

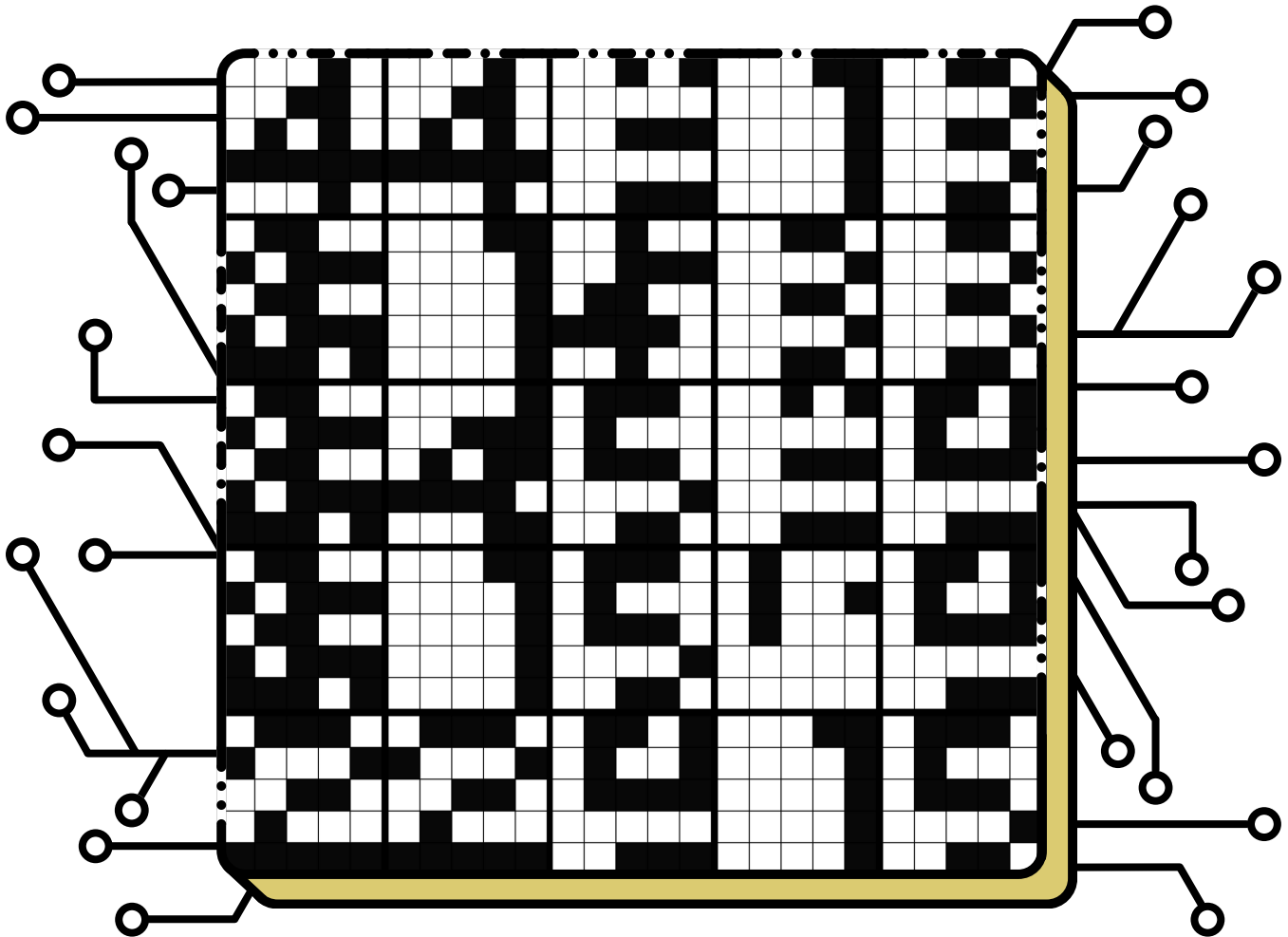


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C:\Program Files\Applications\PIXL> -lookup Release Notes
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PIXL was a game changer in the field of visual copyright protection. A “scrubber bot” used a simple symbol-layer algorithm. Each layer was assigned a symbol rendered in 5x5 cells, with multiple instances arranged in a larger grid. If two symbols shared a space in the large grid they would “destructively interfere”, cells common to both canceling out. In its first test run, PIXL used only **five numerical layers** which could be understood when **zooming out**.

Confirm you understand the meaning of “interference” with Y/N?> Y

PIXL’s algorithm improved over its many iterations. It learned a more efficient method of removing art works from future reproductions. Its later iterations used all manner of symbols and characters to render all copyrightable works meaningless.



A 4x5 grid of 20 empty 5x5 squares for drawing. Each square is defined by a thick black border and contains a 5x5 grid of thinner black lines.

Five empty 5x5 grids for drawing.

1

2

3

4

5