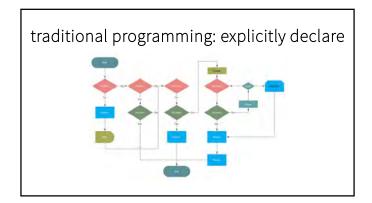
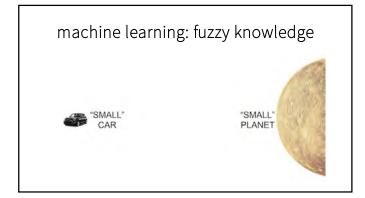
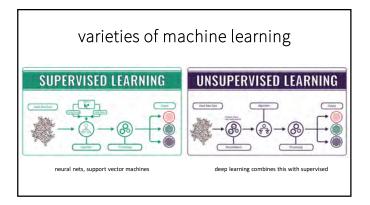
## machine learning for artists

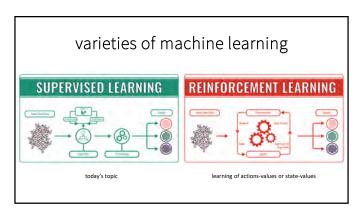
RAY LC

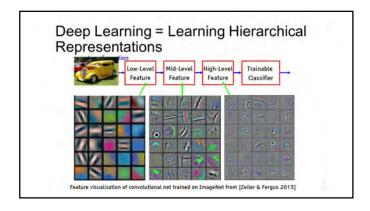


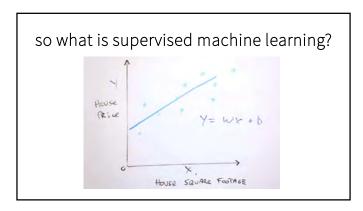


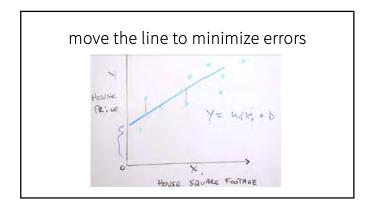


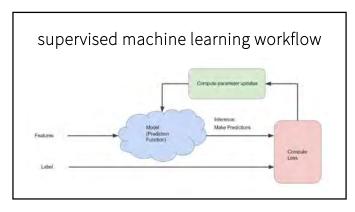


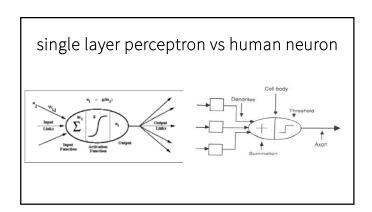


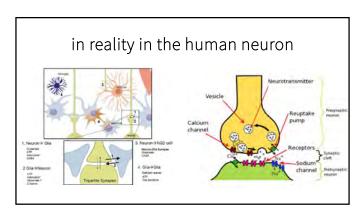


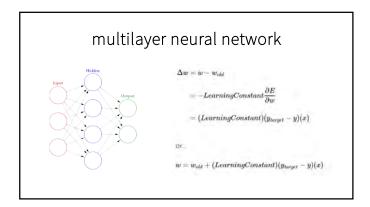


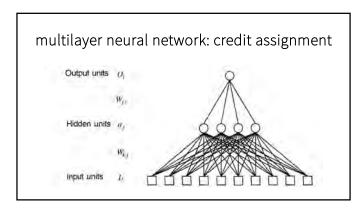


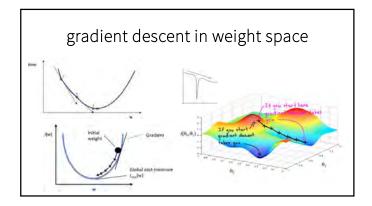


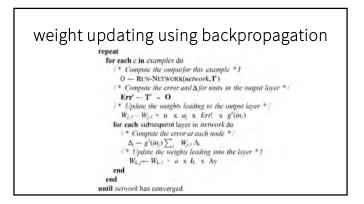


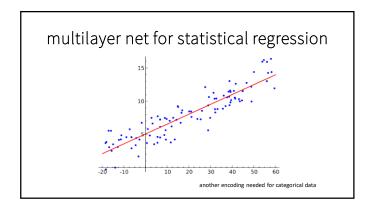


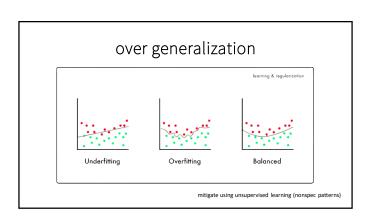












## and now, your exercise

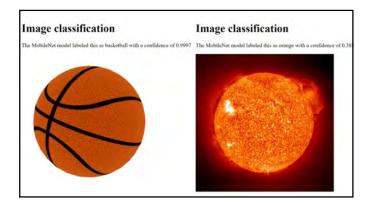
- find photos online that you want to use ML to recognize.
- use ml5.min.js package and an online engine to classify them.
- let's write classifyimg.html together (or just use mine).
- run local SimpleHTTPServer.
- in js (given you), the call is: classifier = ml5.imageClassifier('MobileNet', function() console.log('Model Loaded!');

}):

then call classifier.predict to make classifications.

**CONTEST**: look for images that machines most likely will get wrong.

## example images found on web dishwasher: easier for machine than humans sun that got classified as orange: harder for machines



## machine learning for artists

RAY LC