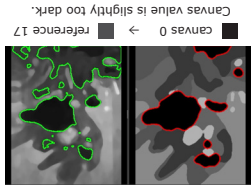


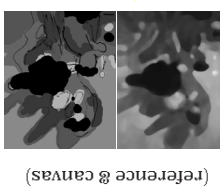
Feedback
Spatially groups colors.
hue & saturation feedback.



Feedback
Spatially groups similar values. How close are you?



Guidance
Color isolation
for seeing color blocks
and hue shifts



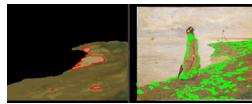
Guidance
Blurred grayscale
thumbnail
(reference & canvases)

What does ArtKrit do?

Evaluation

We did a small in-lab study with 5 artists and 2 professionals. It fit their **idiosyncratic workflows**. We were also surprised by:

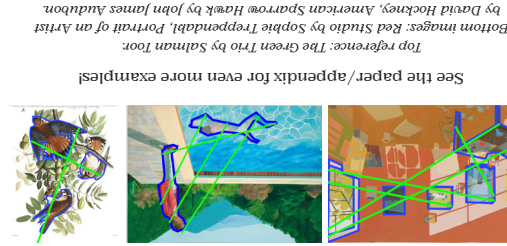
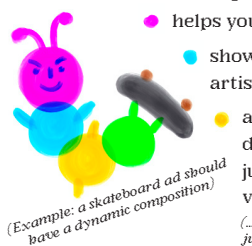
Digital artists didn't do value thumbnails, but misused the greyscale'd canvas to check if their values were accurate in their in-color WIPs.



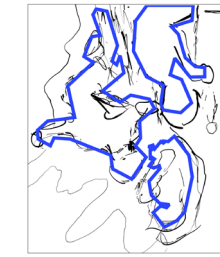
Color feedback was more helpful through revealing spatial relationships between colors rather than specific HSV insights.

Professional feedback highlighted that ArtKrit:

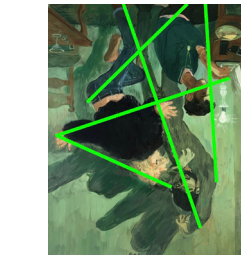
- helps you slow down & reflect
- shows, not corrects, different artistic interpretations
- acts like a teacher, but does not help you make judgements on normative visual standards
(...Should tools even have judgements about norms/culture?)



See the paper/appendix for even more examples!



Feedback
Overlaying object
contours on canvas



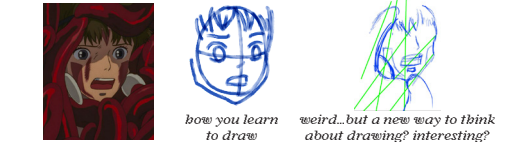
Guidance
A new algorithm to
generate composition lines

How? With a combination of grounded SAM (new ML models) & RANSAC (good old classic math).

So what?

ArtKrit's purposefully imperfect scaffolds are a starting point to think through drawing, instead of a prescriptive correct answer.

ArtKrit—especially its composition lines—enacted new norms, such as on this Princess Mononoke face:



Instead of using genAI to replace manual skills or automate what us researchers deem as "tedious", let's make tools that deliberately introduce **friction** into the creative process.

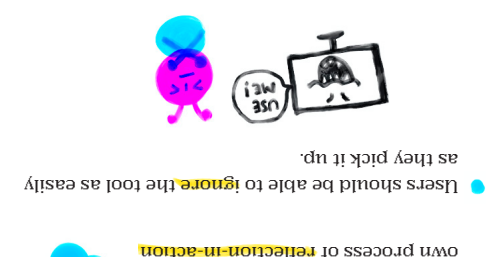
Let's make it **slow** and **weird**!

Let's remember what it's like to draw. How the challenge is fun! We don't need computers to take that away from us!



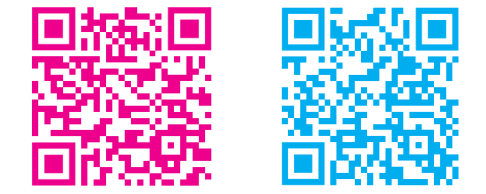
These are all under a design principle of "radical humility": let's make humble tools! Let's try to learn about how people make art from using, not using, or misusing them!

No image generated final output. All use of AI models should be something that users **interpret**, rather than are forced to accept.

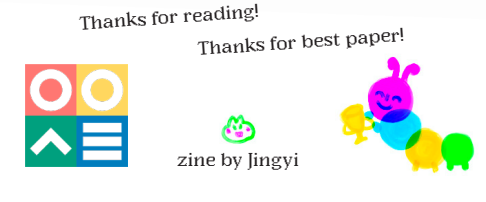


Users shouldn't overly on our scaffolds. Honing their professional vision should happen through their own process of **reflection-in-action**.

The following **values** guided our development:



!! RECRUITMENT !!
Are you (or your friend) a Krita artist? Do you want to participate in a longitudinal study of ArtKrit? Email jingyi.li@pomona.edu to get in touch (ideally by mid Nov 2025)! Or to chat about anything in the zine! (no deadline) :o)



It's an artistic support tool implemented as a Krita extension to fit into existing digital illustration workflows.

steps of composition, value, and color.



Disciplined drawing is the process of drawing to improve **technical skills**, often through studying & replicating references images ("master studies").

Doing master studies can be really intimidating.

Computational Scaffolding of **composition**, **value**, & **color** for Disciplined Drawing



aka **ARTKRIT**

Jiaju Ma, Chau Vu*, Asya Lyubavina*, Catherine Liu, Jingyi Li
WIST 2025
Weds Oct 1 • 12pm • Grand Ballroom