

## Generative AI in Art

I first heard about generative AI in art at the end of 2022 during a Christmas party. Since then, my interaction with generative AI has drastically changed. I vaguely remember the person who introduced me to generative AI using their own artwork as an example to generate new art in their unique style. I was amazed by the results they showed me on the MidJourney platform, which led me to experiment with image generation on my own using various free generative image AI platforms.

Following that, I learned that generative AI can be used for image, video, and sound generation, as well as speech processing, helping artists create art in specific styles. However, there is a significant debate about the ownership of AI-generated art since it can replicate pre-existing art styles from large datasets. Furthermore, the artists whose work serves as inspiration for these datasets are not always credited during the art generation process. As someone who has previously interacted with artists, I have firsthand knowledge of the negative effects generative AI can have, such as artists' work being overshadowed or their styles being imitated without acknowledgment.

One generative AI artwork that inspires me is *Théâtre D'opéra Spatial* by Jason M. Allen. I am inspired by this piece because it explores the use of generative AI in art and how it shapes an artist's identity. The artwork is visually stunning and represents a milestone for AI-generated art. Since its creation, however, the piece has repeatedly been denied copyright protection by the U.S. Copyright Office (USCO), and the artist continues to face legal challenges regarding the unauthorized redistribution of their work.

This raises important questions for me: how do we adapt to the use of generative AI in the art field, and how can we protect artists who use generative AI?