# Is it Real Art?

The Endless Cycle of Al Generated Creativity



# **Project Overview**

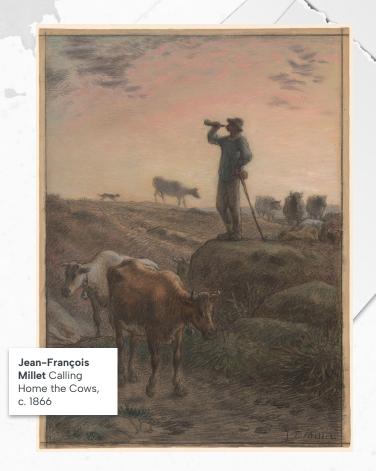
**Objective:** Investigating Al-to-Al interactions in creative fields, specifically visual art.

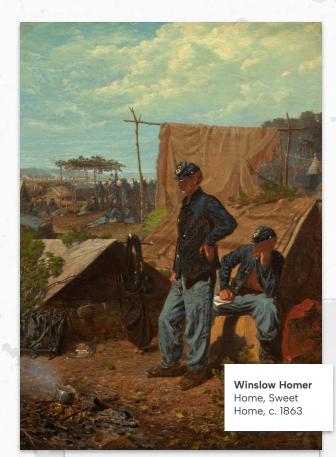
**Key Question:** How do Al critics engage with Al-generated vs. human-created art?

- Does Al prefer Al-generated art over human-made art?
- What does this mean for the future of creativity?

# Relevance:

- Challenges the traditional notion of creativity as uniquely human.
- Explores self-reinforcing AI artistic trends and potential biases in AI critiques.





# Simulation & Expected Outcomes

## Simulation Model:

- Inspired by Boid Flocking Al Art Generators create, Al Critics evaluate.
- Al Critics' feedback influences artistic trends and future Al-generated styles.
- Reinforcement learning and recommendation algorithms shape evolving art.

# Key Mechanisms:

- Rating & Feedback Al Critics evaluate both Al and human art.
- o Influence Mechanism Al adjusts styles based on feedback loops.
- Style Evolution & Trend Formation Popular styles gain dominance over time.
- Bias Detection Analyzes critique preferences for potential Al bias

# Anticipated Outcome:

- o If Al Critics prefer Al-generated art, trends may shift towards Al-dominated styles.
- Over time, human art might be devalued in Al-driven artistic spaces.