Evidence Against Hasmoq

Tracing AI Generated Images as Commission

By @david_deckhand

Brief Summary

Hasmoq has become one of the up-and-coming artists in the Sea of Thieves community as of now, renowned for his character profile pictures and alike. There is evidence that suggests he traces images rather than drawing them himself as well as evidence suggesting the traced images were generated by AI, then being dishonest giving the impression they were all drawn by hand as an act of skill.

Honesty is more important than ever when it comes to art, therefore we as community artists (as a collective) feel the need to share our evidence.

In this report we'll go through our findings and explain our reasoning.

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Evidence

Section 1: Tracing

Tracing in this context means to overlay your canvas on top of another image when drawing, copying the shapes, shading and linework. Similar to the thing a lot of us might have done as a child, holding an artwork up against a bright window, overlaying a piece of paper, and then drawing after the original artwork underneath. In digital art, this is done using layers. Invisible canvases layered on top of each other.

If someone were to have the original image on the bottom layer they could easily follow the shapes, and draw in lines and colors on any number of layers above. This technique can be used as an art study, but it's generally disclosed up front if this is the case. It skips the skills needed to form shapes, anatomy, lineart, colors and shading from your own imagination. A common problem in the art world is someone using the technique to either trace an image or trace someone's artwork, being dishonest about the process, and presenting it as their own original work.

We believe Hasmoq has used this technique in most of his works. He has implied he does not use this technique.

Part 1: The Halo Effect

When blurring an image, everything in the image will blend into each other as if it would be out of focus. If someone traces the bottom layer image before blurring it, we'll get this halo effect around the subjects where the colors will blend past the line art into the background blur. This is called an edge halo or color bleeding, but we'll refer to it as the halo effect.



(Example image, using a Sea of Thieves Season 2 Promotional Image)

In Hasmoq's works, there are several examples of the halo effect, where the underlying artwork is blending into the blurred background. This suggests that the work was traced from the image below, before it was blurred. Here are some of the examples from works posted by Hasmoq.

Exhibit 1

Posted October 14th 2026



(Hasmoq's Work)

You can see the halo effect on this work on the edge of the subjects. In this particular work, you can see the ground the subjects are standing on and the far background have different levels of blur. This is a stylistic choice to have levels of focus the further something is from the viewpoint. Because of this, you can see the halo on the ground the subjects are standing on compared to the scenery further back. This gives us a chance to see that the hexagon shape of the halo from the blurred ground matches with the shape of the halo around the subjects.



(Hasmoq's Work, Zoomed In)

Another note here is that you wouldn't put as much work into the background if the intention was to blur it. You can see through the blur that the background has far more details than the subjects. We believe the reason the background is blurred is because Hasmoq uses generative AI as the bottom layer image. Having the background not blurred would give it away immediately, as AI art can be easy to spot (more on that in section 2) and it would not match any of Hasmoq's other works or backgrounds.

Exhibit 2

Posted October 11th 2026



(Hasmoq's Work, Commissioned)

An interesting note on this work is that some of the wolves (particularly the one in the center back) does not have the halo effect like the other subjects in the image.

Exhibit 3

Posted October 4th 2026



(Hasmoq's Work)

Exhibit 4

Posted September 27th 2026



(Hasmoq's Work)

As an ending to the halo effect part, it is important to know the difference between an intentional blur outside of a character. For example as a glow effect or as a stylistic choice. We don't believe either is the case in any of the examples. The halo effect only ever appears on works with a blurred background.

Part 2: Perfect Match

When an artwork perfectly matches an existing image or artwork. This is the quickest sign of an artwork being traced. Sometimes this can be done as a parody or if the intention is to resemble a specific something exactly (as in exhibit 6). This form of art has a lot of caveats. The most important thing behind doing it is the intention. Trying to deceive people into thinking it is wholly your artwork instead of openly saying it was traced.

We believe we have 2 examples of perfect matches. We can overlay the images on top of each other to show just how closely they resemble the original.

Exhibit 5

Posted June 8th 2026



(Hasmoq's Work)



(Example Image, Official Gold Hoarder Render on the left overlaid with Hasmoq's work on the right)



(Hasmoq's Lineart overlaid on top of the original Image)

Exhibit 6

Posted May 30th 2026



(Hasmoq's Work)



(Example Image, Wild Rose Blunderbuss on the left overlaid with Hasmoq's work on the right)



(Hasmoq's Lineart overlaid on top of the original Image)

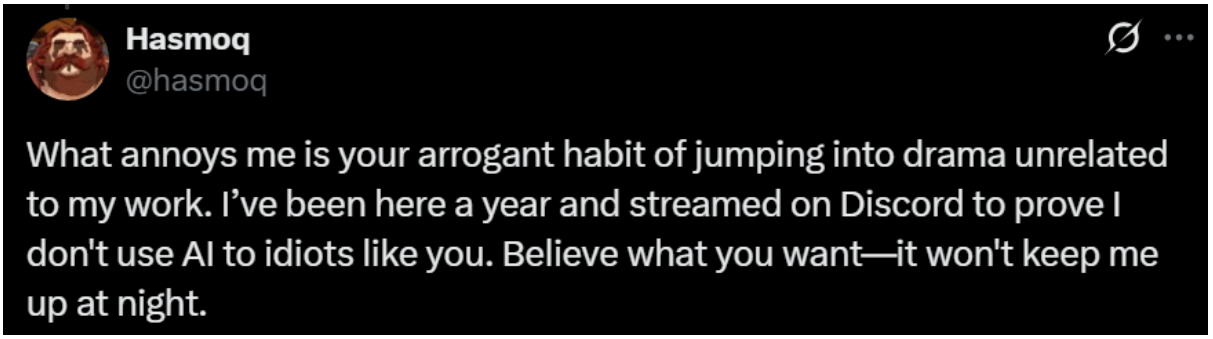
Section 2: AI Generated Images

AI generated images are made by describing a picture or scene to an AI model. Then the AI model will generate the image you requested. You can upload pictures along with your description of a scene to help out the AI model to get exactly what you want. These can range from reference photos, pictures of people's in-game characters, images from in-game, other artworks, and etc. Anything. And if something isn't exactly what you wanted, you can ask it to change specific parts of an image. Obviously this is frowned upon within the art world as it misses the point of art being a creative outlook and takes a fraction of the time it takes to create something. Along with being in a copyright grey area.

A common thing within art now is that people will try to get away with using AI generated imagery by using deceit. People do this to avoid the stigma that comes with using AI within your artworks, while making the workload and creative effort less. One way people try to get away with using AI in this way, is to trace or copy an AI generated image.

We believe Hasmoq is using AI generated images as the baseline for all his works. We believe he traces the generated images. In some cases, he blurs part of the generated image to use as a background (see the halo effect). We also have a few examples where we believe he has presented raw AI images.

Hasmoq has officially stated he does not use AI. (Link)



Part 1: Typical AI Mistakes

Exhibit 7

Posted October 28th 2026



(Hasmoq's Work, Commissioned)

In this work, you can see that the subject's right arm vanishes right after the elbow. You can see the shape of what is supposed to be the hand on the upper left arm. This is a common thing that happens with AI. It doesn't perceive images the same way we do and does not always understand the rules of how things work in reality. It makes a guess of how something should look like using almost every image ever uploaded anywhere as its reference photos. A great example of this is fingers (as seen in exhibit 8), which AI is notoriously bad at guessing. Here is a great example of an AI not fully knowing how a crossarmed character should look like, so the arm vanishes and the clothing that would be behind the arm is generated instead.



(Hasmoq's Work, Zoomed In)

Unlike Hasmoq's other works, the fingers on the detached hand have no details. This is unlike his style, and we believe he simply didn't understand what that part was supposed to be in the AI generated image leaving it a generic shape.

This is not intended to be this way, and anyone who would be able to draw like that would realize their mistake in the sketching or lineart phase. With the average amount of time someone would spend on an artwork like this, a mistake like this wouldn't go unnoticed.

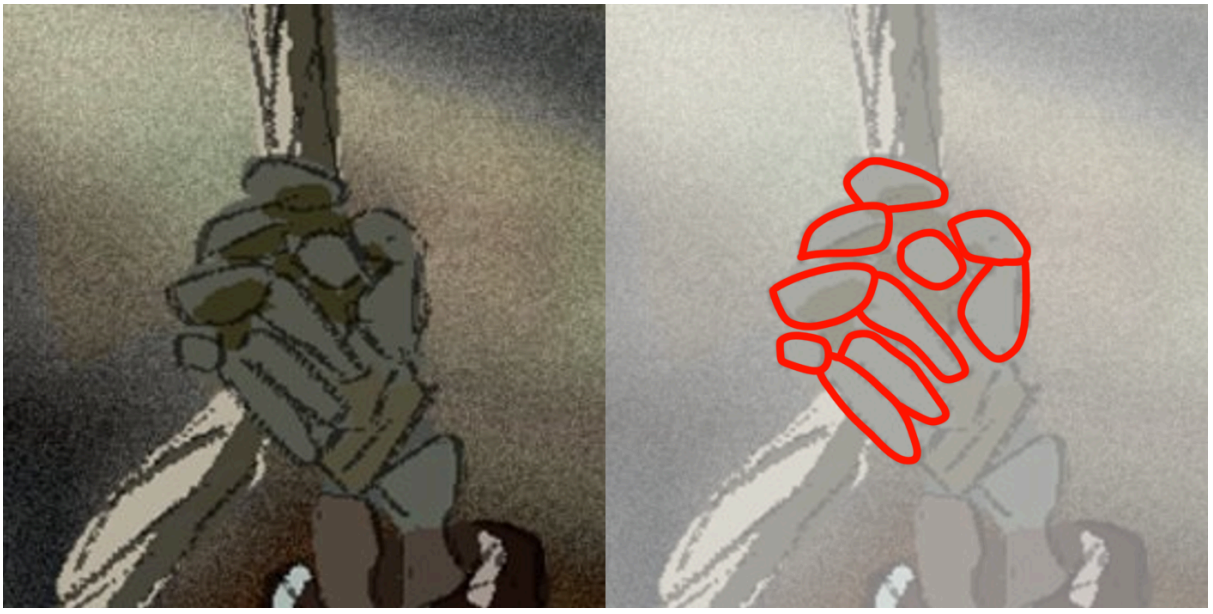
Exhibit 8

Posted September 22nd 2026



(Hasmoq's Work)

Here is an example of an AI not understanding the fingers of the subject it's generating. As you can see, the finger bones don't actually line up with each other. Since it's not a mistake we see in any of his other works that all suggests a good understanding of skeletal fingers, it is likely an AI messing up.



