Generative AI – Self Reflection

My current understanding of generative AI is that it can create different images, sound, text, videos and many more. Each time, the results of a prompt can vary which offers a unique output. Generative AI is trained using machine learning techniques and relies on large datasets, for example photographs, text and sounds to learn patterns and generate new content. Therefore, there can be issues with copyright since it can create content that resembles an existing work. I haven't use AI a lot as I first used it last year. However, I feel that it is becoming more advanced, and many big companies want to invest in it.

Its application in creative fields helps anyone produce creative work, even without having a strong artistic background. Also, many artists are using AI as a tool to create more interesting products and explore a different side of their artistic style. AI can also improve time efficient, especially when something needs to be replicated multiple times.

An art piece created with generative AI that inspires me is Refik Anadol's *Machine Hallucinations.* I first discovered this artist through the new media class and learned that he creates fascinating immersive artworks that blend traditional art with technology. It expands the boundaries of what art can do and allow each viewer to have a unique experience. It is an art that is not static, just like a painting. Anadol uses generative AI to create dynamic, evolving environments that immerse the viewer in an entirely new world. His art evolves in real time based on environmental real-time data collected from the city, which is a beautiful experience to see. When I look at his work, I feel a sense of nostalgia and peacefulness.