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r/godot • 1 mo. ago

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## What is public opinion on using AI art?

discussion



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Nkzar • 1mo ago

Everything else aside, it usually looks like crap and I can tell you used AI art because it looks like crap. So aside from the philosophical debate about using AI generated art, your game will likely just have crappy art and look bad.

Maybe there's good AI art and I just don't notice it because it's good, but it's very obvious when it's bad.



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--Kestrel-- • 1mo ago

Yeah creatives will always hate it no matter. I think most average people don't really care as long it actually looks good which is really difficult to do. Remember that artistic cohesion is the most important part of your art direction (see Undertale, Thomas was Alone, Minecraft, etc). You don't need everything to look amazing on its own, you need everything to belong to the world you're making. Doing that with AI is especially hard because it will never have your single vision



22

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VegtableCulinaryTerm • 1mo ago



Top 1% Commenter

Don't.

[Skip to main content](#)[Log In](#)**TheMarksmanHedgehog** • 1mo ago

If you're finding yourself in a position where you're reaching for AI art, you're making a game that's outside of the scope of your skills and resources, and it will show in the quality of the game more generally even with AI plugging the hole.

Pull your horns in and develop something that you know you can manage with your current knowledge or with knowledge you can readily obtain.

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**AmmanasHyjal** • 1mo ago

I use it for place holder art sometimes while I try to figure out other options. There is a lot of great free (or sub \$5) assets on all sorts of different stores out there as well as good bundles that pop up from time to time.

I have one sort of caveat though: sometimes you'll get something generate that is so bad it's good and it might be fun to use it in your game (especially if it could be tied into story elements). For example: I generate a gnome sorcerer portrait for a game and it ended up giving him a 3rd arm holding a wand (this was like a few months after Midjourney was released) - I ended up using that as part of the story for that character.

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**kippkap** • 1mo ago

From what I can tell the only people who like AI art are people who generate AI art. Everybody else can tell you didn't put in the effort to make something yourself, and your game's shoddy numbers will reflect that. You just wanted to make something fast to get it over with. Either save up to hire an artist, make your own art, or just leave it entirely so you don't look like a sham. And yes, this also applies to editing AI art that you generated.

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**verifiedboomer** • 1mo ago

I have played around with AI for logos and such, but in every case the result is obviously AI and repellent. I would rather do my own artwork and have it be authentically amateurish than use AI for anything. Same goes for any AI assets that I see in other games. It is a sign the developer is reaching far beyond their grasp.

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moving forward, but in a finished product, to anyone with a trained eye, AI generated images jump out and look awful. The style is inconsistent, they can't keep to a consistent palette, scale of the pixels is all over the place, even in the same sprite, etc.

I've noticed younger digital artists are vehemently against AI art and I've seen them start more than one online harassment campaign against people suspected of using AI. (Strangely enough, the old farts like me who make physical paintings and used to trash digital artists 20 years ago as being 'not real art where the computer does all the work' seem to be ok with AI art). I wouldn't want to be on the receiving end of one of these campaigns, so I'd steer clear of AI assets on a finished project.

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Smaxx • 1mo ago • Edited 1mo ago

Top 1% Commenter

For me, in short: Mixed.

I love playing around with it, but I wouldn't use it in a product due to the potential minefield (something generated might be way closer to something original than you might expect, even if you don't recognize anything, and if I'm making money I don't want to do so by (even unintentionally) ripping someone else off).

However, I think it's something completely fine when brainstorming ideas or to collect reference material or "mood" pictures (or even for placeholders), if you can't afford to pay anyone to do it for you (like a concept artist), i.e. using it for stuff you might use while developing but you're ultimately not including in your final product. Just make sure nothing "leaks" out by accident, e.g. by using special file names you intentionally block when building for production.

Also look at some of the most successful (or sometimes obscure) indie games of the last few years:

- Thomas was Alone
- Baba is You
- Mosa Lina
- Balatro
- Loop Hero
- Inscryption (this game is full of purchased assets and I didn't even notice until seeing the credits, which was kind of mind blowing)
- (Many more)

It's not about having the best graphics, it's about building a good game and then adding art that fits and is sufficient while being within your budget.

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Broqui\_Game • 1mo ago

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Let's take for example how I learned music. Removing the fact I've spent more time just messing with a DAW without knowing what I was doing, it took me a few weeks to learn the basics of music theory, how some important instruments work, and develop perfect pitch, the rest of the course was just practice, and practice, and studying, and practice.

And you know what was the coolest part about learning music? Is that I literally learned it because I also didn't had resources to pay a composer and producer, but I also never thought I'd like making music, I just had to make it, otherwise, my games would be boring.

