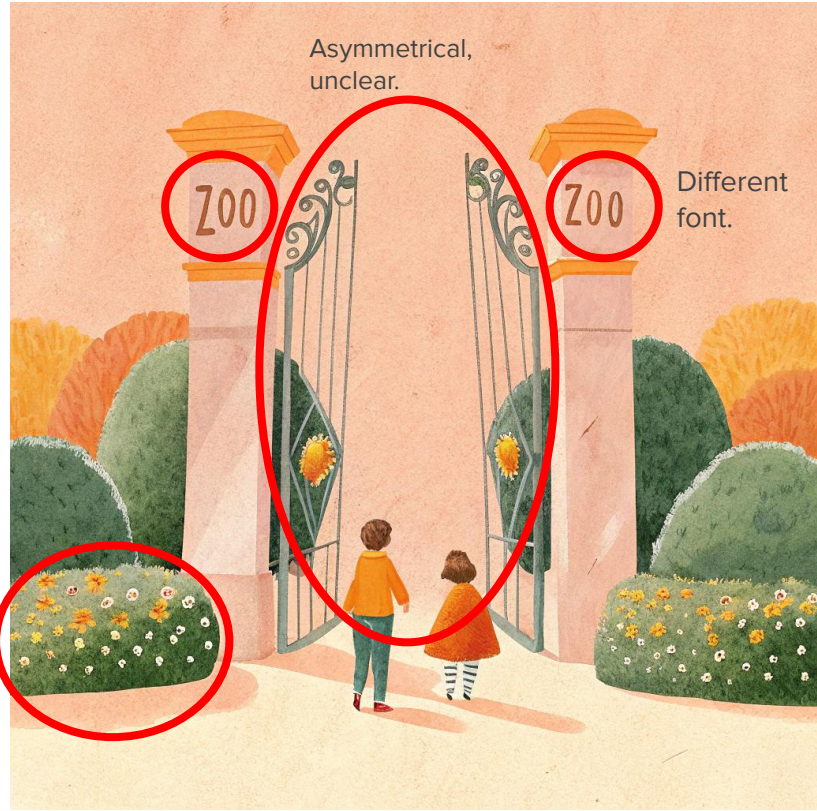


Can you find the human art?



ANSWER and EXPLANATION!

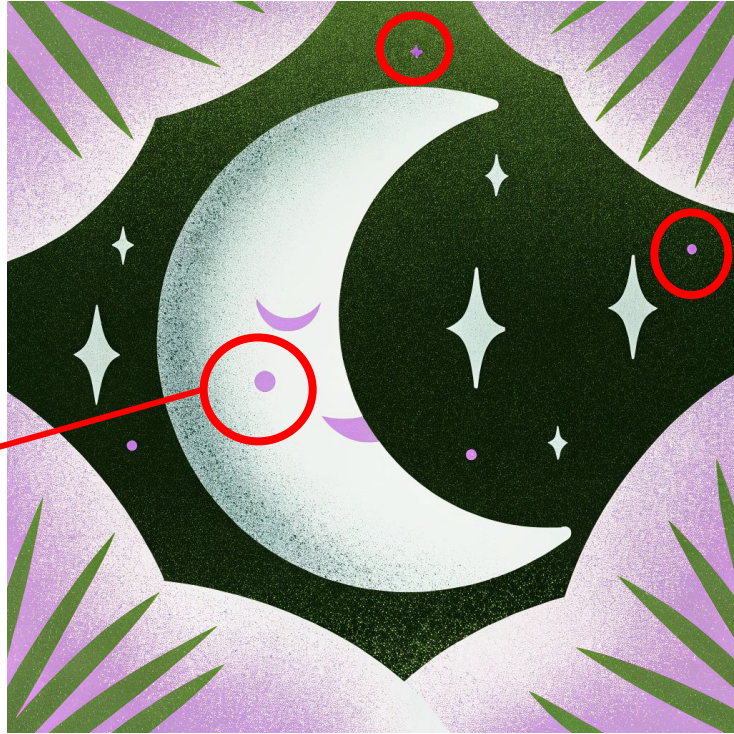


Asymmetrical,
unclear.

Different
font.

Details
unclear/messy.

One star
different?