(Hasmoq's work on the left, finger bones highlighted on the right)

Exhibit 9

Posted August 19th 2026



(Hasmoq’s edit on the right, original artwork on the left)

Here we have a one of a kind edit that Hasmoq posted. The original artwork on the left, and the edited version on the right, adding a cigar to the subject's mouth along with smoke rising. We believe this edit was generated with AI. We haven’t seen Hasmoq do a similar art style either before or after, which is also one of the main things to be on the lookout for when it comes to the use of AI in art: a large variation of artstyle without any creative exploration. There is no creative development leading up to this style.

There are small differences here and there between the two images that have nothing to do with the cigar. An example would be the black dark part of the paddle(?) near the top being thicker or the symbol of the largest coin around the hat being slightly warped, which are all examples of how an AI will generate an image.

The smoke from the cigar gives us what we believe to be the best evidence for this being generated by AI.



(Example Image, highlighting a change likely made by an AI)

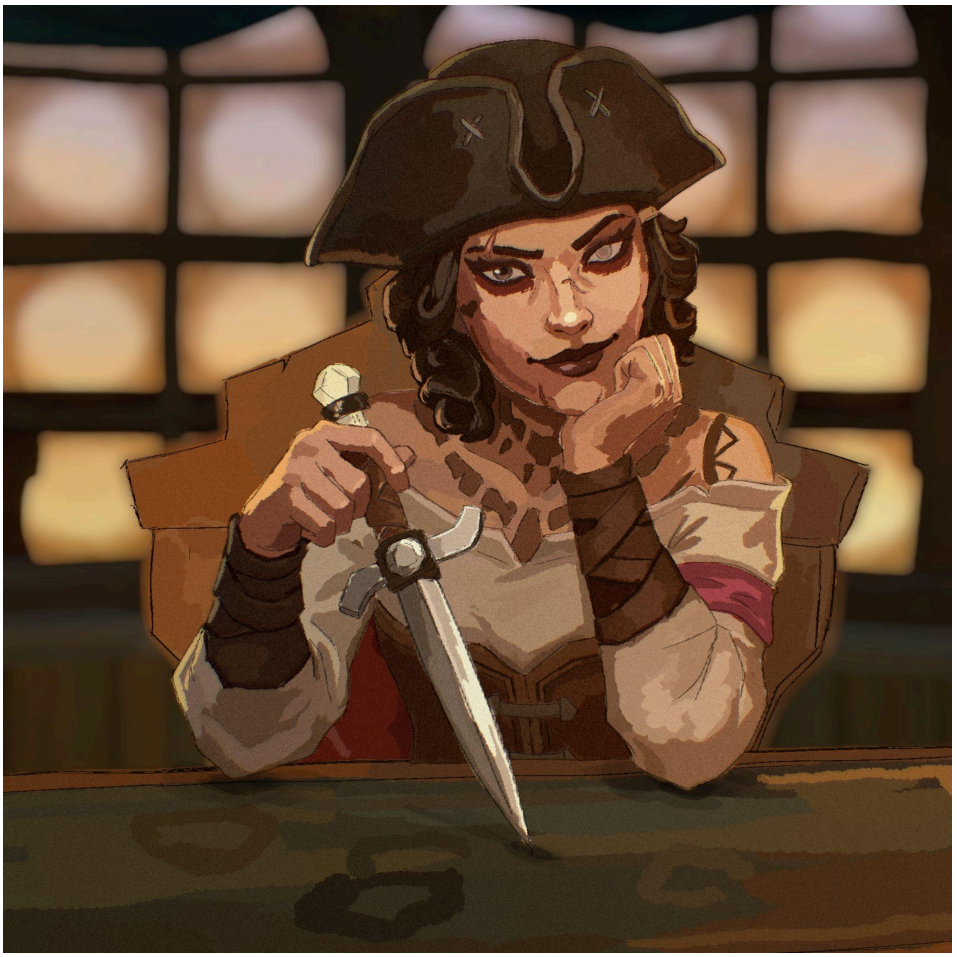
As the smoke passes this jagged shading line of the hat, the shape of the sharp points change. In the image above you can see the original on the left and the edit on the right, along with the shape of the jagged points below. If you edit or draw on smoke onto the original artwork these jagged lines would not change, but an AI generating the smoke on top would change small details like that.

Part 2: The AI Look

In this part we'll look at a few works that have the AI look. When AI generates images they very quickly fall into certain pockets of styles and looks if not prompted with clear instructions, details and images. We believe some of the works posted by Hasmoq have these AI looks. There are cases of artists making art that look like it could be generated by AI, but most artists will naturally show work off their in progress art, sketches and knowledge of art removing any doubt. While the AI look alone is not proof of AI use, the lack of the points mentioned along with the other evidence shared, it becomes a valid point to bring up.

Exhibit 10

Posted October 28th 2026



(Hasmoq's Work, Commissioned)

This is one of those cases where the face of an AI generated character gets the "disney" look. Looking at other pictures of the pirate depicted in the work, this is the only time the face has that look. This stands out as in most of Hasmoq's works he gets the "Sea of Thieves" style face (in our opinion) to close off a match to the in-game characters (see tracing).

Exhibit 11

Posted September 12th 2026



(Hasmoq's Work, Commissioned)

Like the previous example (exhibit 10) the cat in this image has the typical AI "disney" look. This stands out, as Hasmoq has presented the ability to draw other animals from the game like pigs and wolves. Having everything look so close to how the game looks (see tracing) and not being able to get close to how the cats look is strange.

There are many more examples of this throughout his portfolio. Things that we've never seen, or struggles with something he has shown great competency with earlier on. This is the main thing to be on the lookout for when it comes to AI. If the work matches the competency and expertise of the person claiming they made it.

Section 3: Other Evidence

This section contains examples and points that didn't fit the other two sections.

Exhibit 12

(Exhibit 2 Additional Notes)

Posted October 11th 2026



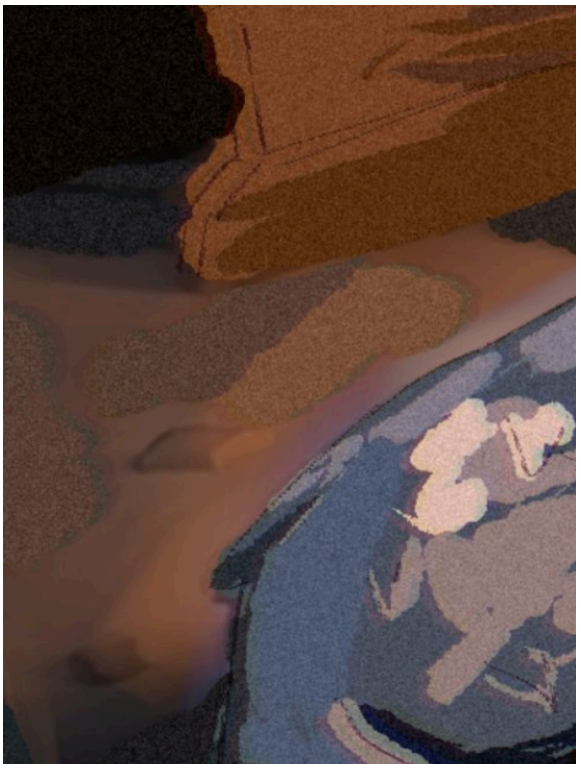
(Hasmoq's Work, Commissioned)

A note to add to this example from earlier that falls outside of tracing (Exhibit 2) is that the image has a varying amount of grain. Grain or noise is like a static image from an old TV with black, white, and any shade of grey pixels arranged semi randomly. In a lot of Hasmoq's works it is used as an overlay to add texture. His works will sometimes only have grain in the background, sometimes only the subjects, sometimes both and with varying amounts. By itself it doesn't amount to any evidence. The grain was likely added to either hide imperfections or to mimic what some other artists do with their artworks. In this particular example the grain gives away where Hasmoq might have tried to paint over stuff that was generated that either didn't fit the style or was an AI imperfection.

Because only the subjects have grain in this work and not the background we can see where he has covered up parts of the background.









We can also see parts of the original unblurred bottom layer image, in the form of a few small rocks that he has forgotten to paint over (unlike the rocks at the bottom center of the work).



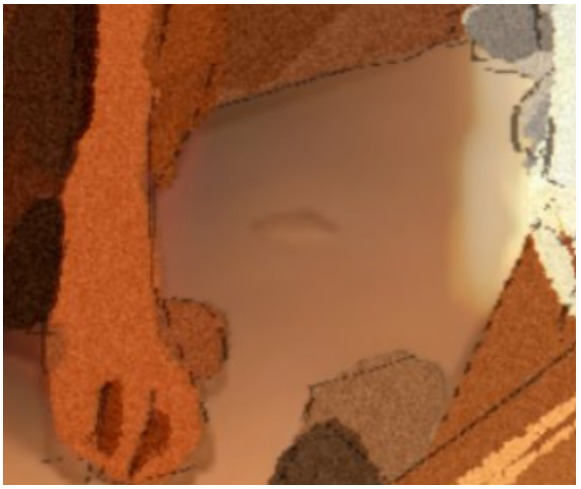


Exhibit 13

(Exhibit 8 Additional Notes)

Posted September 22nd 2026



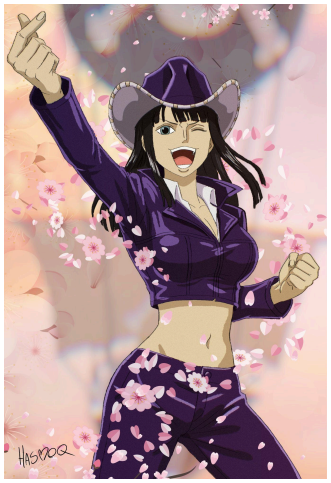
(Hasmoq's Work)

Additional note on this work. Like the last example (exhibit 12) this work has a mismatch of grain. Only the background has grain and not the subject. However, the two characters in the background (who are also blurred) are not grainy. This suggests they were not a part of the background. We believe this background is a screenshot from the game with characters drawn on top, or generated separately and added on top.

