

## **Self Reflection on Generative AI**

I understand that generative AI is one of those things where you adapt or get left behind. It's so advanced now that you simply can't ignore its use and functionality. No matter the field you work in, there is a practical use. I know it has its limits and cannot be fully trusted as of yet but with all the basic needs and functions of text based generative AI we have discussed in class I have used. I haven't tried the audio and visual based generation much yet since I'm not really that interested in it.

I haven't thought much of it's use in the creative field, since I haven;t used it in that case. Though, I guess it can help with understanding and giving interesting feedback to work that a human wouldn't. I would presume there would be many uses with the image generation, either making straight art to sell with it or work that is derived from yours or simply changing your own.

John Rafman is probably someone I look out for when it comes to visual or creative based generative AI. I first took notice of him when he created a trailer for Kanye West's Vultures. It was the first time I saw someone experimenting with the video in the context of music. From here I've seen small snippets in many music videos briefly using generative AI.