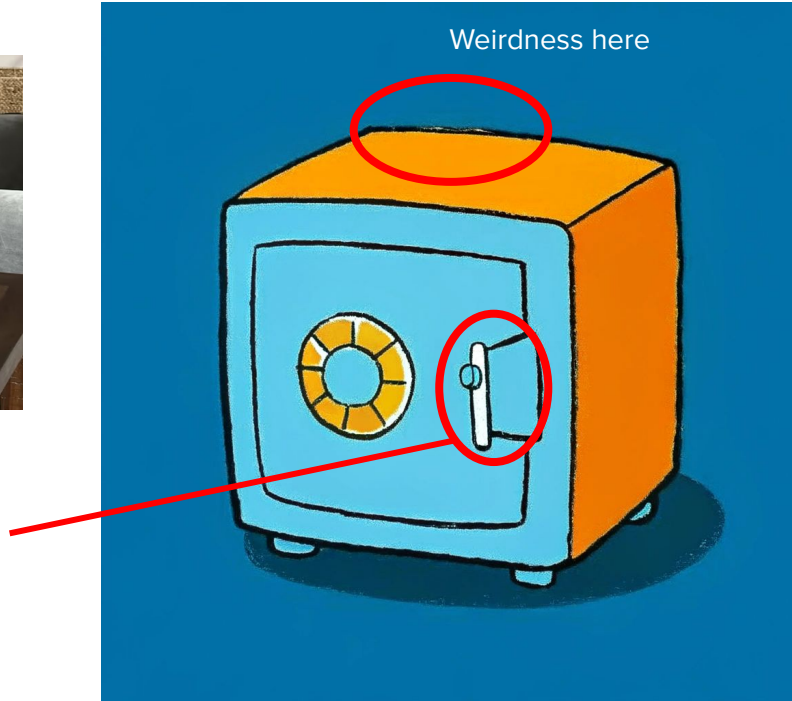


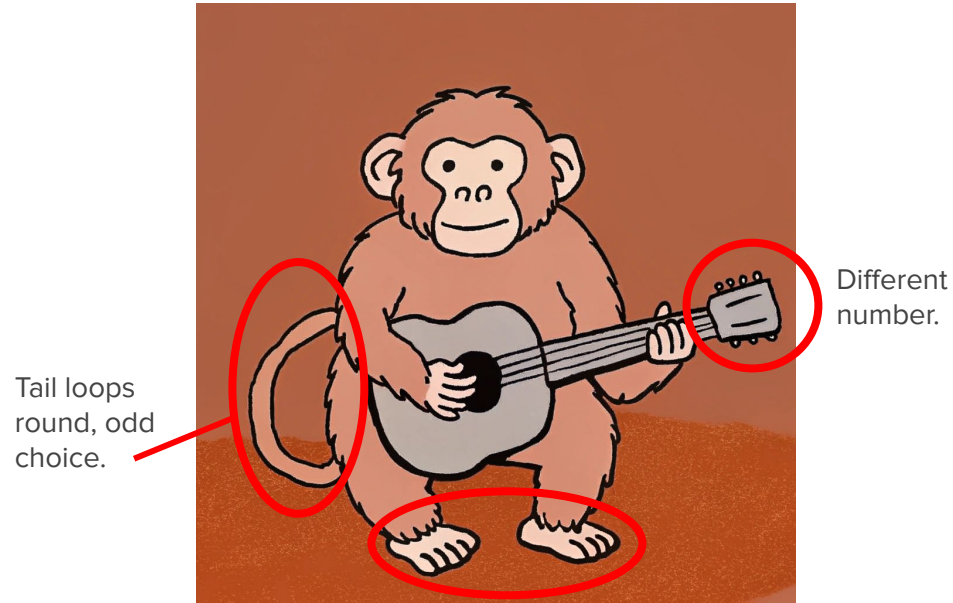
Is this the eye,
or a cheek
marking?

Purple dots seem
random? Cheek
dot matches star
dots. Confusing.



Safe handles are typically like the above image. Strange choice.





Tail loops round, odd choice.

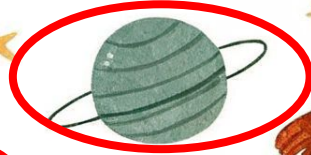
Different number.

Different number.

Ring merged
into planet.



Ring merges weirdly.



Odd details.



Rocket blasters
unclear.

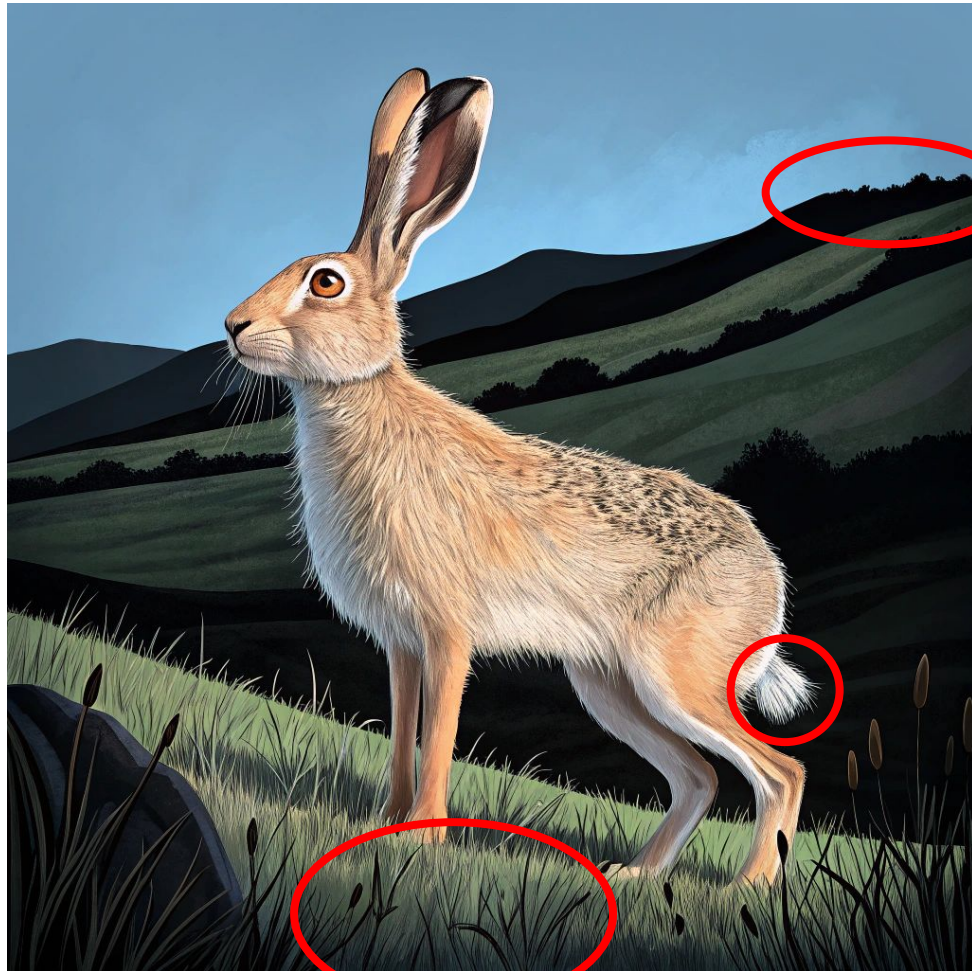


Details
unclear



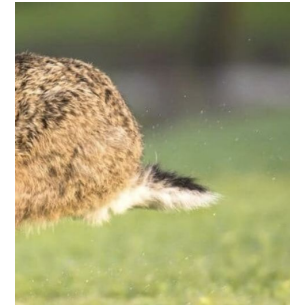
Extra line.





Convergent patterns in grass.

Merging.



Odd tail shape.



