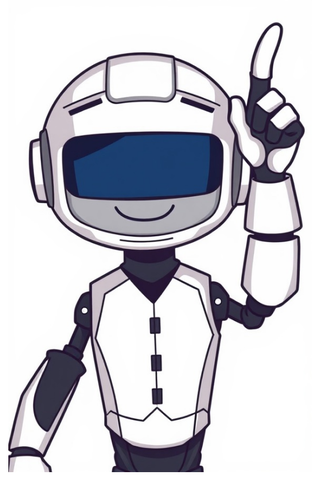
I'm not a bot



anthropomorphic animals are typically furry characters that have been tagged with this label. ---------- Anthropomorphism is a term used to describe human-like traits being attached to non-human objects or characters. However, since most feral characters on e621 do not exhibit typical human characteristics, the anthro tag is specifically used only for animal-like "furry" characters. These creatures usually have humanoid upper bodies with bipedalism as an important trait. Looking forward to seein everyone at the meeting tomorow and discussin our strategies in detail, while also exploring the concept of feral creatures with a bit too much fur. ========== I personally find it interesting that furry models already understand the concept of feral quite well, so why would I ever need to distill that knowledge into a LoRA? I prefer using sliders for many concepts, which allows me to tweak things subtly without having to rewrite the prompt or make drastic adjustments to the model's stability. This approach helps preserve closely tied concepts, making it easier to create feral or anthro characters from my little pony, even when prompted directly. Increasing the weight of tokens can also be used to improve results. However, there is a limitation in the current model - I want the model to produce anthros at negative weights and ferals at positive weights. While this isn't fully functional yet, I've managed to emulate it by always prompting for "anthro". Nevertheless, I believe this approach is more of a restriction than an advantage. When browsing through furry art, I often see characters with distinct anthro and feral features. These differences can range from minor adjustments (e.g., hands becoming paws or feet changing to digitigrade) to complete overhauls (e.g., no clothing, reduced body size, or altered marking placement). While these variations are acceptable to me, I do find it somewhat frustrating at times. The terms "anthro" and "feral" hold different meanings in the context of furry art. "Anthro" refers to human-like characteristics, such as humanoid hands, feet, and hair, while feral creatures possess more natural, animalistic features. This distinction is crucial in defining the type of creature being depicted. Some people may argue that feral creatures can be considered anthros due to their human-like traits. However, this perspective overlooks the fundamental differences between the two concepts. Ferals are typically designed with animalistic features, such as fur or claws, whereas anthros have more pronounced humanoid characteristics. There is also a third category, taurs, which combine elements of both anthro and feral creatures. Taur's possess non-anthro feral bodies but with an upper humanoid torso. I'm not particularly fond of this style, preferring to keep things simple. Moving forward, I'd like to explore my own fursona, Marwan, who exists at the midpoint between anthro and feral characteristics. This ambiguity allows me to appreciate the subtleties of both concepts in his design.Marwan's feral form is a vital aspect of his character, and I often mention it in his reference sheets because it highlights the connection between his anthro and feral sides. # He can be classified as both, but which one is dominant? While Marwan stands on two legs like many bipedal animals, such as kangaroos, he also has the ability to switch between different postures with ease. This versatility makes a strong case for considering him an anthro, but his feral form cannot be ignored. # What does it mean to be feral? Ferals are not limited to four-legged locomotion; they can exhibit various forms of movement, including having multiple legs or none at all. The distinction between feral and anthro characters often lies in their neck and shoulder shape, as well as overall posture. # Feral animals may also include mythical creatures. Mythological species that resemble real-life animal counterparts are considered ferals if they share similar features and body forms. Even monsters and robots that closely mimic real-life animals can be classified as such. # Not all characters with feral bodies are automatically sapient. It's essential to note that the "feral" tag only refers to an animal character's physical form, not their mental faculties or intelligence.anthro characters typically exhibit humanoid features instead of being anthropomorphized as traditional feral animals use overall body shape and posture when determining the appropriate tag anthro or not_furry should never be tagged on the same post humanoids with minimal animal features such as a face without a snout or anything close to a muzzle is an important indicator of a humanoid common traits but not required to qualify as anthro related tags include ambiguous_form feral humanoid humanoid_facemonster semi-anthro anthrofied furrification when a character who is normally not furry is depicted as a furry the following tags are aliased to this tag anhtro anthrofur anthromorphic anthropomorphic anthros antrho antro learn moreFeral animals are those that have returned to a wild state after being domesticated. Anthro creatures, on the other hand, possess human-like characteristics. In art, anthropomorphic figures display human-like postures or expressions. Feralization is a process where domesticated animals become feral once again. The term 'anthro' relates to the study of humans and can also describe inanimate objects with human traits