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<div align="center">Can AI Generate Electric Sheep?</div>

In 1839, French painter Paul Delaroche proclaimed, "From today, painting is dead!" This claim was in response to seeing an early camera called a daguerreotype. 184 years later, Delaroche's fears have not yet come to light. 33 years ago, Photoshop was first released to the public. Many of the waves it created echoed the fear that digital art would kill traditional art, or that using the undo button disgraced the notion of what art is. Now we face yet another upheaval in our entire world, one that could have disastrous consequences for all humans.

Artificial Intelligence advanced to the point where people, organizations, and governments are all asking what role AI will play in humanity's future. Generative artificial intelligence is the name of a subsection of artificial intelligence capable of generating text, images, or other media, using highly complex models trained on massive amounts of real world data. Much of the data used to 'train' these models is created by humans on the internet, which many people say is plagiarism, or stealing others' work. In 2022, a piece of AI generated art called "Theatre d'Opera Spatial" won the Colorado State Fair's annual fine art competition, beating many non AI artworks (Winfrey). This was the first time that the debate on the ethics of AI was raised to a national, or even global level. Some artists like author and illustrator Rob Biddulph, say that AI art "is the exact opposite of what I believe art to be." (Shaffi) while Lance Weiler, a Professor of Professional Practice in Film and Theatre wants his students to leverage AI as much as they would any other tool(Small). I propose that artists should view Generative AI as

a powerful tool that expands the current capabilities of artists and lowers the barrier of becoming an artist.

One of the greatest strengths of generative AI is that it can create art in a matter of seconds, rather than hours or days. Midjourney, one of the most popular and well known image generators, takes around 1 minute to generate a full image(Midjourney). Although every artist works at different speeds, creating an art piece at the level of most modern generators would take exponentially longer, days or even weeks long. Arne Eigenfeldt, a Professor for the school for the Contemporary Arts in Simon Fraser University, sees the speed of AI not as a threat, but as a blessing: "Creative AI can allow some artists greater time and energy to explore artistic avenues, thereby producing not just more art, but potentially more paradigm-shifting art."

New mediums that have not been explored to the fullest degree yet such as AI generated art allow for more opportunities of access. Thus, people who are not confident in their artistic ability could see generating art with AI as a new avenue of exploration. "For the last thousand years or so, art has been evolving and that's mostly been done by humans," Nisheeth K. Vishnoi, a Professor of Computer Science at Yale University says."So with AI coming into play, I expect things to get more creative"(Yup). Vishnoi's assertions are.

AI art being easier to create than traditional art allows for more art of the same quality to be created faster. Although it took 150 years for humans to take 15 billion photos, 15 billion AI generated photos have already been created since art generators were first released (Valyaeva). This ease is due to having many companies release free versions of their generators as a way to spark interest in their product. Many people who don't have access to physical art supplies and have an internet connection see these websites as a viable way to create art, especially because all of the costs are on the companies side, besides the device and an internet connection.

Although the artist population has exploded because of the emergence of AI art generators, many popular artists are fighting against the rise of these generators. The large majority of them are trained on copyrighted work with no compensation given to the artists. A Polish artist called Greg Rutkowski has made a lot of epic, fantasy-style art for popular games such as *Dungeons and Dragons*, or *Horizon: Forbidden West*. When Rutkowski discovered that his art was used as part of the training data for some 93,000 images, he said that "It's been just a month. What about in a year? I probably won't be able to find my work out there because [the internet] will be flooded with AI art" (qtd. in Heikkilä). This is a serious problem, and probably the root of most of the discourse about AI art. It is 'stealing' other artists' work to make itself better. It should be an AI artist's responsibility to find out how their models are taking advantage of others' work, and figure out how to mitigate that negative side effect. One solution is to use models that are not trained on copyrighted work. Adobe's Firefly AI is only trained on Adobe Stock images, openly licensed content, and public domain content where copyright has expired(Generative AI). Even though generative AI has the potential to be mis-used more than most tools, creating AI ethically to be used as a tool can be a powerful resource that should not be overlooked.

According to the Centers for Disease Control, one in four adults in the US have a disability ("Disability Impacts All of Us."). Although many disabilities don't affect the creative process, for some, it does greatly. Sean Aaberg, creator of a hit crowd funded game titled "Dungeon Degenerates: Hand of Doom" got a major stroke that affected his drawing side of his body. Unable to create traditional art, Aaberg turned to Midjurney to reconnect with his craft. Being able to still create art through alternative programs was a blessing for him. He states on instagram that "there is no question about the Value of craftsmanship and human touch, but, AI

art is helping me achieve some sort of creative feeling that I haven't felt for too long. This isn't an argument, or rationalization or an excuse, it's an explanation and a statement of understanding." This value of providing access to artistic creation to all people in a low cost method is a key underexplored use case for generative AI. Midjurney, like any other tool, was able to make up for something that the user lacked and provided support.

THIS GOES IN 2ND OPPOSITION: This is especially important to full time artists who make their money from selling handmade art. With the explosion of new artists, and with the number of art enthusiasts who support artists financially staying roughly the same, it would be hard for traditional artists to keep up with AI artists who can create ten or hundreds of times more art than traditional artists.

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