Odd shadow

Strings disappear

Different number of fingers



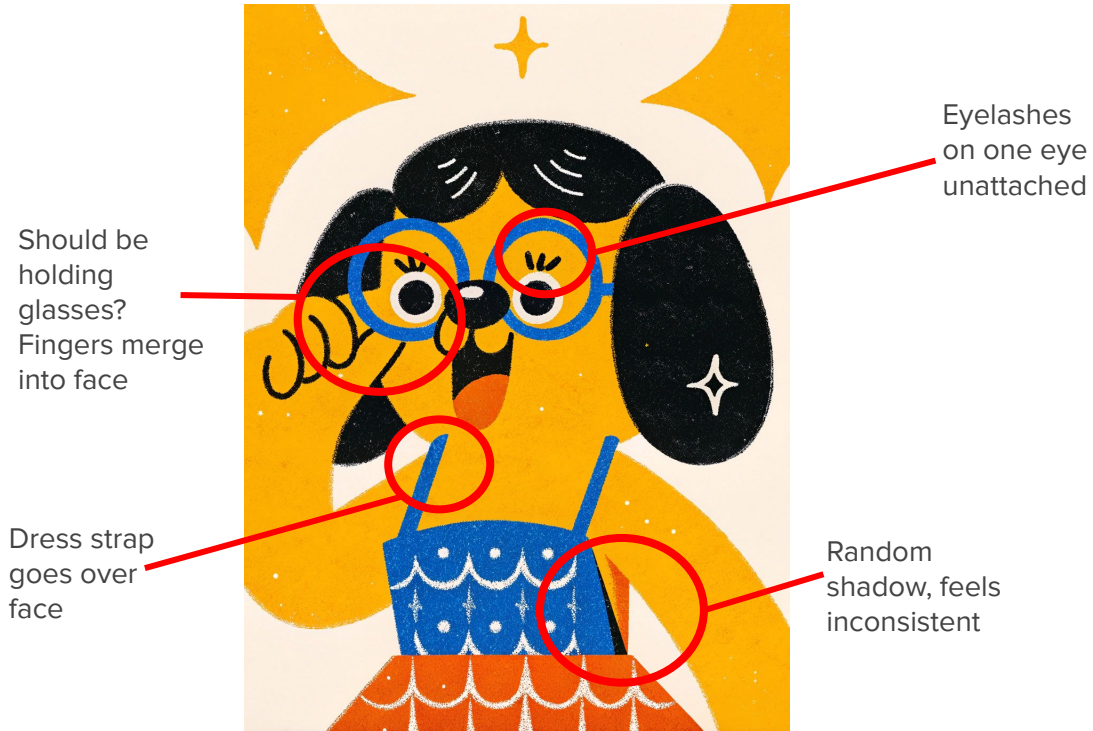
Smoke shape
odd

floaties

Floating flower
(or same size in
background as
in foreground)

Rocks that look
intended to be
a path - but not
quite?

Ghost
mushroom?





Headphone band looks odd

Different number of 'fingers'

Shapes seem random?
Leaves?
Pattern on tablecloth?
None go under the scones

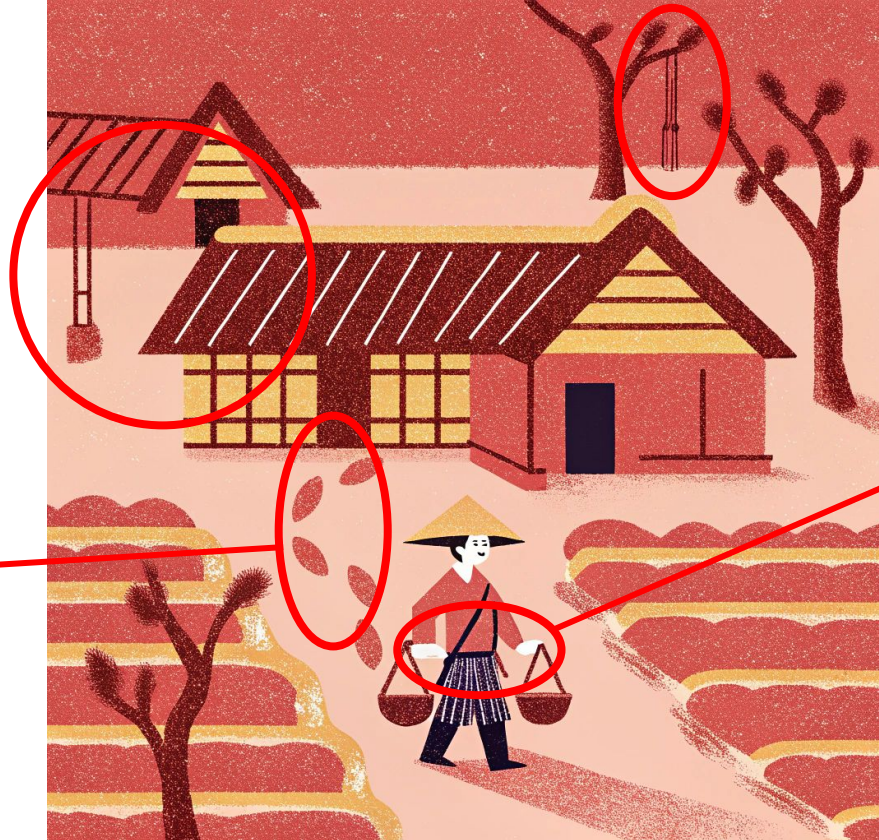


Inconsistent sizes. Some are much smaller.

What is going on here?

