

Generative artificial intelligence has rapidly become a creative partner rather than simply a technical tool. At its core, generative AI learns patterns from large datasets and produces new material that resembles, transforms, or extends those patterns. In visual art, models such as diffusion networks generate images by gradually refining noise into coherent forms, allowing artists to guide outcomes through prompts, parameters, and iterative experimentation. Rather than replacing creativity, these systems expand it by offering new ways to explore composition, symbolism, and narrative logic.

I have found some difficulties with its use and do not think it could replace the existing art. Some of my prompts had some difficulties; maybe it prioritized the landscape over the people, or had a hard time replacing body parts. For me, it would've been easier and faster to just paint it or make it myself, but maybe it's because I was thinking too much with my painter side than with descriptive words. I tried different models, prompts, word approaches, bigger prompts, and smaller prompts. For me, it wasn't accomplishing the image I had in my head; the concept was wrong. I had to scrap my initial idea, and I pivoted to a last-minute office concept after much struggle.

However, in creative fields, generative AI functions as both collaborator and medium. Artists can prototype faster, test surreal combinations, and rethink authorship through dialogue with the machine. Prompt writing becomes a form of poetic coding, where language directly shapes visual form. It can be used in interesting ways if you don't want a planned outcome. The use of AI can become a very interesting implementation. As mentioned, its use can be very cold for base testing or sometimes rough draft (even more if you have a very specific final product, it is better to do it yourself, in character design or similar tasks). This shifts the artist's role from pure maker to curator, director, and interpreter of machine-generated possibilities.

One generative AI artwork that inspires me is Refik Anadol's *Machine Hallucinations*. His work transforms massive image datasets into immersive, dreamlike environments that feel both technological and emotional. What interests me is how the machine's "memory" becomes a visual landscape, blurring the boundary between data and imagination. Rather than hiding computation, Anadol aestheticizes it, turning algorithms into expressive material. I wanted to approach the idea of code in a more biological form with images of the human body, its veins like networks, in bringing concepts of the systems and their primary working form, sadly, it did not come to fruition.

Overall, generative AI opens new spaces for experimentation, hybridity, and symbolic storytelling, continuing the legacy of surrealism through computational means.

Anadol, Refik. 2024. "Machine Hallucinations." <https://refikanadol.com/works/machine-hallucination/>