From what I understand so far, generative artificial intelligence, refers to computer systems that can create new material instead of only analyzing existing data. These systems are trained on large collections of images, sounds, or text and learn patterns from them, which allows them to generate original looking outputs. Some common types of generative models include diffusion models, and large language models. Although I am still developing my understanding of how these systems technically work, I can already see why they have become important tools in creative fields.

Artists and designers are using generative AI to experiment with surreal images, unusual style combinations, and fast visual prototypes. Musicians can explore new sound textures, while writers use language models to help brainstorm ideas or draft dialogue. To me, these tools seem like partners that help people try out concepts quickly. At the same time, I am beginning to realize that generative AI also raises complicated questions about authorship, training data, and whether artists are being treated fairly. These issues appear to be an important part of current discussions around AI-generated art.

One generative AI-driven practice that I find especially inspiring is Refik Anadol's large scale data-based installations. Even though I am not an expert in how his systems work, I am fascinated by how he turns massive datasets like as museum image collections or satellite photos, into moving, immersive environments. His work makes me excited about the possibility that artists can shape algorithms in creative ways, rather than just using them as automated tools. Overall, I see generative AI as a developing medium that I am still learning about, but one that already seems capable of changing how art is imagined and produced in the future.