Building is very odd

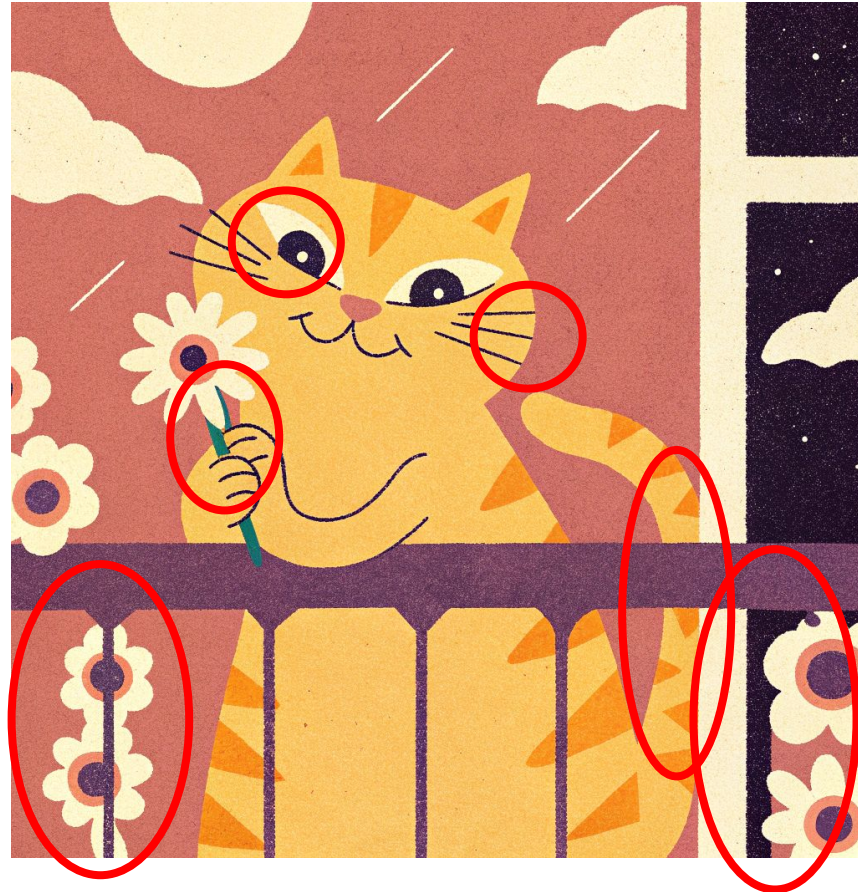
Footprints are leaf-shaped? Why?



Hands holding baskets strange - missing rod?



Lower eye line stops abruptly



Paw holding flower stem awkward - stem merges?

Flower placement odd - lacks purpose.

Whiskers stop suddenly only on right side

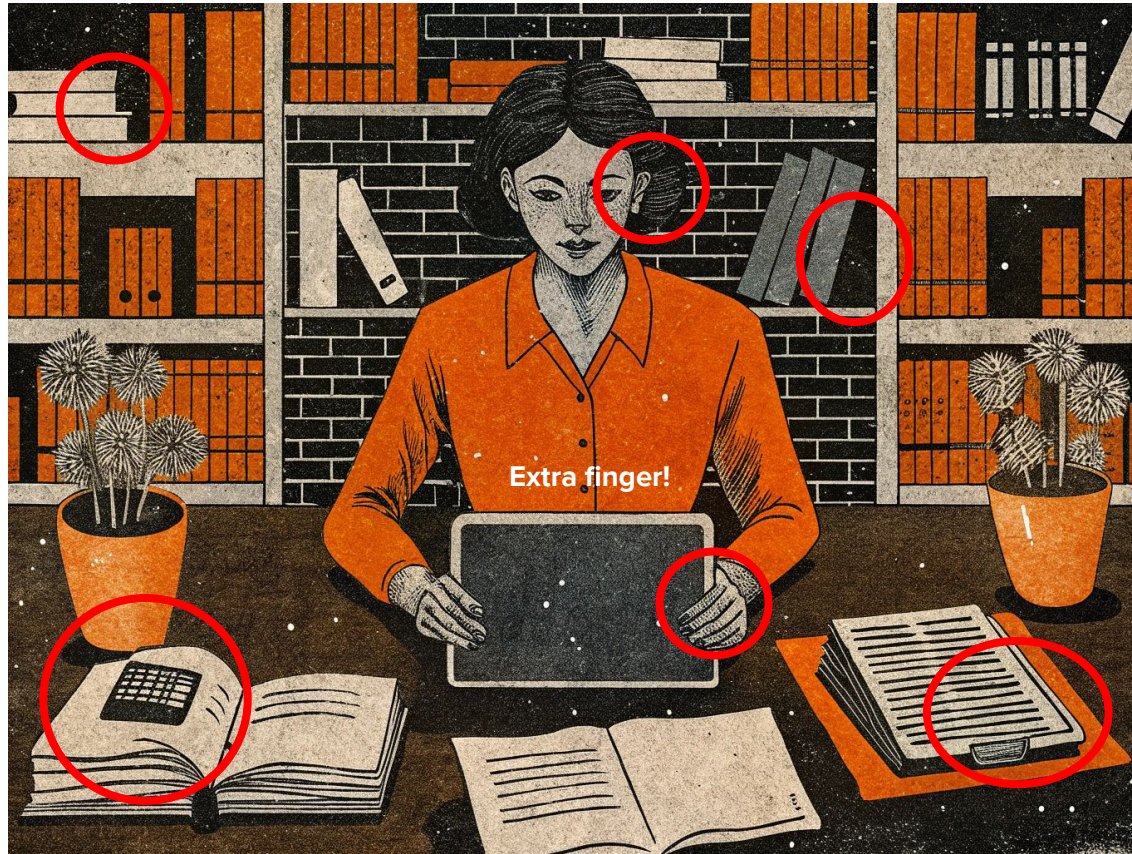
Cat tail going behind window frame? Maybe it's not a window. Unclear

Missing railing?

