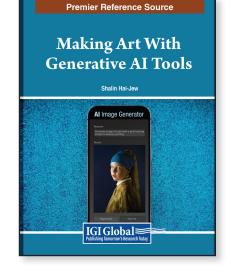
## Making Art With Generative Al Tools

Part of the Advances in Media, Entertainment, and the Arts Book Series

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## **Description:**

In the dynamic realm of generative artificial Intelligence (AI), the fusion of human creativity and machine intelligence has created a vibrant ecosystem of collaborative artmaking. However, this transformative process brings forth a myriad of concerns, ranging from ethical considerations and the need for originality to navigating the legal complexities surrounding intellectual property. As more and more online communities appear around the use of AI to aid in the creation of images, there arises a pressing need for a comprehensive guide that not only dissects the intricacies of artmaking with generative AI tools but also offers practical solutions to the evolving dilemmas faced by artists, researchers, and technologists.



**Making Art With Generative Al Tools** emerges as an exploration of the challenges posed by this intersection of human expression and artificial intelligence. Artists engaging with generative Al find themselves grappling with issues of authenticity, social toxicity, and the commercial viability of their creations. From avoiding stereotypical visuals to ensuring proper crediting, the realm of generative Al is rife with these complexities. Furthermore, the blurred lines between human and machine authorship necessitate a deeper exploration of how these innovative tools impact creativity, representation, and the very fabric of the art world.

Tailored for a diverse audience of researchers, artists, and instructional designers, the book navigates through the intricacies of large language models, provides case studies on the usage of generative AIs, and offers practical guidance on creating visuals for storytelling, teaching, and learning. With a keen focus on fostering human creativity, promoting ethical practices, and addressing the legal nuances of this evolving landscape, the book serves as an indispensable compass for those navigating the uncharted waters of artmaking with generative AI tools.

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Topics Covered:				
<ul> <li>Artmaking with Generative Als</li> <li>Authenticity in Al Art</li> <li>Authorship Crediting</li> <li>Collaborative Artmaking</li> <li>Commercial Viability of Al Creations</li> <li>Creativity and Generative Al</li> <li>Ethical Considerations</li> </ul>		<ul> <li>Legal Nuances of Al A</li> <li>Online Artistic Commu</li> <li>Representations of Re Generated Art</li> <li>Social Toxicity</li> </ul>		
Subject: Media & Communications		Classification: Edited Reference		
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