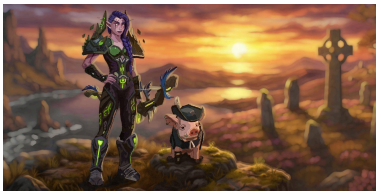


Exhibit 14

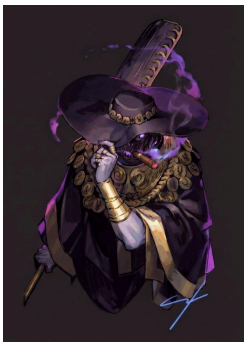
This is a point to add the variation of styles that have been presented by Hasmoq. In this example we'll only show works that share no similar style to any other work he has posted. When there is a large variety of artstyles, without any signs of development towards any of them (talked more about in exhibit 9) there is a fair assumption that some were probably made with or with the use of AI or other artworks.











(Only the cigar, as an edit)









All of these styles have been developed and posted within a year (October 27th 2025, today is November 3rd 2026). The amount of time Hasmoq's art journey has taken from him starting out to now is not realistic. He made his first digital drawing on January 9th this year (Today is November 3rd 2026). So within less than a year he has supposedly developed the skills necessary to make good artworks within all of these fields.

Besides learning the craft alone, most artists spend years learning the digital programs and tools themselves. That is why there are tutorials, studies and schools for all sorts of styles, forms and digital programs. There is no catch all. Someone picking up all of these skills by themselves in less than a year is improbable and unbelievable.

Obviously art takes time as any labor or learning curve does, but alongside being able to make and post work after work Hasmoq has been able to partake in a good amount of SoTShots, hourglass grind, photosessions in-game, probably more community stuff and playing the game on the regular. This is all outside any studies, work or other games and entertainment that might occupy his time.

We don't believe he has developed any of these skills to be able to do most of these works. There is no evidence of a learning curve throughout his portfolio, and the short amount of time is unrealistic.

Exhibit 15

Posted October 4th 2026 and October 5th 2026



(Sea of Thieves sails competition, with one of Hasmoq's sail ideas)



(Sea of Thieves sails competition, with one of Hasmoq's sail ideas)

We believe this might be one of the few times we actually see Hasmoq's artistic talent despite our belief of the use of AI almost everywhere else.

In the first one (with the night sky, we can see clouds, stars, the moon and the water reflecting it. This drawing is innocent, but it shows what Hasmoq can actually make without the use of AI. We have seen in many previous works throughout his portfolio that he has a competency level way higher than what we see on the sails. It is not made in a simplified Sea of Thieves style either, as this competency also shows in some earlier works posted and in the next image. The colors, the shapes, the shading is all unlike anything we've seen so far.

The second pair of sails follow a more traditional sea of thieves look, with symbolism borrowed or inspired from the main game. But, again a way different look and style than anything we've seen from him before.

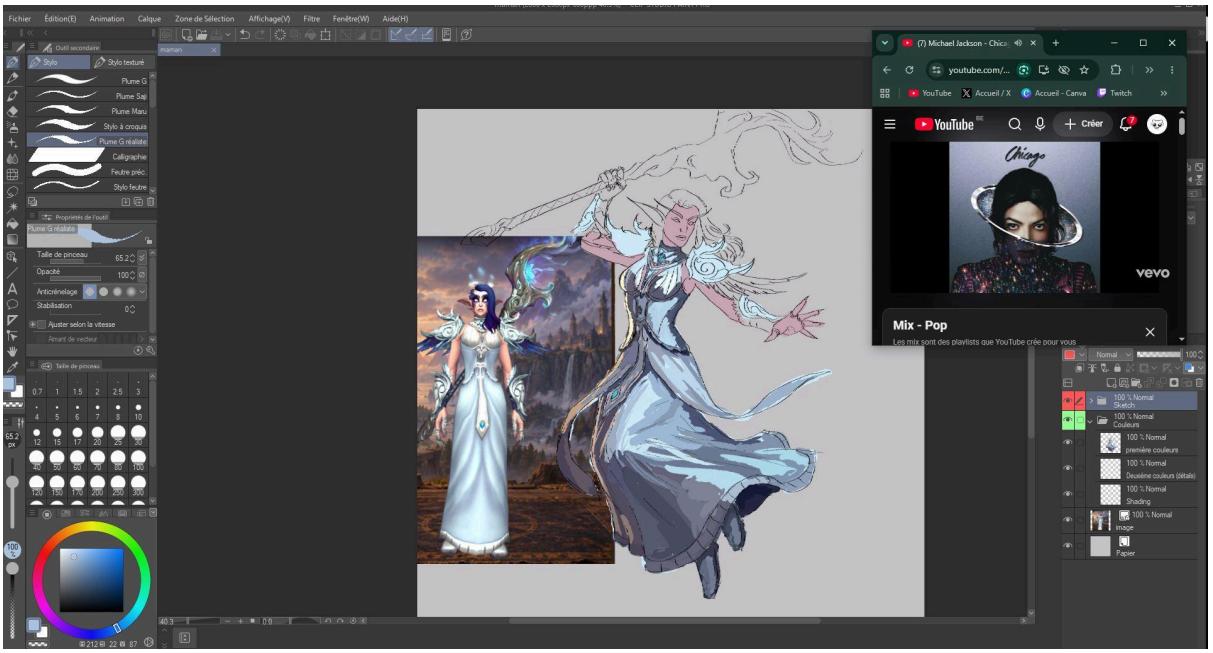
We think this is probably real Hasmoq art. It is always hard to judge based on all the previous evidence we have presented. We believe he avoided using AI in this work as the rules of the competition were strictly forbidding AI use, unlike other dishonest people trying to pass on AI or stolen work as their own. (There are some cunning and dishonest people in the #SoTSailDesignComp who we hope to talk about someday and share our findings.)





Exhibit 16

[Posted November 3rd 2026]



(Hasmoq's first work-in-progress)

This image was posted while we were preparing this document, but after we and some others called him out on social media. This does not disprove any of our points, and if anything bolsters some of our suspicions from earlier.

Firstly, we don't believe this post was made just now, sharing a behind the scenes look for the first time as it appears to be. This was probably posted as a performative act to downplay our and others' allegations. Hasmoq has never posted anything like this before, and clearly had a huge reaction to the initial allegations (link, and some deleted tweets)

Secondly, although there is a layer group that is closed called "sketch" (red folder), we believe this is actually the lineart (Sketch being one or more rough drawings of a work that you later draw the lineart from. The lineart being that final clean outline of a drawing). The uncolored lines you see in the canvas is the final lineart of the work, but there is no sketch to be seen underneath. We therefore believe this bolsters our point of tracing (see tracing) as Hasmoq wouldn't need a sketch if he was drawing after another bottom layer image. Why we don't see the bottom layer image is because he removed it, took the picture, and put it right back as an act of deceit. The actual sketch could be separately turned off inside the group, but if this was a post to prove the works' legitimacy this would be natural to keep on (going by the assumption this post was made for this reason). You would only keep it off to deceive people.

This post actually brings up a good point, there has been no evidence of any actual sketches existing. Which when it comes to using AI in art is probably the biggest giveaway. No matching sketches, no experimentation, no development.
We still firmly believe he simply removed the AI image he was tracing, took the picture, then added back or used UNDO (Ctrl-Z) to bring back the generated image.

Conclusion

“Why would someone do this?” In general we mainly think someone would do this because they want the community fame and respect of being a renowned artist. Making art for the reason of becoming renowned or respected and trying to cheat your way to the top using deceit misses the point of art. Artists create to express their ideas, creativity, and emotions, sharing them to convey those expressions and inspire people.

While fame can be a burden, it is the natural effect of sharing something that requires time and labor. The respect comes from this journey, the hours spent to learn how to express thoughts in a uniquely personal way. Skipping the labor misses the reason artists earn renown in the first place. Art is about the journey of sharing expressions.

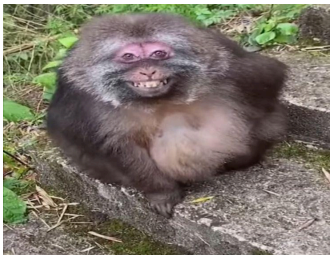
This is what we believe Hasmoq is doing. Trying to skip the labor and still earn the renown. Deceiving people into believing what he is doing is a presentation of skill to earn a spot in the community as one of the many great artists. Furthermore, taking people’s money in the form of commissions, selling them a lie. Morally it is not ok, and it is borderlining being a scam. People believe they are paying for a hand drawn piece of art.

In our opinion, Hasmoq is a fraud. And we hope that the damning evidence and reasoning presented in this document will bring an end to these scam-like commissions and set the record straight regarding Hasmoq’s public perception. Currently we feel there is more evidence to support our theory than there is of him actually making the art himself.

And in turn spread awareness that bad actors like this exist within our Sea of Thieves art community, and hopefully shift the community’s perception of the art scene all together and trust the artists when we try to call out the actions and people behind them that strike similarities with the examples in this document. It is a constant uphill battle for artists within the Sea of Thieves community to keep the integrity of the art scene. Renowned artists are leaving constantly, as the community isn’t willing to listen. We hope this document can expand the understanding for people, so they’ll trust the artists before they trust a positive facade when it comes to the subject. We, above all else, want to uphold integrity and expel dishonesty. We want the very best for our community and our game.

Thank you for taking the time to look through our findings.

If you have any questions, additional evidence, or counter evidence feel free to @david_deckhand or reach out in private.