Odd books on shelf

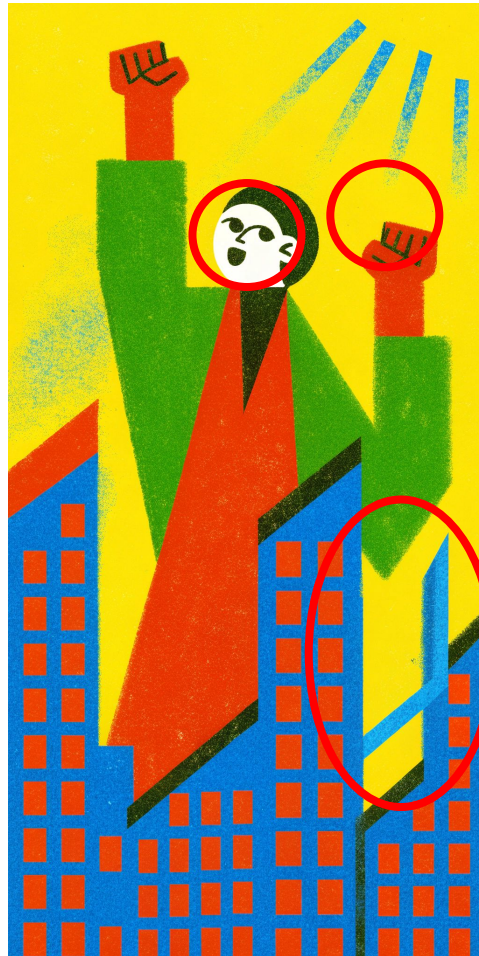
Ear shape weird

Lots of floaties!



Is this a calculator merging into the book?

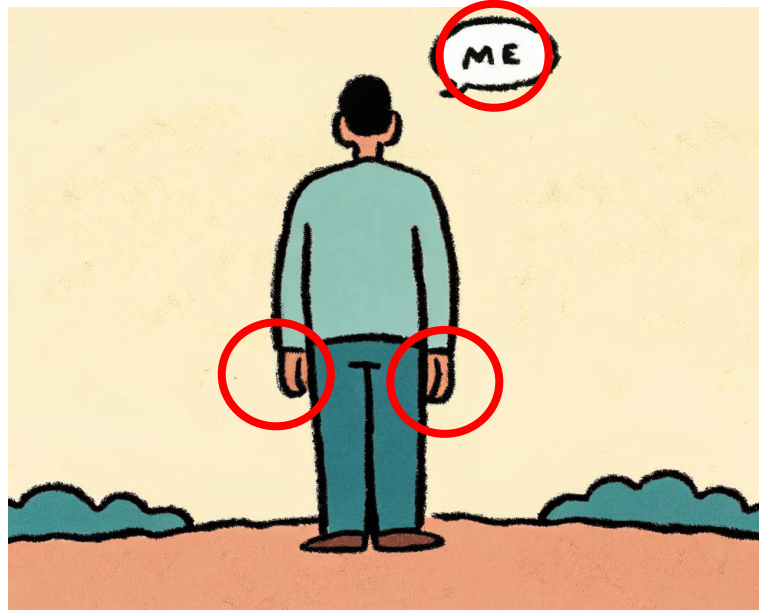
Eye top line
is merging
into nose



Extra finger sneaking
in here?

What is this and why
is it like that?

What is this text?
Why?



Crab claw hands

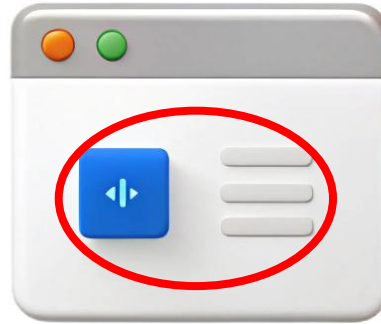


How many toes?!

The human-crafted art!
Provided by ITSMe
artist Esme Lee.



Is he holding it? How?



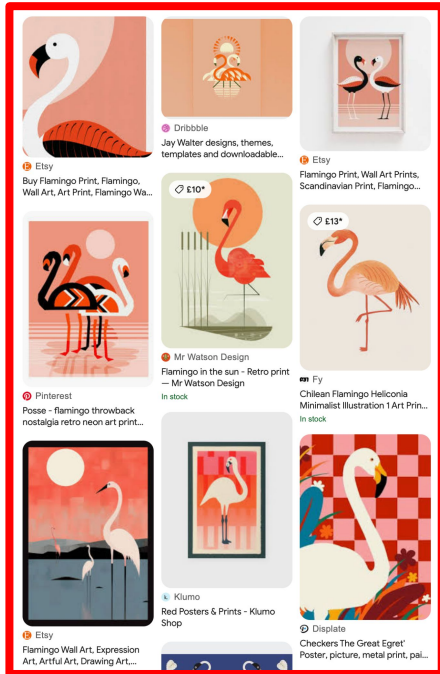
UI elements look wobbly even though this should be a 3D render.



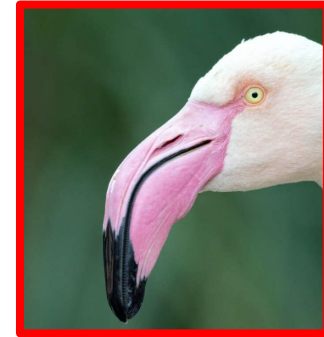
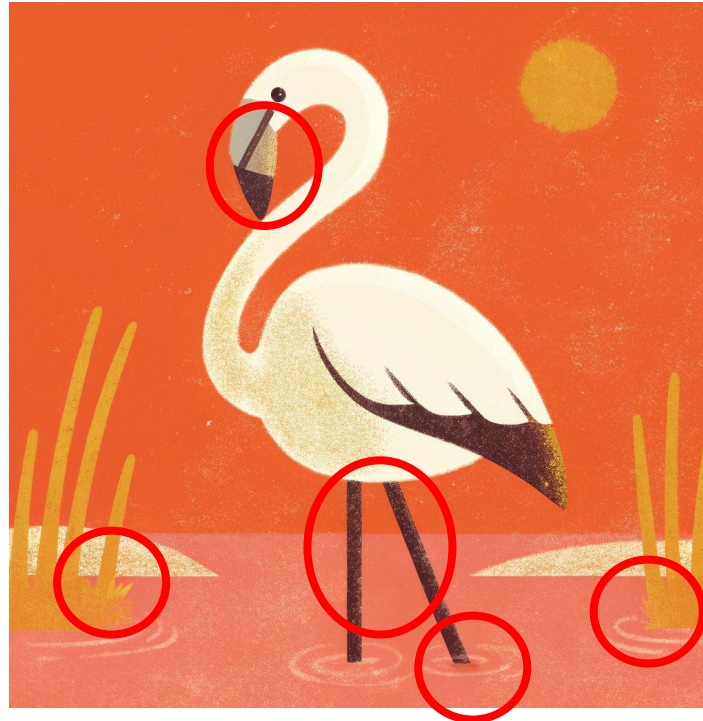
Strange artifacts around buttons

Finger definition lacking

Difficult one:
Choices are odd.
Shape feels like cross
between flamingo
and heron/stork.