So what can I say? AI art is laziness as you can learn art by yourself by constantly studying and practicing. It might take some months to get fully professional, but you should and certainly will reach a point where you feel confident to apply it on your projects.

I also remember hearing somewhere that any art is never finished, you simply give up working on it. Just thought it was cool to mention that lol.

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**dragonixor** • 1mo ago

I'll never touch your product if I notice/learn that it uses AI "art"

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⌋ + 6 more replies



**Suspicious-Pear-6037** • 1mo ago

Frowned upon.

If I wanted to play a game, I would not play anything with smudgy and uncanny AI art. I'd rather let a developer take their time and make assets without the help of AI (even if it takes 7-10 years). Learn it yourself, get a friend to help out, hell- get an aunt to do sound design.. but do not include AI generated art.

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**[deleted]** • 1mo ago

It's just a bad idea. It looks crap, getting it to be consistent across a project is going to be impossible especially if you don't have the art skills necessary to modify and adjust it. If you don't have art skills you need to develop them and make projects that fit within your skill, or buddy up with an artist that doesn't know how to code. I would add, when AI begins to automate your skills, will you be out there telling people it's fine to use it even though it's based on stolen labour?

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My closest friend is an artist and he's one of the few that sees the potential of ai art. As in, not using it to replace "real" art, but to enhance it or to help with the vision a non-artist wants. Just like code, if it's all a copy paste job, it's mostly going to be obvious. If it's used to enhance skill then what's the problem?

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**Secret\_Selection\_473** • 1mo ago

Being a game developer is being an artist. You're creating something you want to show to the world. Idk if its about telling a tale, showing some fun mechanics, creating a challenge, etc etc. But youre creating your piece of art.

Complementing it with AI crap is undervaluing your creation. Youre trashing all your work. Probably it will look inconsistent, and a lot of people will not wanna try your game just because the AI shit. Even if the game is good, the graphics will make it look crappy.

It is better to use bad art. Theres some pretty cool and famous games that have mediocre art (thinking about undertale and off for example).

I will advise you to try more simple artstyles; it is easier to get cool stuff with simpler styles if youre not very good at art.

Theres also some free assets that may help you, i dont recomend to use free assets for important characters but it can help you with backgrounds and minor stuff.

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**SarahCBunny** • 1mo ago

seen it tried before. even aside from the theft aspect it just looks repulsive. the individual images will be really bad and uncanny looking and then the game as a whole looks inconsistent in a way that leaps out and distracts

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**gnihsams** • 1mo ago

Asking if using AI in the PROCESS of making assets versus using AI FOR assets is the distinction here.

I think its a good tool for a jumping off point, for ideas, base templates, that sort of thing. But I wouldn't "prompt AI, exactly take that art" with no additional changes.

On a larger topic, AI as a whole is basically allowing people to speed run acquiring knowledge (in what ever way that phrase may be applicable to the use case, whether its scripting ideas / explanations, art concepts, spit balling approaches to fixing technical problems) so I think its effectively the next evolution of humans making solutions to getting answers, similar to how using a search engine made things quicker to get to the bottom of compared to needing physical books. You can't solely rely on it, but equally, it is a valid tool if you are mindful with how you as the individual decide to use it.

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it that makes things look very artificial.

Not only that but you will have a hard time generating consistent art for whatever you are doing and the inconsistency will be noticeable the more ai art you use.

That being said, AI art somewhat good for concept art if you dont have enough money to hire an actual artist to do it.

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**Lack-of-Luck** • 1mo ago

No. If you can't afford to pay someone else to do it, then it's better for you to either learn how to yourself or change the art style to be closer to what you are able to do. If you use AI to make a game, then you didn't really make a game the AI did, and even that's a stretch considering these "AI" are trained on other people's art (so even if you aren't actively plagiarizing or copying someone else, whatever that "AI" spits out is).

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**SlimyB** • 1mo ago

I use AI art throughout my prototypes, just because they look better than having coloured squares representing everything, plus you can have a practice at using AI prompts and improve that skill too.

However, I would not use straight up AI generated art in a full project, the fact that themes, colour palettes and even art style can vary from generations with the same prompt, then it will make the game a visually incoherent mess. That being said, I think AI has a place in the asset creation workflow even if it's just there to create reference images that can be manipulated into something good that fits the feel of your game.

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**No\_Persimmon3641** • 1mo ago

It's good for placeholder art and ideation.

