting, camera perspectives, and crisp typography rendering. Through practical exercises like the Prompt Builder game, image-to-image workflows in Gemini, and creative challenges, you will learn how to transition from basic "keyword soup" to fully directed, production-ready visual scenes.

# 1:00 PM TO 1:10 PM

**Networking Break**

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# 1:10 PM TO 2:10 PM

## LIBRARY WORKSHOP: AI MUSIC AND SOUND GENERATION

### PRESENTED BY DR. INYOUNG SHIN, AI RESEARCH LIBRARIAN, UCR

Have you ever wanted to create music with AI to explore your creativity? Does it cost a lot? If you're a UCR community member, you can explore fun, free, and safe ways to generate music with AI using Gemini! In this workshop, we'll introduce Gemini's music-generation model and explore how to create original music using AI-generated lyrics and musical prompts. No prior music or AI experience is needed. Come and have fun experimenting with AI and music!

## FACULTY WORKSHOP: BUILD WHAT'S MISSING: MAKING YOUR OWN TOOLS WITH AI

### PRESENTED BY BRADLEY BUTTERWORTH, ASSISTANT PROFESSOR OF TEACHING, MUSIC INDUSTRY, UCR

This workshop demonstrates Professor Butterworth's suite of free, private music tools built with AI and used in UC Riverside courses, including a synth workstation, a rhythm trainer, an ear-training app and a full music theory course. It also introduces SaySo, a proposal for showing how AI may use an artist's music, voice and likeness.

## STUDENT EXHIBIT: TEARING US APART

### PRESENTED BY ANAÍS AZUL ARIAS-ARAGÓN, PHD STUDENT, UCR

An audiovisual work using footage from the Wilshire Federal Building in Los Angeles on June 23, 2025, when the National Guard arrived to assist in ICE-related operations. Statistics sourced from ABC News and TRAC Immigration. Text generated by DeepSeek, responding to questions sung in looped vocal layers from the perspectives of a police officer, ICE agent, mother, child, and day laborer. Exposes the dissonance between legal rights and what actually occurred in Los Angeles in summer 2025.

# 2:10 PM TO 2:20 PM

**NETWORKING BREAK**

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# 2:20 PM TO 3:20 PM

## STUDENT EXHIBIT: MAINTAINED BY OMISSION

### PRESENTED BY ARIANA SANTIS-MARES, PHD STUDENT, UCR

Field recordings of birds and soundscapes from daily walks at the Claremont Colleges, songs generated by SUNO, and violin and voice recordings, manipulated in Somax to build a dense four-player virtual ensemble in which multiple layers listen to and respond to one another simultaneously. Footage from Pomona College is paired with AI video generated by Runway based on Chilean poet Gabriela Mistral's poem 'Canción Quechua.' Explores semiotic thresholds between presence, absence, structure, and chaos.

## STUDENT EXHIBIT: 问沙寻伎 (RUST IN SAND)

### PRESENTED BY MONSTAR CAO, PHD STUDENT,UCR

A dance film exploring the imagination of a contemporary viewer standing before the Dunhuang murals, where painted figures of ancient caves appear to breathe, dance, and move across time. A collaboration between composer Monstar Cao, filmmaker Cong Le, the Beijing Federation of Literary and Art Circles, and dancer Huang Lufei. Combines Chinese traditional instruments with Western avant-garde techniques and electronic textures; moments of close synchronization between choreography and music evoke cinematic Mickey Mousing. Program note and cultural research developed in collaboration with ChatGPT.

## LIBRARY WORKSHOP: AI 3D GENERATION

### PRESENTED BY ALVARO ALVAREZ, INNOVATIVE MEDIA LIBRARIAN, UCR

The landscape of 3D modeling is undergoing a lot of changes as Generative AI moves from a "novelty" to a "necessity" in professional pipelines. This fast-paced, hands-on session peels back the curtain on how Artificial Intelligence is transforming the way we conceptualize, build, and refine 3D environments and characters.

We will explore the cutting edge of "Text-to-3D" and "Image-to-3D" technologies, demonstrating how to generate complex base meshes in seconds rather than hours. You will learn how to integrate these AI tools into software like Blender and Unity, focusing on the critical bridge between "AI output" and "production-ready geometry." Finally we will take a quick look at the current state of AI ethics, copyright, and how to use these tools responsibly.

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