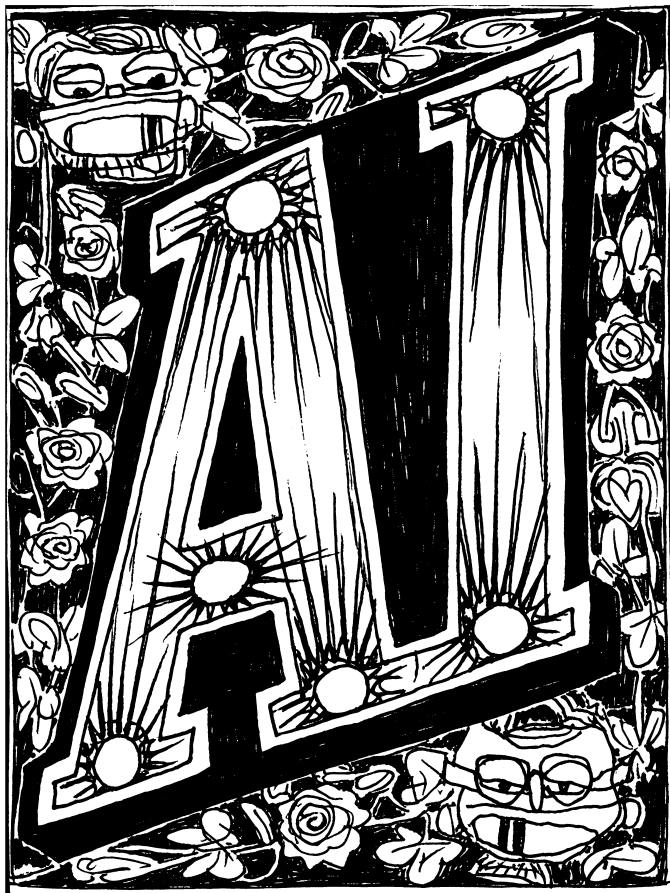




Summer 2025, I applied for funding for an animated short film from Sodec, a public agency.



In the application, I wanted to say I was using AI to boost my framerate from 6 to 12 fps.



My producer said:

Oh no, don't talk about AI!

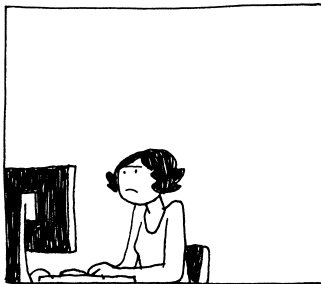


Why?

Because they'll think we need to hire fewer people, and they'll give us less money.



Once we've got the funding, you can do whatever you want, but in the application, do not talk about AI.



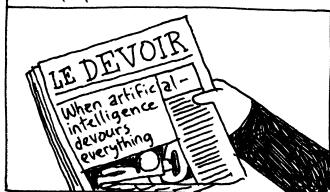
At Montreal's book fair, I was chatting with a respected colleague who makes comics.



We were talking about how awful the film world is compared to the book world.



The week before, this illustrator had written a long anti-AI letter in some respected newspaper.



Hey, there's a protest, you wanna join us?

Oh boy, uh, no, sorry



I'm not anti-AI...

OK! We'll run into other later, *Ciao!*



After that I've my signing session at my publisher's booth (I don't even have new release, people still come see me! I barely get any breaks)



After my signing session,
I meet up with my family.



We go grab a snack, and we hear voices
coming from the stage next to us.



A protest at the Montreal
Book Fair... That's the first
time I've ever seen that.



Among them are some of my friends.



I'm on the phone with a lawyer.

Yeah, I'd need some help dealing with a license to use my drawings to train a model.



I'm sorry, I can't take your case. I'm handling a bunch of AI abuse files right now.



You know that now, some producers generate a script, "two lesbians adopt a child," then hand it to screenwriters and ask them, "can you rewrite this in your style?"



