

My Understanding of Generative AI in Creative Fields

I see generative AI as a valuable tool for artists, much like Adobe's tools, such as Photoshop, revolutionized graphic design. It streamlines the creative process, making it faster and less time-consuming. Generative AI is excellent for iterating ideas, starting new visions for projects, or even serving as a reference for drawing. However, I don't consider generative AI outputs as solid enough to be called art on their own—it's more of an assistive tool than a standalone creator.

The main reason I don't view generative AI as art is due to the limitations of the models it relies on. Most tools like Stable Diffusion and its derivative models are trained on similar datasets. As a result, much of the content generated lacks originality or the ability to convey something interesting or meaningful. This homogenization makes it challenging to find work that stands out in a way that traditional art can.

What fascinates me most isn't the so-called "AI artists" but the tinkerers and workflow makers who push the boundaries of these tools. Node-based platforms like ComfyUI highlight the engineering side of generative AI, which I find much more impressive. To me, using generative AI feels more like working with diffusion models and engineering workflows than creating traditional art.

Despite these limitations, generative AI has its place in creative fields. It has tremendous potential to augment human creativity by serving as a reference, a tool for rapid prototyping, or an idea generator. Its true strength lies in supporting artists, not replacing them.

Generated with the use of ChatGPT 4o.