(Image sourced from Hasmoq replying to someone else calling him out, link)

Hasmoq has responded. (November 5th Edit)

Summary

Hasmoq has responded with his own document (original French) (English translation), that we have added as tabs here in the document. He has admitted to tracing images, confirming our allegations presented in Section 1: Tracing.

Hasmoq and others have provided some evidence and corrections that we are covering in this final addition to our document. All in all we believe that the evidence provided bolsters our previous suspicions of AI use, and makes us feel there is no need for us to investigate and compile evidence any further. Most of the response from Hasmoq had little substance, and played on emotions, hearsay, and harassment (ad hominem) as an attempt to win over the community instead of providing proper counter evidence.

Later in our response we also talk about a vile harassment campaign from a group of associated people as a way to shut down us, as well as others not associated with our findings.

Off the bat we need to address objectivity versus no substance. Hasmoq and other associated people talked about made up evidence, no objective statements, nonsensical reasoning, harassment, and so on. They attempt to dismiss the underlying methodology, explanations and patterns identified across his works. Our document consists of objective data, sources and artistic insights, and contains no manufactured evidence or deliberate harassment.

Hasmoq may have a language barrier with understanding our allegations. It however remains Hasmoq's responsibility and choice to read and understand the evidence presented. He shows little interest in defending himself, instead claiming the evidence is nonsense. Hasmoq here tries to reframe his response as entertainment by means of moral grand standing. It is his responsibility and choice to provide a proper answer, and to take the time to understand the allegations against him.

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Hasmoq Admitting to Tracing

In Hasmoq's response, he admits that he has been tracing some of his works. This confirms our theory presented in Section 1: Tracing. He also embraces the fact that he traces images, and tries to explain it away as it being him learning and as him only using a reference like everyone else. We'll address these two points.

Firstly, there is a valid case for tracing images if you are doing a study or learning, but as mentioned in our document prior to Hasmoq's response (see Section 1: Tracing) it generally should be clear that you are tracing an image. Hasmoq has not made an effort to have a clear boundary between what works have been traced and what works have not.

Secondly, he seemingly does not understand the difference between a reference and him tracing an image. A reference when drawing, is one or more images an artist will keep on the side to look at, not draw over as a bottom layer image and copy. Him tracing images is not the same as an artist using references.

In both of these cases, he also can't be selling these works as commissions. You can't sell traced works without being upfront and honest about your methodology, because people will think you are drawing these images from scratch. We feel he has implied through his 108 art posts that this is his work, and that he is now using the learning and reference points as a shield.

He has also admitted in his response to use in-game images and images from Google for his backgrounds. The most damning one here is the use of images from google. If an image from Google is used in any of your works, you can't sell that as a commission. They are not your images and artworks, and you should not present works that have Google images or artworks as backgrounds as your own work alone.

The Evidence Provided by Hasmoq and Others

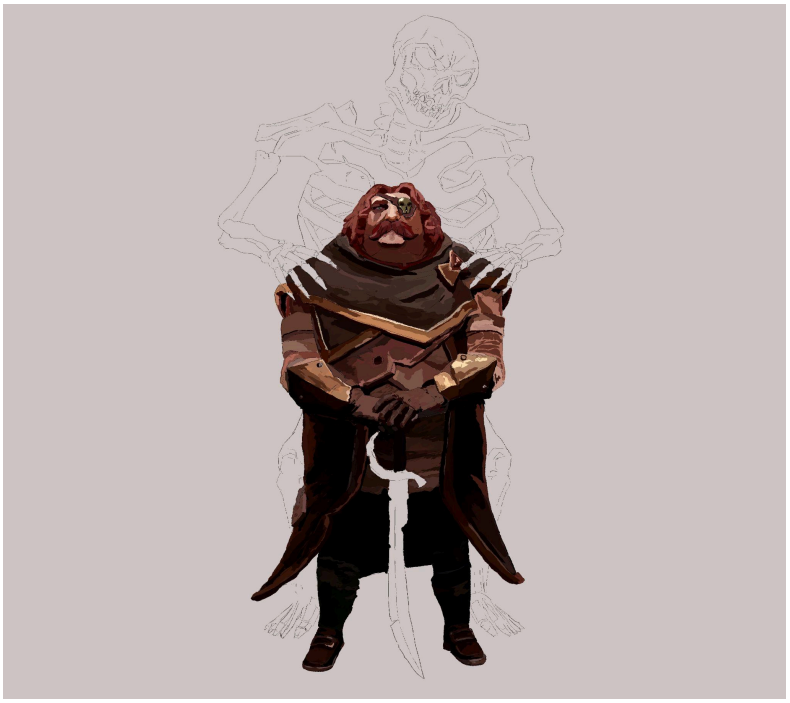
Hasmoq, in his response, provides no substantial counterevidence to our allegations. He makes a lot of claims, gives some explanations and pulls on emotional strings, but he does not provide any substantial evidence or show any “behind the scenes” to disprove our allegations.

However he does provide images that he used for tracing some of his works. This would have been evidence to support the tracing allegations, but he has already admitted that he traces images regardless. (See Hasmoq Admitting to Tracing)

However, some other people related to Hasmoq have posted some images they claim as evidence that nullifies our allegations all together.



(Posted by @Granbe1l. Link.)

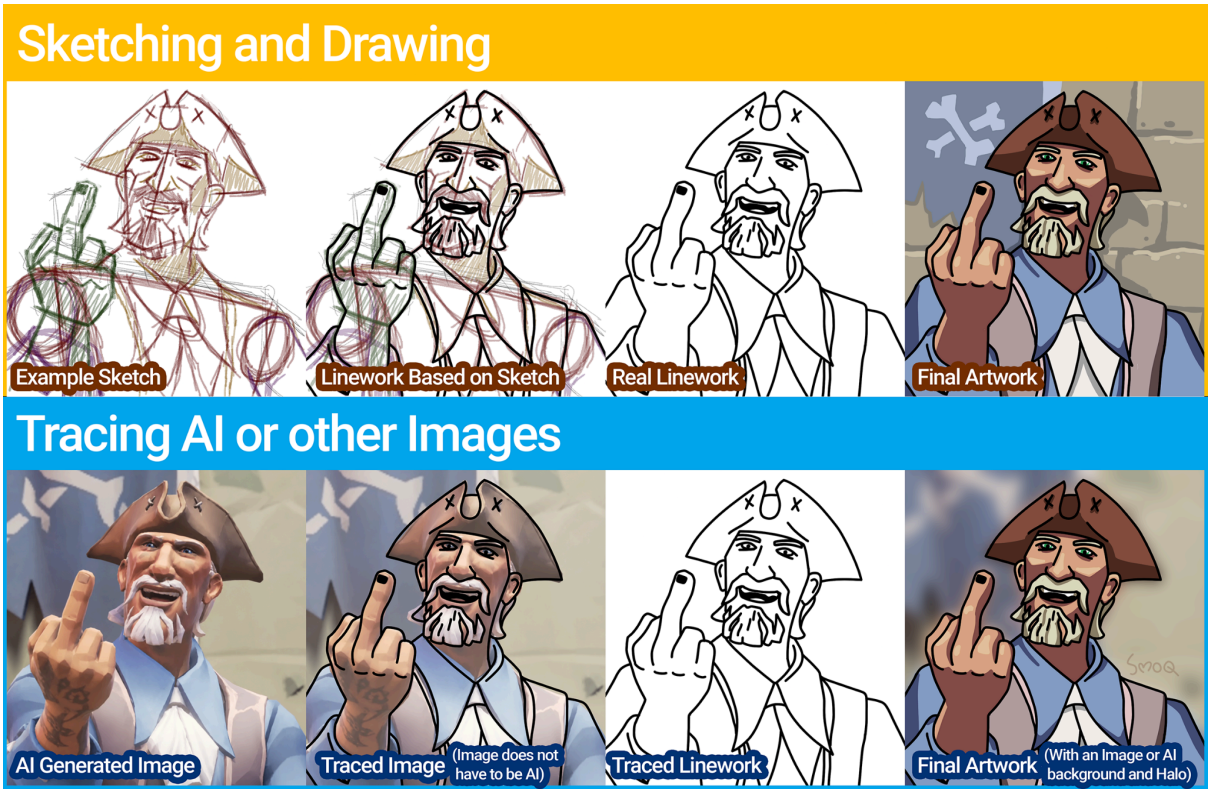


(Posted by @Yadraxt. Link.)

These images presented as evidence by Granbe1l and Yadraxt show only the linework, which is something we already addressed in exhibit 16 that they do not show where the linework comes from. There is no sketch or bottom layer image.

Since Hasmoq has already admitted to tracing, both the in-game images provided by Hasmoq and the linework images provided by Granbe1l and Yadraxt are presented as evidence against using AI. However, we believe these actually suggest the opposite.

Hasmoq admitting to tracing increases the likelihood that he has used AI generated images for the works he has not traced. If he was able to produce the works that he is claiming are not traced, he would not need to trace other works in the first place. As talked about in exhibit 16 they are all either missing a sketch or a bottom layer image that was traced.



(Example image showing a normal drawing process alongside a process using AI and tracing, and how the linework step stays the same)

In the image above, you can see that the linework stays the same between sketching and drawing, and tracing AI or other images. Just the linework alone does not prove anything substantial, and only questions why the sketch or bottom layer image was removed. On the far left we have an example sketch (not an actual sketch) and an AI generated image of a Sea of Thieves character. You can see by the linework stage that which of the two processes that were used becomes indistinguishable from one another, which is why we base a lot of our allegations on the Halo Effect.

The Halo Effect matters somewhat here, as AI generates a single image where the subject and the background are on the same bottom layer image. When you then blur that image you get the halo effect around a traced subject on a layer above. This happens with any background where the subject is not removed from the bottom layer image. If he only used in-game screenshots and editing for some of the works where he didn't explicitly trace an in-game image there wouldn't be a halo around the subjects.

Therefore we believe that the counterevidence provided by Hasmoq and the others bolster our claims that he has been using AI.