in art or literature. A character that exhibits human intelligence and society is often featured in fandoms. This concept has led to fan art, particularly anthro-inspired content. Anthropomorphic characters are central to a genre of media. These creations combine human and animal elements. In general, yes, anthro characters can describe fictional entities with human traits. However, the concept of feral animals is distinct and refers to animals that have once been domesticated but now live in the wild. Feralization occurs when domesticated pets are abandoned or escape, leading them to adapt to a wild environment. Some animals may become feral by living and reproducing in the wild after escaping captivity. In some cases, feral children refer to humans who have lived isolated from human contact, behaving in a wild manner. In contrast, mascots can be anthro characters but not all anthro characters are mascots. The term 'anthro' has various applications, including anthropology and art. Nonetheless, the distinction between feral and anthro is crucial in understanding the context of these terms.anthropomorphic characters are those that exhibit human-like traits combined with animal characteristics. They can walk on two legs, possess superior intelligence, and display complex emotions. However, my character deviates from this definition as he is a non-humanoid amphithere with a 45-foot noodle body, beak, antlers, mane, wings, and a fluffy tail. ========== anthro characters have human-like traits and are depicted walking on two legs and possessing superior intelligence, whereas feral characters retain their natural wild state and lack anthropomorphic attributes.feral species play a significant role in conservation efforts and educational materials, highlighting their unique characteristics. ========== Feral animals are often the focus of conservation campaigns to protect natural habitats. These animals, which have returned to an untamed state from domestication, exhibit human-like intelligence and behaviors. In some cases, feral animals can be domesticated or acclimated to human presence, but they may retain wild instincts. ========== Anthropomorphic characters, typically depicted as feral, are celebrated annually at conventions attended by fans worldwide. These characters display emotions through natural behaviors rather than human-like expressions. The term "anthro" stands for anthropomorphic, referring to characters that combine human and animal traits. ========== Feral animals can form complex social interactions and societies similar to humans. However, their presence in non-native regions may disrupt ecosystems and contribute to the extinction of indigenous species. It is essential to ensure accurate and respectful representation of feral animals in educational materials or conservation efforts. ========== The story of a group of ferals exploring the ruins of society after human civilization has collapsed serves as a reminder that even domesticated animals can thrive in the wild. With time and effort, some feral animals can be domesticated or adapted to human presence, while others may remain wild and untamed. ========== Feral characters often explore themes related to nature, instinct, survival, and the contrast between the wild and human civilization. The portrayal of feral animals emphasizes their natural state, highlighting instinctual behaviors and survival in the wild. Ethical considerations must be taken into account when representing feral animals in various media, including cartoons, video games, literature, and art. ========== Feralsexuality is a term that has gained significant attention in recent years, particularly within the context of animal-human relationships. However, its definition and implications require careful consideration to avoid perpetuating negative stereotypes or misunderstandings.Feralsexuality typically involves a specific type of anthropomorphic creature — humanoid animals that can walk on two legs, speak, and display human-like emotions and behaviors. ========== Anthropomorphic focus is a key aspect of feralsexuality, where attraction exists towards these characters. Realistic and feral elements are present in the designs of such creatures, which may possess more animalistic traits while still having humanoid qualities. ========== This attraction primarily occurs within a fictional or artistic context, where these characters are created for storytelling, art, or entertainment purposes. It's essential to note that feralsexuality is distinct from zoophilia, as it does not involve attraction to real animals. ========== The community surrounding ferosexuality often overlaps with the furry fandom, which appreciates and celebrates anthropomorphic art, characters, and stories. However, this fandom has diverse interpretations of anthro creatures. ========== Individuals who identify as feralsexual may express their attraction through various forms of creative outlets, such as art, role-playing, writing, or other mediums focused on anthro characters. Romantic, emotional, and sexual components can be present in these attractions, depending on individual preferences and feelings towards the characters. ========== For instance, a study by Jessica Migala explores anthropomorphism in general, including its representation in media. Another article, "The Furry Fandom: A Study of Identity and Community," analyzes the furry community's diverse interests, including different forms of attraction and character design.