Not much else

 2   Reply  Share ...



**My47thAltAccount** • 1mo ago

At the very least, It's VERY controversial, so I think you better opt for not using it. Maybe go for a game genre that doesn't often need stellar art, like a rogue like, or just a really low res pixel art game.

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programming skills.

The only people who will care will be very vocal about it but most people DGAF. It was like this when photoshop really exploded. A very vocal minority made it look like it was controversial or even discussed but most people and companies definitely used it.

As long as you do not lie about it (anyway it is still very visible).

But people can't expect people to be programmer AND UI-designer AND graphic artist able to ship close to AA game quality as a 1 man team. You'll just get a serious burnout if you try. This approach is super toxic.

Single dev are not bound to the same rules that major studio have to follow. They don't have the resources, also their time AND mental health is always limited.

So anything that can make the workload more manageable and avoid burnout/mental health issue until you get a MVP and can actually try to use that to bring talent on-board is a good option.

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**[deleted]** • 1mo ago

If it's not crap then it's useful.

  1   Reply  Share ...



**Zwiebel1** • 1mo ago

Agreed. As with any tool its great when used with expertise.

If you know your tools and use them correctly, there is nothing wrong with using AI art.

 -1   Reply  Share ...

 1 more reply



**CutieMc** • 1mo ago

Wow. A lot of arse written here about how it looks and what other people might think of it.

Like Freckles McGee said, "It comes down to a simple decision: get busy feeding people, or get busy feeding computers."

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**Agitated-Life-229** • 1mo ago

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Im not entirely against it, there is also some cool AI software like cascadeur which helps you animating and the data is sourced ethically.

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**JayMeadow** • 1mo ago

People will think it's a virus

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**Gokudomatic** • 1mo ago

I'm totally fine with that. Making good art with AI is very difficult too, despite what some neophytes believe. For me, it's simply a new kind of art, and I appreciate it like most other forms of art.

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**Competitive-Air-3543** • 1mo ago



**KerbalSpark** • 1mo ago • Edited 1mo ago



**r/godot** • 2 days ago

Before and after a couple weeks of hard work on my first game!

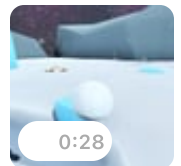
2.5K upvotes · 101 comments



**r/godot** • 2 days ago

I made a deformable snow system 🐧

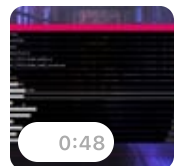
2.3K upvotes · 95 comments



**r/godot** • 6 days ago

I made a file browser for programming practice


1.7K upvotes · 58 comments





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1.5K upvotes · 44 comments

 r/godot · 5 days ago**Dialogue Manager version 3.0 is now available!**

1.4K upvotes · 58 comments

 r/godot · 6 days ago **Mlem**

1.4K upvotes · 30 comments

 r/godot · 13 hr. ago**So I had this ridiculous idea for a typing rhythm game...**

1.3K upvotes · 83 comments

 r/godot · 2 days ago**This morning I was bored... so I coded a mini SSX demo**

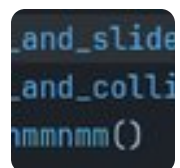
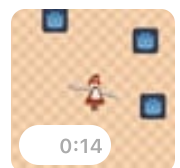
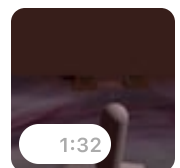
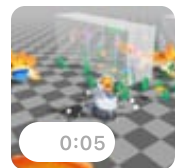
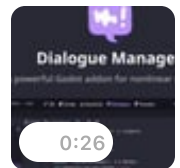
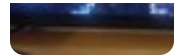
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 r/godot · 1 day ago**Sewing Game: Physics working as intended**

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 r/godot · 3 days ago**The "m"s in methods appear slightly brighter**


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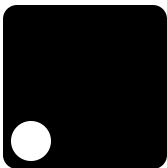
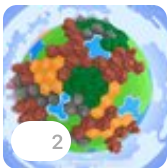
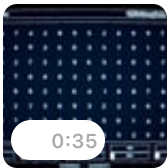
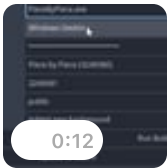
I am improving graphics of my game, What you guys think? New and Old

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 r/godot · 5 days ago


Short prototype of my game idea

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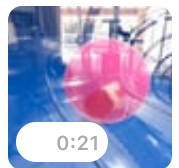
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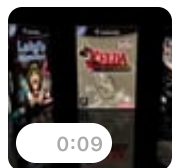
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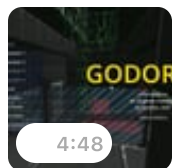
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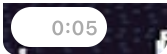
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