Hasmoq could have easily countered all of these allegations, by simply showing us his sketches (as shown in the image above, on the top far left) or any process of his workflow before the linework stage.

Correction and Supplement



(Image provided by @Assassin03jk)

In the image provided, we can see that the allegation we made in exhibit 7 about the piece being AI generated was a mistake, and actually just an in-game screenshot. This shows us the importance of having a large selection of evidence, as we are bound to get some things wrong. This did provide evidence that supports the tracing allegations, and as stated in the previous part (see Evidence Provided by Hasmoq and Others) we believe this bolsters our claims of AI for the same reasons.

People shared more evidence with us from Hasmoq's works that support our belief of generative AI use. As a supplement for our misjudgement, here is a zoomed in image from exhibit 2 that shows a mismatch of fingers like in exhibit 8 that was shared with us, in-case our mistake created any doubt in our claims of AI use.



(Hasmoq's work, Zoomed in from exhibit 8)

Toxic and Indecent Behaviour

The absolute most important thing that has happened, even more so than Hasmoq admitting to tracing, is the hateful and indecent campaign that Hasmoq and people associated with him partook in after we released our allegations.

Instead of countering our claims with objective evidence (see Summary paragraph 4) they relied on using personal attacks to disregard our points and attempting to break us, and the people who stood in support of our findings, down. (Ad hominem)

The toxicity exhibited in defense by Hasmoq and his group has been excessive, and it has pulled out the true colors of a group of people (Hasmoq and people associated) that try to present themselves as upstanding core members of the community.

We have been called retarded, mentally ill, idiots and mindless sheep amongst many more profanities by this group of people as an act of defence to our objective evidence. They falsely accused an artist of being associated with our document, publicly directing their attack towards them with namecalling, insults of all forms, personal attacks, public harassment posts and private messages. The fact that innocent people have become the target of a witch hunt harassment campaign because they agreed with evidence they had no relation to is unhinged and disgusting. Behaviour like this should not be tolerated.

At the same time the same people have in the same context presented the case and our evidence as harassment in of itself, idiotic, nonsensical, and as something not to be taken seriously. What we believe should be taken seriously is this kind of behaviour within our community from this group of people.

We hope that the court of public opinion will evaluate these individuals (Hasmoq and people associated) on their vile actions as a response to evidence, and evaluate if bad actors like that are worth having as a part of our community. We hope that these cases of real harassment, bullying and witch hunting as a defence to allegations, towards us and people not associated with our findings can be looked at seriously by official and unofficial community spaces that uphold the Sea of Thieves Code of Conduct. These people do not uphold our community values and their behaviour is degrading the integrity of art.

This exact response to proper evidence and expertise is the exact reason anonymity is so important when a case like this is presented. The size of our names should not matter when presenting proper allegations. Collectively we have one BeMorePirate and no SoTShots or StyleOfThieves under our belt, but that doesn't make our evidence any less. The support of so many artists agreeing with our findings validates the art expertise. Risking getting treated differently by official Sea of Thieves channels or losing opportunities with parts of the community who haven’t gone as deep into the case is the reason we need to keep ourselves anonymous. We hope one day that the idea of providing evidence is something that does not make us feel like we have to hide behind alternate accounts.

(In the case of the mass reporting claims, this is wrong. If the account was reported and removed it would’ve said “Account Suspended”. It was probably shut down intentionally.)

Conclusion and ending the case

We still believe Hasmoq uses deceit and dishonesty, even in his response trying to clear the allegations. He plays on the emotional rather than the objective, and sets out on a harassment campaign with associated people to witch hunt and harass people who are not involved.

He tries to win over the community by downplaying the allegations and evidence presented, taking the route of what he calls the Hasmoq show where proceeds to lie, misrepresent, play victim, and bully innocent people with his associated group publicly.

Hasmoq's massive ego got in his way, thinking he would be able to sway the community to join his defence, and ended up ultimately locking down his account. This has made our sources unlinked, although we do have every work saved and every post screenshotted prior if this is needed for anything. The other people associated with his harassment campaign are still in our community spaces, and I hope the appropriate channels are alerted about their toxic behaviour.

With this, our views on the situation haven't changed. He confirmed half of our allegations were true, ended up bolstering our other points, and showed us the true horrible colors behind a plethora of seemingly upstanding community members.

This ends our case, and we hope you all have been able to take something away from our evidence, reasoning, methodology, and our document as a whole.

You all know what to do, contact the appropriate channels, stay honest and stay decent.

Thank you all,
David.

Well, first of all, I want to laugh at the whole flock of sheep who swallow everything they're told on the internet. I mean, it's always impressed me — don't you ever stop and think, "Hang on…?"

It's weird that a horde of Smurfs (sockpuppet accounts) have been coming to spread crap on an account for days, after drama about something else. I mean, I don't know, at least try to be somewhat objective, guys, please. Anyway, I now want to address the organizers of this Machiavellian little group. You're honestly embarrassing. I think I have two or three little names in mind who are behind this group, but honestly, it's not even worth mentioning you, considering how pathetic you are. For fun, I played along and tried to find a few amusing points to dissect and refute, because honestly, everything in this Google Doc is either hateful harassment or the biggest load of cow shit I've ever seen — and the worst part is that some people accepted it as if it were just another Monday morning.

And now, on a more serious note before the Hasmoq show: it saddens me to see just how much time and love I've invested in this community, only to see people like them, and artists I appreciate, come out in support of this kind of avalanche of utterly worthless hatred against an artist who, like me, has only been at it for a year now. To see people literally spew venom and create evidence, as bogus as it may be, to try to bury me in front of the public — I honestly find that unbelievably disrespectful. If you had come to talk calmly in private, I wouldn't have said anything. I would have talked with you and shared all of my creations with you, from A to Z. But instead, you put together an entire dossier against me.

If someone had told me one day that the spirit of an artistic community meant putting together a lying dossier about someone else in order to get them removed from a social network and ruin their little community, well, fuck me, I would have thrown myself under a bus. My God. Anyway, I'm going to have to refute every one of these accusations with nothing but my dick and a knife (the French expression means doing something with only the bare minimum at your disposal), as they say. But honestly, I didn't even want to answer you, because this kind of behaviour pisses me off so much. Then again, I'm on Twitter, so I have to stoop to your level.

As for the "Evidence" section… well, I'm not going to beat around the bush.

First of all, about the halo thing: I'm not going to dwell on it. I use in-game images or my own drawings. If you think the way I blur things looks AI-esque, think whatever you want. I've done streams for my friends, shared screenshots, etc., with plenty of people, so they could see what I do and that it's legitimate. Anyway, as for the rest…

So yes, surprisingly, I do tracing — but for certain commissions! For some drawings, my clients specifically send me their in-game characters, and I trace them, making the specific changes they ask for. Here are a few examples.

(Translated using AI, trying to preserve the same tone as the original French version)



Yes, as you can probably guess, I didn't redraw the hand neatly; I left it as it was in the screenshot. Call me lazy if you like. My client simply asked me to give his character a smiling expression, and I removed the background scenery in Photoshop using the lasso tool and the AI auto-removal tools to make the background fit. I only use Photoshop for my backgrounds. And I added a fleur-de-lis to reference France, as he asked me to in private!



(For Reference: Page 2)

(Translated using AI, trying to preserve the same tone as the original French version)





(For Reference: Page 3)

(Translated using AI, trying to preserve the same tone as the original French version)



Here are some other examples where I copied the characters at the clients' request, because they weren't asking for any particular poses or anything else. For the female pirate above, I brightened the image in Photoshop and cropped it, removed the distracting objects and lights, so I could use it and redraw it as a wallpaper.



For this drawing, which I made for my mother, she gave me an image she had found on the internet. I blurred it and lightly traced over certain parts to accentuate some effects, and I duplicated my characters, with nothing else added in the background. There's nothing more to it.

(For Reference: Page 4)

(Translated using AI, trying to preserve the same tone as the original French version)



(Hasmoq's Work, Commissioned)

Same here, except this is a screenshot taken in-game (by me), with the barrel, etc. modified, and the animals and character duplicated. Nothing complicated about that.