Beak shape odd?



Grass has small random
tufts that don't match
overall style.

Legs feel too
straight for a
flamingo.

Water ripples going over
leg. (Could be human error.)



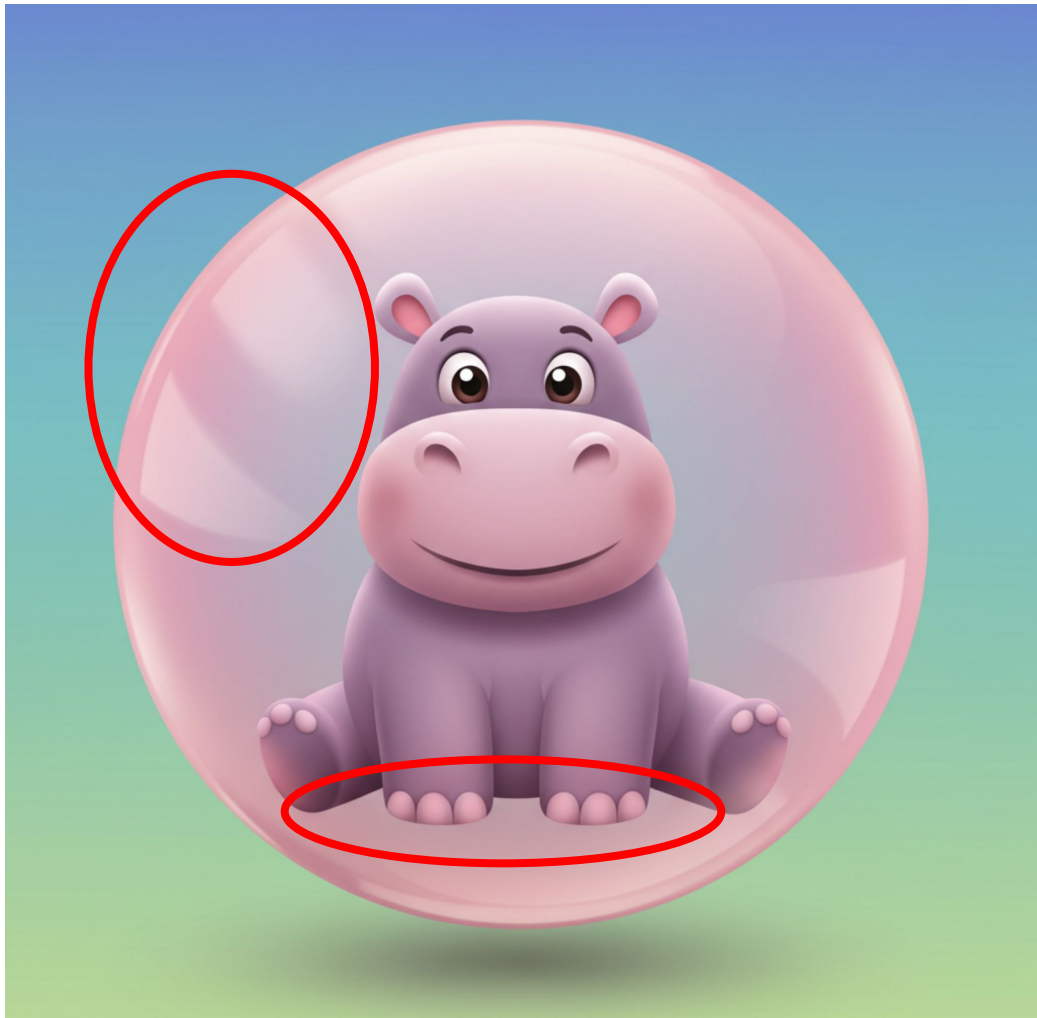
Messy foliage here, not attached to stem.

Window shape and placement odd? Asymmetry.