Seriously, I'm sorry, I can't help you, I wouldn't be able to sleep at night



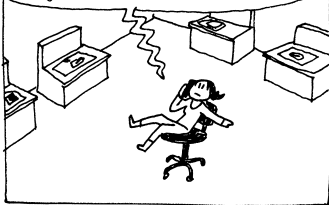
Hello Ideogram, could we maybe work out a license for the use of my drawings?



The question gets dodged for the third time.



I'm talking to a third lawyer.
Oh wow, it's kind of a shame you're on good terms with them!



Because since they trained a model on your drawings without signing any license, you could already sue them!



In a book launch, I talk with colleagues about my dilemma.

Given the particular context... what would you do my place?

If you're not taking that contract, give it me I'll take it!



I worked 60+ hours in a kind of fascination mindset and excitement of discovering new possibilities and new problems.



The principal thing I learned is that: Choosing the right images and captioning them well is the key to make it work. But the question is: what do you want to control?

For instance: All images chosen for the training had a panel border.



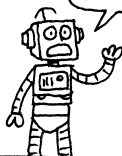
If you don't name the word 'panel' in the the captions, panel borders will always be generated, and a bleeding image will be impossible.



Once you name it, the machine knows what it is, you can make it disappear!



But naming is not enough. The machine doesn't always understand your words.



«Half-strip resolution» was not clear. «Medium resolution» might be better, although less precise.



Automatic captioning omits important things.

What about the point of view?

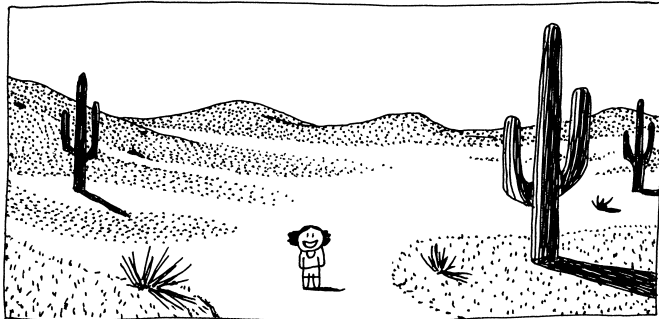
the facial expression?

the body language?

where the speech bubble tail points to?



Hello Slack channel!
Today I did this and this and this hihhi
Look at this, guys!
What do you think?



I'm making a tarot deck with generated images, I've got this idea to print it.



I'm wondering if people are so anti-AI that no one would buy it.



You were asking me the other day what kind of merch I'd buy... Me, an AI tarot deck by Zuvane? I'd buy that!



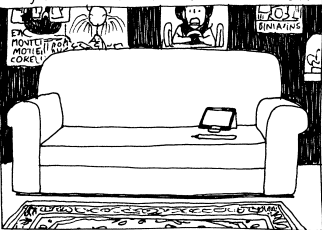
So I start thinking about how to print them.



But I can't sell them at the montreal comic arts festival, because they have an anti-ai policy.



I have to give up an official table facing a busy street and take a table at the off.



I've got a graphic novel in the works about AI, and it's made with AI. My publisher had shown interest.



One evening, he calls me in a panic:

Sylvie-Anne, I'm sorry to call you at night!



But now there's an organization that wants me to publicly take a stand against AI. What do I do?



Luc, what do you think about AI?

Well... in a very general way, it kind of depresses me.



There's this crappy publisher who only cares about money, making these super ugly, soulless AI coloring books, and he's selling tons of them while we're struggling because we're trying to do things properly.



But at the same time, I'm not that black-and-white about it!



And I like having time to think about complicated questions!

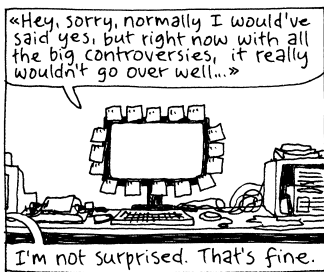


And you'd already pitched me a project involving AI, and I'm still interested!...