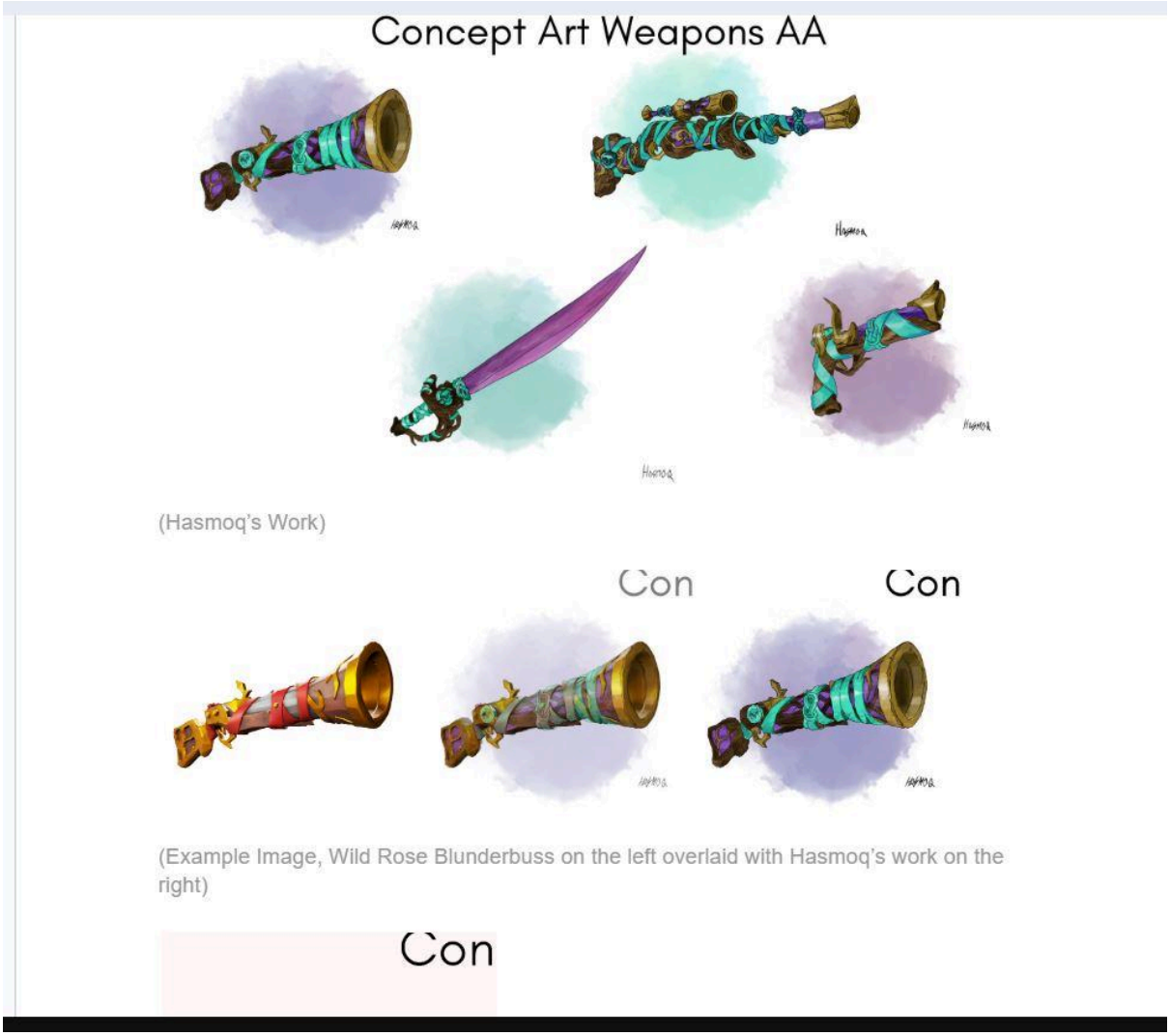
Posted October 4th 2026



(Hasmoq's Work)

Same again: a screenshot taken in-game, once again. I added the shooting star myself, then blurred it with the background filtered; the characters are duplicated in the background too. I don't even know where to start anymore. I'm crying behind my screen; I can't take having to explain myself anymore. Anyway, moving on…

(Translated using AI, trying to preserve the same tone as the original French version)



Once again, yes, I used references for these concept art pieces. What did you think — that I was going to draw the weapons from memory? I need references, don't I? I'm not yet some god-tier artist. I used the Wild Rose and Gilded Phoenix sets, and modified the skin line in my own way, adding wood/bark effects while keeping the gold trim on the weapons. Yeah… It's exhausting having to explain all this to you. I feel like I'm talking to an idiot. Honestly, it makes me sad…



(Example Image, Official Gold Hoarder Render on the left overlaid with Hasmoq's work on the right)



These drawings are old; in this case, you're doing the work for me, thanks! Yes, I used exactly the same reference. For the Gold Hoarder, I just changed the position of the shovel because I thought it looked more badass planted in the ground. Is that a problem, perhaps? And I "Fuet" myself too… [The word "Fuet" is the name of Hasmoq's pet pig.]

But I suppose that doesn't interest me. And I want to point out that, for many of my early drawings, I traced over images to practise. I fully own that; I even told certain people in DMs who asked me about it when I was starting out. I went little bit by little bit. I'm still learning, by the way; I'm always developing my style. In fact, I'm trying to find a new style to get rid of the AI "halo" effect you love spamming about in your Google Doc, because I think it looks ugly too. I thought I was making my drawings stand out more by doing that, but it changes them too much. At least we agree on one thing, which is nice. And sorry I'm not a god with a stylus for you, by the way!

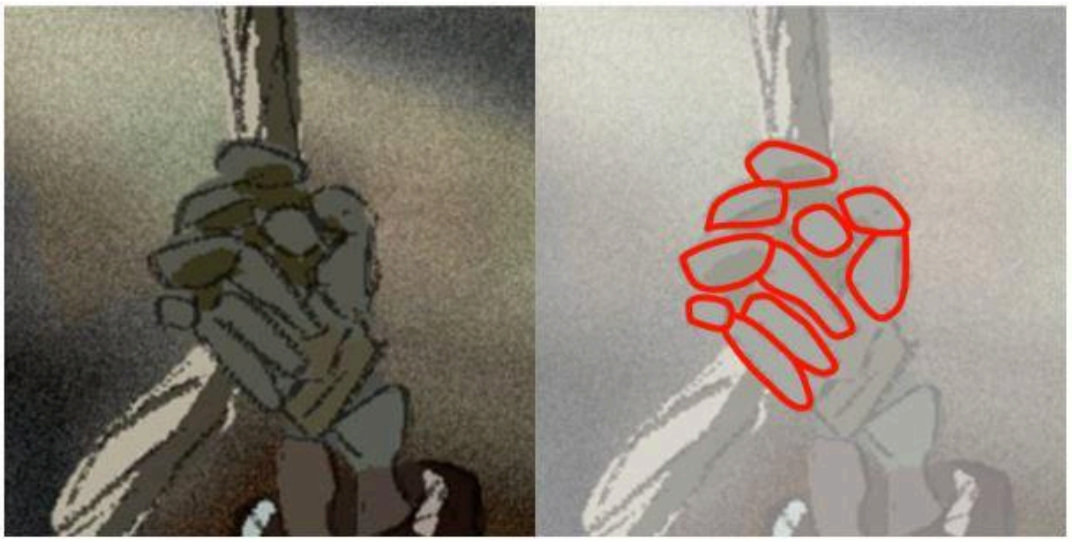
(Translated using AI, trying to preserve the same tone as the original French version)

Posted September 22nd 2026



(Hasmoq's Work)

Here is an example of an AI not understanding the fingers of the subject it's generating. As you can see, the finger bones don't actually line up with each other. Since it's not a mistake we see in any of his other works that all suggests a good understanding of skeletal fingers, it is likely an AI messing up.



(Hasmoq's work on the left, finger bones highlighted on the right)

Sorry for being stupid, bro. It's just that I drew the hand like crap because I wasn't really focused on that particular detail. You can clearly see that it's rushed and that the little finger, ring finger and all that are barely finished properly, can't you? On top of that, you're outlining the hand badly. Those big bumps you marked in red were supposed to be the knuckles at the base of the hand, not fingers… But thanks for proving that I draw hands like crap. Sorry for not making a pixel-perfect hand in a shot this wide! If you want, for my next drawings I'll make perfect hands, with no rushing and no shitty rough sketches, just to satisfy your little princess eyes.

(For Reference: Page 9)

(Translated using AI, trying to preserve the same tone as the original French version)

Anyway, about this drawing, if anyone is interested: I used an in-game screenshot taken amicably with my client, then I simply drew my characters underneath it to stage them in the screenshot… Nothing Machiavellian about that either, is there?



Exhibit A
Posted August 19th 2020

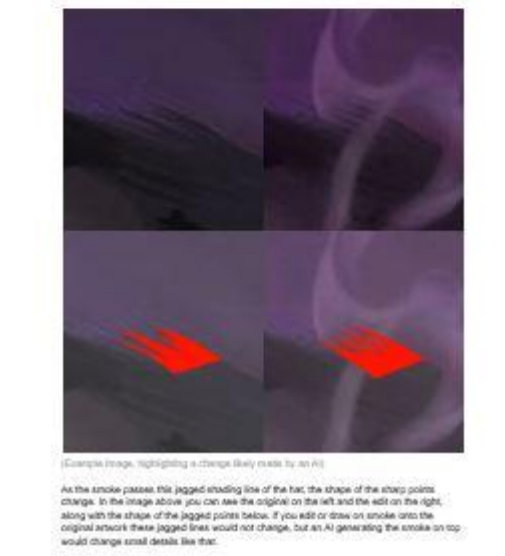
(Haunoq's edit on the right, original artwork on the left)

Here we have a one of a kind edit that Haunoq posted. The original artwork on the left, and the edited version on the right, adding a cigar to the subject's mouth along with smoke rising. We believe this edit was generated with AI. We haven't seen Haunoq do a similar art style either before or after, which is also one of the main things to be on the lookout for when it comes to the use of AI in art: a large variation of artstyle without any creative exploration. There is no creative development leading up to this style.

There are small differences here and there between the two images that have nothing to do with the cigar. An example would be the black dark part of the paddle(?) near the top being thicker or the symbol of the largest coin around the hat being slightly warped, which are all examples of how an AI will generate an image.

The smoke from the cigar gives us what we believe to be the best evidence for this being generated by AI.

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(Example image, highlighting a change likely made by an AI)

As the smoke passes this jagged shading line of the hat, the shape of the sharp points change. In the image above you can see the original on the left and the edit on the right, along with the shape of the jagged points below. If you edit or draw on smoke onto the original artwork these jagged lines would not change, but an AI generating the smoke on top would change small details like that.

Here, honestly, I don't know whether I should cry or stab my eyes out with kebab skewers. I just added a fucking rough cigar to a drawing by an artist I wanted to credit but whose name I don't know. I mentioned that in the post for this drawing, by the way! I didn't even redraw it, which is what you imply in your Google Doc, let's remember that. The only thing I actually drew in my edit was the stupid cigar in his mouth. The rest is just filter adjustments — saturation, contrast and sharpness — nothing more! So, the smoke is different or weird here? Yeah, well, the smoke is still the same, you know.

(Translated using AI, trying to preserve the same tone as the original French version)

I've looked through the whole Google Doc now. I've refuted the most astonishingly stupid claims I saw, because honestly, it disgusted me. But, to make one last big wall of text here before I leave: yes, I trace, and I use in-game backgrounds or photos from Google for the backgrounds of my character drawings. At certain times, I use the double-copy effect with some blurring, hmm…

And I saw at the end that it talked about a learning curve and a different style. Bro, I've had seven years of education in computer graphics. I can adapt to anime art styles, cartoon styles too; I make logos, I do all sorts of things. I'm a whole image-making library, bro. You think I'm going to stay stuck with one style for a drawing that has nothing to do with SoT? Wake up and come up with some new arguments, will you? Change the record. I don't know, lmao — it really shows how powerful this guy's arguments are, lmao… And bro, have you actually looked at my drawings throughout my career, apart from a few drawings you thought were ugly and called AI because I supposedly used AI processes? I don't think so. I don't post sketches or anything, so it's hard to see my progression when you don't see all the test sketches and things I do privately, isn't it?