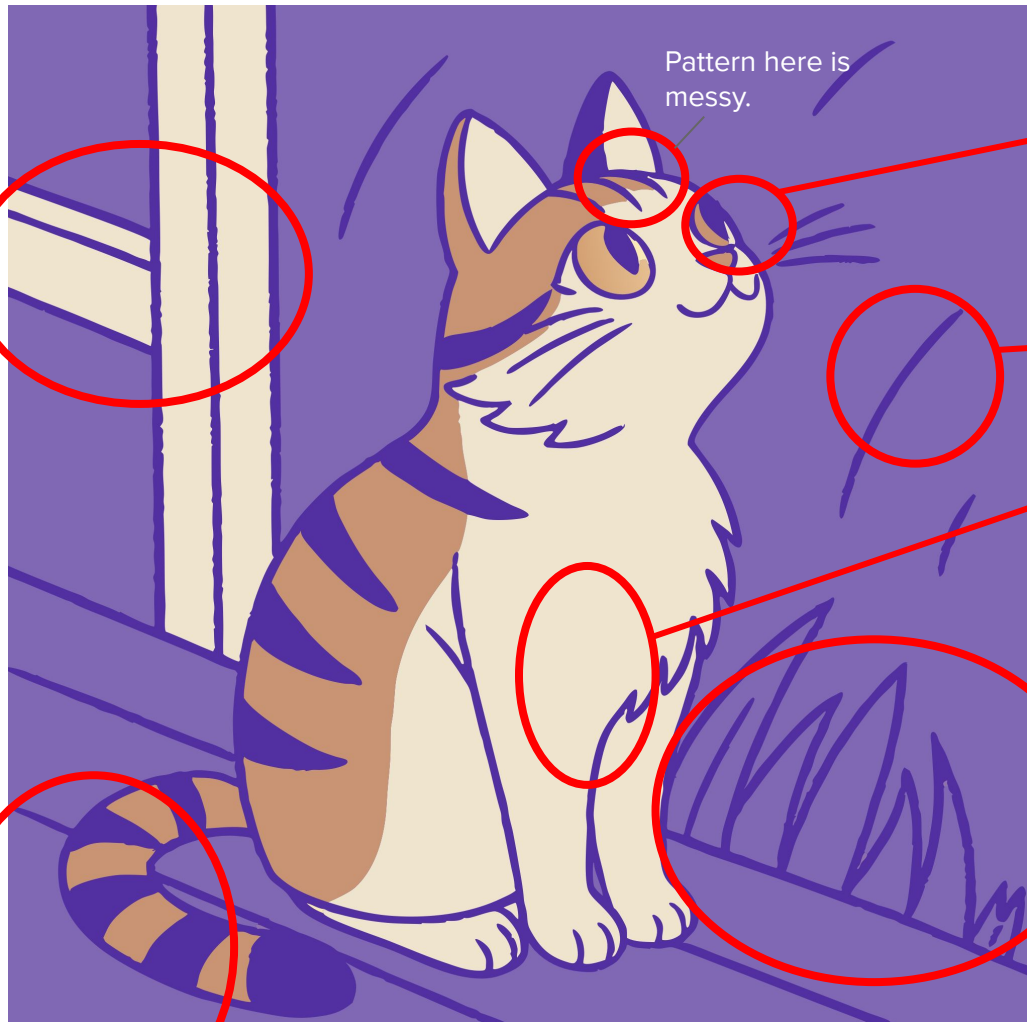
U doesn't match height

Star shapes - is there purpose/design to shape and placement?

The bubble has highlights that feel random - why are they like this?



Sitting in the bubble
- on what? Not
floating, not sitting.
No purpose.



Line texture varies - you wouldn't get this from a digital brush.

Pattern here is messy.

Eyes have strange artifacts/areas of broken colour.

Random lines - are they grass? Are they window texture?

Front leg merges into chest.

Floorboards stop.

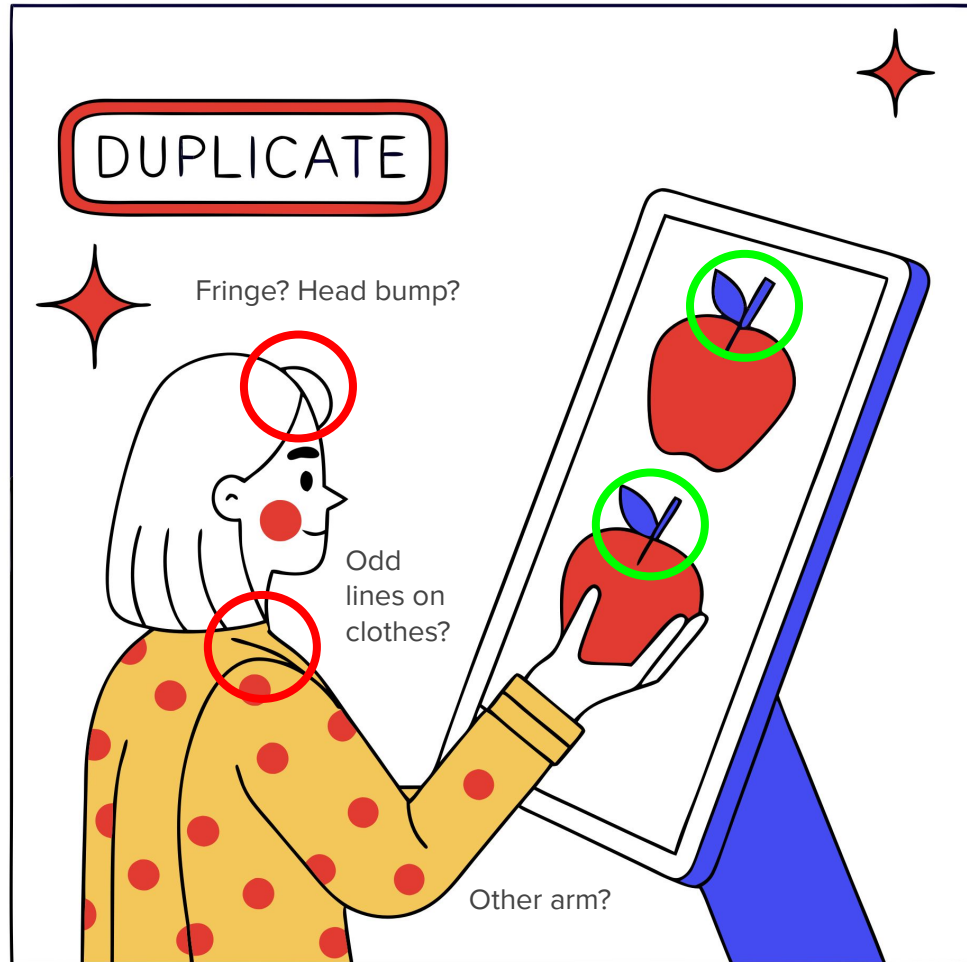
Grass is odd, has line in one blade not in others.

This eye is going
over the nose
area.

Black line
stops too
late.

Flowers detached
from stem!