But right now I basically don't have a choice, we're being asked to post a statement on social media by tomorrow!





My partner and I are taking the metro.



Look, that's so AI



Are you sure?

Yeah
yeah look,
the guy
doesn't even
have legs
under the
sheets.



AI



That's AI.



My partner makes 300k a year working with AI.



How much does the woman who takes care of my daughter at daycare every weekday make?

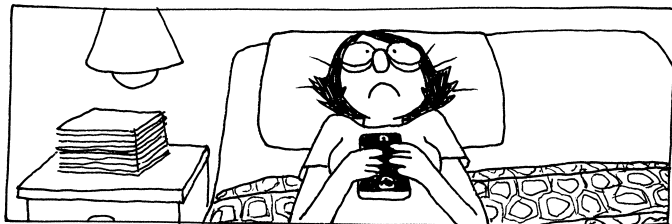




One morning in mid-February, I wake up and check my phone.



It's going to be built on farmland, they'll get get discounted electricity, and we have to build a new water system to supply it with drinking water.



Every time I generate an image with the model I trained using countless hours of my own work, I feel a deep sense of pride.



I see the generated images as a synthesis of 20 years of relentless comic-making, mixed with all internet knowledge.



But sometimes, when I have a very specific idea in mind, I have to generate a dozen images to get there.



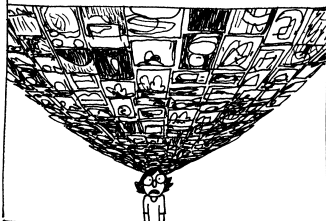
It's so hard to describe what I have in my head with words.



How much electricity did I spend trying to make this single image?

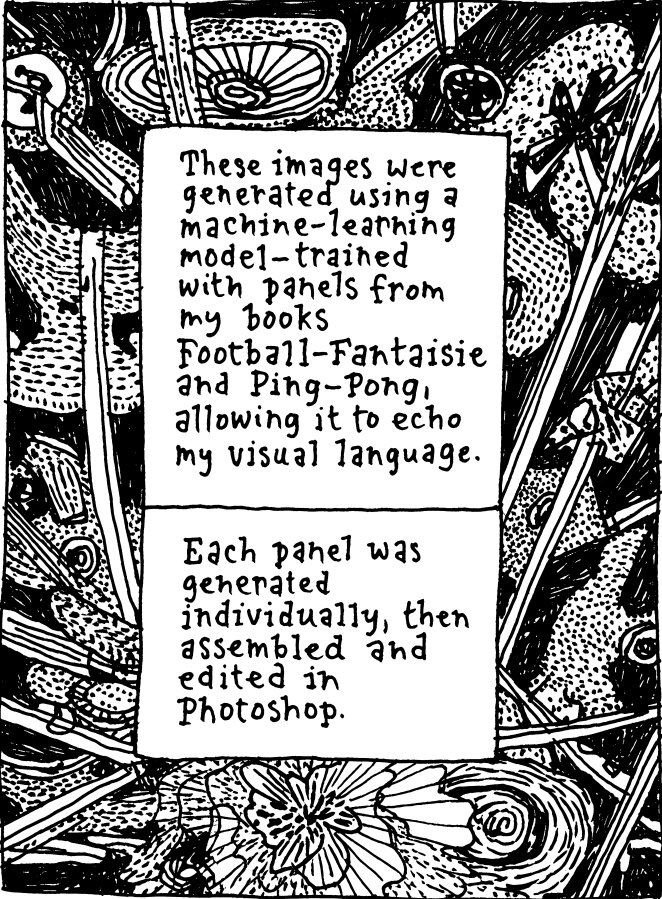


How much energy have I used since I started this contract?









These images were generated using a machine-learning model-trained with panels from my books *Football-Fantaisie* and *Ping-Pong*, allowing it to echo my visual language.

Each panel was generated individually, then assembled and edited in Photoshop.