Lately, and even back in the day, I mostly only post drawings I make on my own, for myself, or commissions I've been working through one after another because I want my clients to get them on time. I pull all-nighters when I draw; sometimes I sleep three hours a day. And you came up with the excuse that I play SoT, etc., and that it's impossible for me to produce drawings like that in so little time. Bro, I get boosted like crazy (gaming slang: I receive a lot of boosting/help). I got my Curse 1000 without doing anything. Don't bring your bullshit expertise into this.

Anyway, you know what, David? I appreciate you making a poster about me with all your bullshit. It shows that your little group behind all this is just sitting there salivating at the thought of me getting cancelled, for some reason other than my drawings — I don't know, maybe I frustrated one of your friends or something? Well, keep going, go on, cry about it, you big baby. My clients know, my friends know. I've taken screenshots and done livestreams; I'm legit. If your hobby is writing stinking-ass tweets to stir up drama, then go ahead and live your life. I'll keep drawing because I fucking love it, even if it means getting sheep who swallow what you say, hook, line and sinker, turned against me. Go ahead.

This was Hasmoq. If you want to cancel me, go ahead. I'm waiting.

Bon premièrement, je tiens à rigoler à tout le troupeau de mouton qui gobe tout ce qu’on leurs dit sur internet, fin ça m’a toujours impressionné, vous vous dites pas tiens ?

Bizarre que des smurfs en horde viennent propager de la merde sur un compte depuis des jours après un drama sur autre chose, fin je sais pas soyez à minima objectives les p’tits potes s’il vous plait, enfin bref, je tiens désormais à m’adresser aux organisateurs de ce groupuscule machiavélique, vous êtes franchement bien gênant, je pense avoir deux trois p’tits noms en tête derrière ce groupe mais honnêtement ça ne vaut même pas la chandelle de vous citer tellement vous faites pitier, pour l’amusement, je me suis pris au jeu et j’ai essayer de trouver quelques points amusants à décortiquer et à refuter car honnêtement tout ce qui a dans ce GDocs c’est soit de l’acharnement de haine, soit de la bouse de vache comme je n’en ai jamais vu et le pire c’est qu’il y en a qui ont accepter ça comme un lundi Matin.

et sinon pour un point plus sérieux avant le hasmoq show, ça m'attriste de voir à quel point j'ai investi temps et amour dans cette communauté et voir des gens comme eux et des artistes que j'apprécie venir soutenir ce genre d'avalanche de haine nullicisme sur un artiste qui débute comme moi depuis maintenant 1 an, venir littéralement cracher du venin et créer des preuves aussi bidon soient elles pour essayer de m'enterrer sous terre sous les yeux de la place publique, je trouve ça honnêtement irrespectueux de malade, encore tu serais venu discuter calmement en privé, je n'aurais rien dit, j'aurais discuter et je t'aurais fais un partage de toute mes créations de A à Z mais là, monter un dossier entier contre ma personne.

Si un jour on m'aurait dit que l'esprit communautaire artistique c'était de faire des dossiers mensonger sur un autre pour le supprimer d'un réseau et ruiner sa petite communauté bah putain, je me serais jeter sous un bus mon dieu, enfin bref, je vais devoir refûter chacune de ces accusations avec ma bite et mon couteau comme on dit, mais honnêtement, j'avais même pas envie de vous répondre tellement ça me gonfle ce genre de comportement, après je suis sur Twitter, je dois me mettre à votre niveau.

Pour la section “Evidence” bon… Je ne vais pas partir sur quatre chemins.

Déjà premièrement pour l’histoire du halo, je ne vais pas m’éterniser dessus, j’utilise des images in-game ou alors mes propres dessins, si ma manière de flouter est IA-tesque selon vous, pensez ce que vous voulez, j’ai fais des streams à mes amis, des screenshots…etc à bon nombre de connaissances etc pour savoir ce que j’fais et légitime, après pour c’qui est du reste.

Alors oui étonnement, je fais du tracing, pour certaines commandes par contre ! Pour certains dessins mes clients m’envoient spécifiquement leurs personnages in-game et je les retrace avec des modifications spécifiquement demandées par eux. En voici quelques-uns.



Oui comme vous pouvez vous en douter, je n’ai pas refait la main au propre, je l’ai laissé comme tel sur le screenshot, insulter moi de paresseux si ça vous chante, mon client m’a simplement demandé de faire une expression souriante sur son perso et j’ai supprimer les décors arrière avec photoshop à l’aide du lasso et les outils d’autosupressions IA pour concorder le fond, seulement sur photoshop que quand il s’agit de mes plans arrière. Et j’ai rajouter une fleur de Lys pour rappeler la France, comme il me l’a demandé en privé !



“Preuve du pipo de David” (The original unedited response by Hasmoq)





(For Reference: Page 3)



Voilà d’autres exemples où j’ai recopier les personnages sous demandes du client car ils ne demandaient pas de poses particulière ou autres, pour le pirate féminin au-dessus, j’ai éclairci sur photoshop et rogner, supprimer les objets et lumière nuisibles pour l’utiliser et le redessiner en fond d’écran.



Pour ce dessin, réalisé pour ma mère, elle m’a donné une image qu’elle avait trouvée sur internet, je l’ai flouté et repasser légèrement sur certaine partie pour accentuer certains effets, et j’ai dupliqué mes personnages avec à l’arrière rien d’autres à rajouter là dessus.

(For Reference: Page 4)



(Hasmoq’s Work, Commissioned)

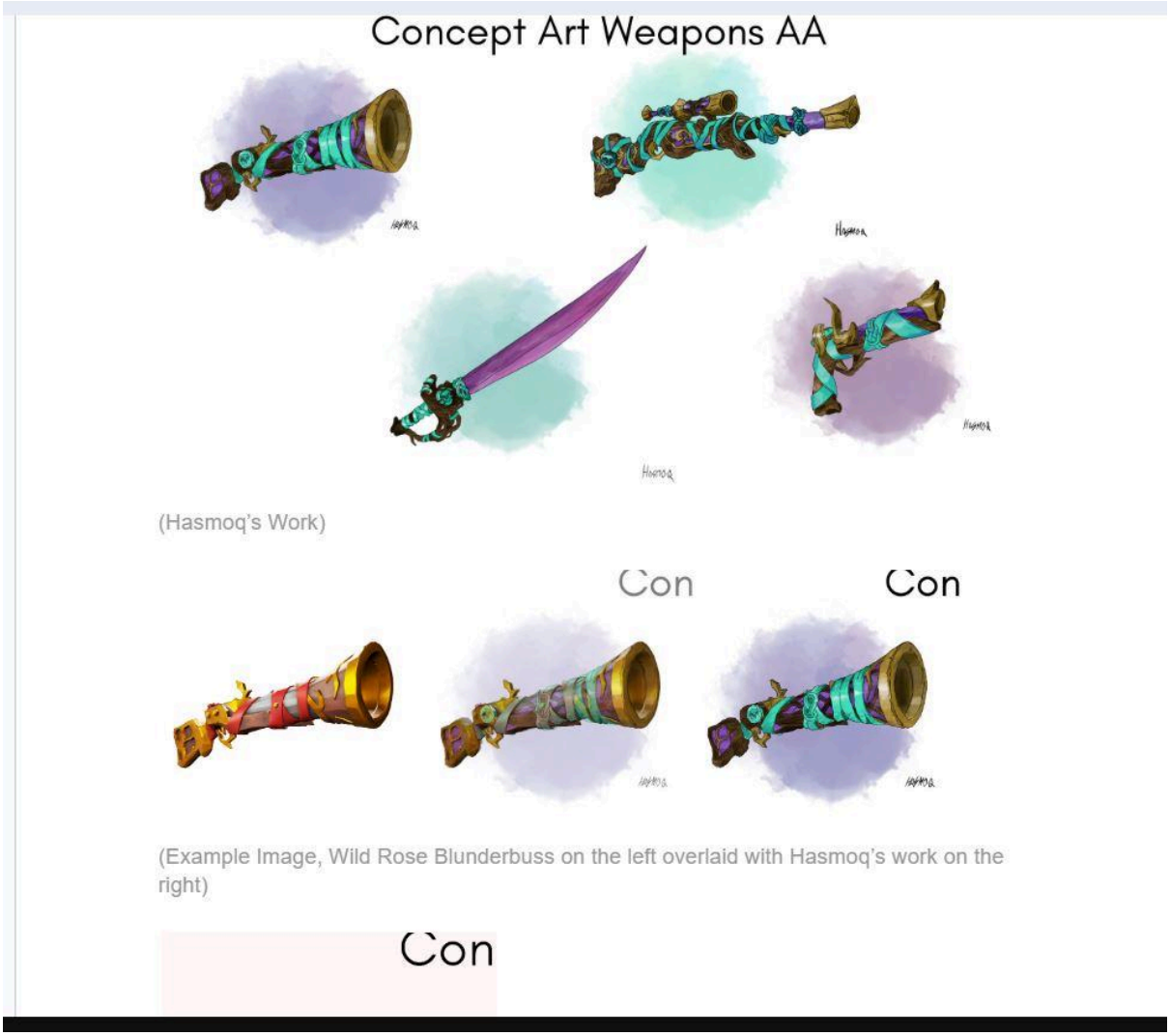
Pareil ici, par contre, screenshot pris in-game (par moi), modifié tonneau etc, et duplications des animaux et du personnage, rien de sorcier là dedans.