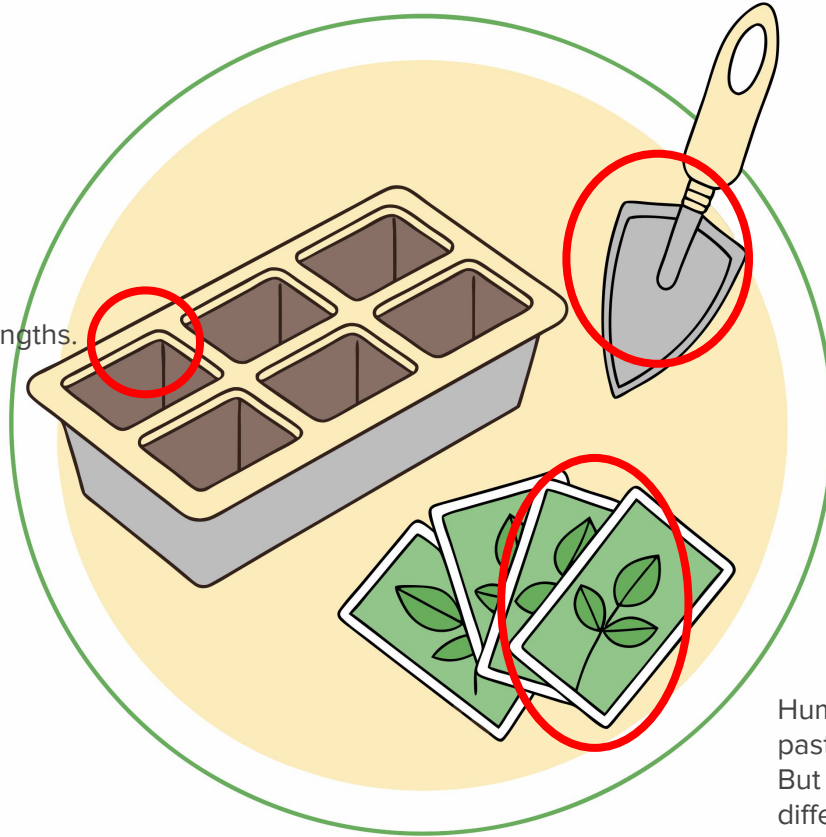
Dot pattern seems random for the style?

Star placement purpose?

Apples are 'duplicate' but are not matching (see stem width) - if made in vector you would just copy/paste the first one.

Generally confusing image. Is it a screen? Or 3D replicator? But she's taking the (flat) apple from it?

Lines aren't consistent lengths.



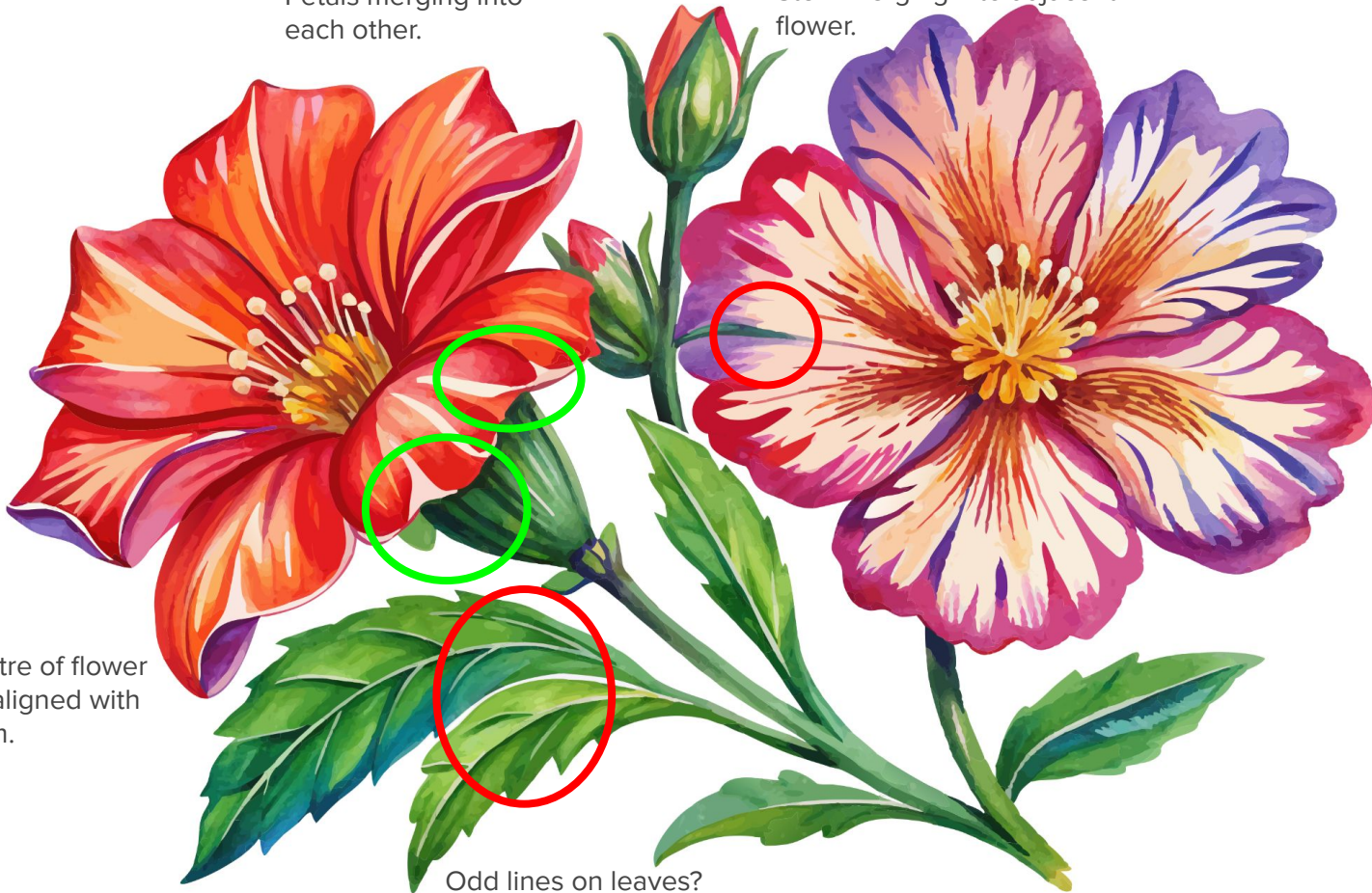
Trowel design is odd. Extra lines, shape isn't 'typical' - handle hole is massive.



Human artist would copy paste these 'seed packs'. But they are all slightly different.

Petals merging into each other.

Stem merging into adjacent flower.



Centre of flower misaligned with stem.

Odd lines on leaves?