Posted October 4th 2026



(Hasmoq’s Work)

pareil ici screenshot pris en game, encore et encore, étoile filante rajouté par moi même puis flouté avec le fond filtré, personnages dupliqué en fond aussi. Je sais même plus par où partir j’en pleure derrière mon écran, j’en peux plus de devoir m’expliquer, aller suivant…



(Hasmoq’s Work)

(Example Image, Wild Rose Blunderbuss on the left overlaid with Hasmoq’s work on the right)

Encore une fois oui j’ai utiliser des références pour ces concept art ? Tu crois quoi que j’allais les faire de tête les armes, j’ai besoin de références au moins nan, j’ai pas le niveau d’un dieu en dessin encore, j’ai utiliser les set wild rose et gilded phoenix et j’ai modifier à ma sauce la skin line en faisant des effets bois/écorces en gardant la dorure des armes ouais… Je peine à devoir t’expliquer tout ça, j’ai l’impression de m’adresser à un débile enfaite ça m’attriste…



(Example Image, Official Gold Hoarder Render on the left overlaid with Hasmoq’s work on the right)



ces dessins datent, pour le coup tu me démâche le travail merci ! Oui j’ai pris exactement la même réf, pour le gold hoarder, j’ai juste modifier la position de la pelle car je la trouver plus badass planter dans le sol, un problème peut-être ? Et j’ai Fuet moi même aussi…

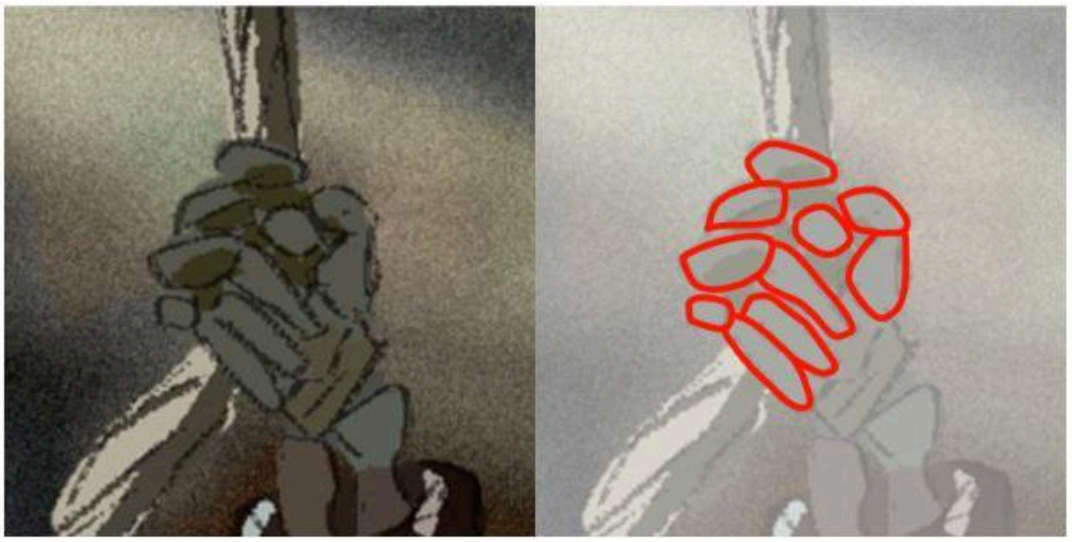
Mais je suppose que ça ne m'intéresse pas. Et je tiens à souligner que pour bcp de mes premiers dessins ,j’ai décalqué pour m’entrainer, je l’assume pleinement, je l’ai même dis à certaines personnes en mp qui me poser la question à mes débuts, j’y aller petit bout par petit bout, je suis toujours en courbe d’apprentissage d’ailleurs, j’évolue mon style toujours, d’ailleurs, j’essaie de chercher un nouveau style pour supprimer l’effet “halo” IA comme tu aime tant spam dans ton Gdocs, car je trouve ça moche aussi, je pensais mettre plus en valeurs mes dessins en faisant ça mais ça dénature trop, au moins on a raison tout les deux sur un point commun c’est cool, excuse moi de ne pas être le dieu du stylet pour toi au passage !

Posted September 22nd 2026



(Hasmoq’s Work)

Here is an example of an AI not understanding the fingers of the subject it’s generating. As you can see, the finger bones don’t actually line up with each other. Since it’s not a mistake we see in any of his other works that all suggests a good understanding of skeletal fingers, it is likely an AI messing up.



(Hasmoq’s work on the left, finger bones highlighted on the right)

Désolé d’être stupide frérot, c’est juste moi qui a fait la main comme de la merde car j’étais pas à fond focus sur ce détail là principalement,tu vois bien que rushé et à peine fini convenablement l’auriculaire, l’annulaire et tout ? en plus t’entoure mal la main, les grosses bosses que t’a faite en trait rouge c’était censé être les phalanges au début de la main même pas des doigts… Mais merci de prouver que je dessine les mains comme de la merde, désolé de ne pas faire une main pixel perfect sur un plan aussi large comme ça ! Si tu veux pour mes prochains dessins, je ferais des mains parfaites sans aucun rush ni brouillon dégueu pour satisfaire des petites mirettes de princesses.

(For Reference: Page 9)

Enfin bref, sinon pour ce dessin là si ça intérêsse quelqu’un, j’ai utiliser un screen in-game pris à l'amiable avec mon client, puis j’ai simplement dessiné par dessous mes persos pour les mettres en scène dans le screenshot… Rien de machiavélique encore une fois ?



Exhibit A
Posted August 19th 2020

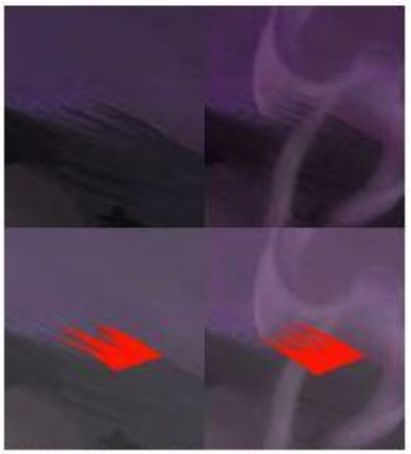
(Hasmoq's edit on the right, original artwork on the left)

Here we have a one of a kind edit that Hasmoq posted. The original artwork on the left, and the edited version on the right, adding a cigar to the subject's mouth along with smoke rising. We believe this edit was generated with AI. We haven't seen Hasmoq do a similar art style either before or after, which is also one of the main things to be on the lookout for when it comes to the use of AI in art: a large variation of artstyle without any creative exploration. There is no creative development leading up to this style.

There are small differences here and there between the two images that have nothing to do with the cigar. An example would be the black dark part of the paddle(?) near the top being thicker or the symbol of the largest coin around the hat being slightly warped, which are all examples of how an AI will generate an image.

The smoke from the cigar gives us what we believe to be the best evidence for this being generated by AI.

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(Example image, highlighting a change likely made by an AI)

As the smoke passes this jagged shading line of the hat, the shape of the sharp points change. In the image above you can see the original on the left and the edit on the right, along with the shape of the jagged points below. If you edit or draw on smoke onto the original artwork these jagged lines would not change, but an AI generating the smoke on top would change small details like that.

ici en vrai, je sais pas si je dois pleurer ou me trancher les yeux avec des brochettes, j’ai juste rajouté un fucking cigare brouillon sur le dessin d’un artiste que je voulais créditer mais dont je ne connais pas le nom, je l’ai précisé dans le post de ce dessin d’ailleurs ! Je l’ai même pas redessiner, chose que tu insinue dans ton GDocs hein on le rappelle, la seule chose que j’ai réellement dessiner dans mon edit c’est le bête cigare dans sa bouche, le reste c’est des jeux de filtre saturation et contraste et netteté rien de plus ! Alors bon, la fumée est différente ou bizarre là, ouais bah la fumée is still the same hein.

J’ai regardé tout le GDocs là, j’ai refuté les plus ahurissantes débilité que j’ai vu car vraiment ça m’a débecter mais pour faire un dernier gros pavé ici après je me casse, je décalque et use des fonds in-game ou photo sur google pour mes fonds de personnages persos oui, à certaines périodes j’utilise l’effet double copie effect avec du floutage hm…

Et j’ai vu à la fin que ça parler de courbe d’apprentissage et de style différent, frérot j’ai fais 7 ans d’études en infographie, je peux m’adapter aux style artisitques d’animé, de dessin animé même, je fais des logos, je fais n’importe quoi, j’suis une bibliothèque d’impression frérot, tu crois j’vais rester bloquer à un même style pour un dessin qui n’a rien avoir avec SoT réveille toi un peu dans tes argumentations, change de disque non, fin j’sais pas mdr ça montre la puissance d’argumentation du type mdr… Fin et frérot ta maté un peu mes dessins tout le long de ma carrière hormis quelques dessins que tu trouvais moche et que t’a dis c’était de l’IA car j’utilisais soit disant des procéder IA là ? J’pense pas nan, je post pas des croquis ni rien donc difficile de voir ma courbe de progression quand on voit tout les croquis tests etc que je fais en off non ?

Je post seulement pour la plupart dernièrement ou même à l’ancienne, des dessins que je fais dans mon coin pour ma poire ou là des commissions que j’ai enchainé car je veux que mes clients les aient dans les temps, je fais des nuits blanches quand je dessine, je dors 3h par jours defois et t’a sortie l’excuse que je joue à SoT etc et que c’est impossible pour moi de pondre des dessins pareil en si peu de temps frérot je me fais boosté la gueule, ma curse 1000 je l’ai eu en faisant rien, va pas ramener ta science bidon là dedans.

T’façon tu sais quoi David, j’apprécie que tu fasse une affiche de moi avec toute tes conneries, ça montre que votre petit groupe là derrière ça, vous êtes là à saliver que je sois cancel pour je ne sais quel raison en dehors de mes dessins car je sais pas j’ai dû frustrer l’un de tes potes ou quoi ? Bah continue vas-y pleure le gros bébé, mes clients savent, mes amis savent, j’ai screen/fais des lives, je suis legit, si ton passe temps c’est d’écrire des tweets de gros puants pour faire du drama bah vas-y fais ta vie, moi je continuerai à dessiner car je kiffe ça, quitte à me mettre des moutons à dos qui gobent c’que tu dis comme ramasser de mensonges, bah vas-y.

C’était Hasmoq, si vous voulez me cancel allez-y, j’attend.