

# Artificial Intelligence and its Influence on Visual Art and Artistic Practice

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## Abstract

Artificial Intelligence (AI) has arisen as a powerful and transformative force across various fields, and the realm of visual arts is no exception. The integration of AI into the artistic process is not just limited to automation or ease—it is reshaping the very foundations of creativity, authorship, and artistic identity. From algorithmically generated paintings and AI-assisted illustrations to advanced tools that support image enhancement, layout design, and concept generation, artists today are operating in an environment deeply influenced by machine intelligence. The boundaries between human creativity and machine-generated outputs are becoming increasingly blurred. Contemporary artists are not only adopting AI tools for efficiency or innovation but are also engaging critically with the implications of algorithmic creativity. These shifts raise profound questions about what it means to create, who or what constitutes an artist, and how originality is defined in an age where machines can learn from vast visual databases and mimic stylistic patterns. This research paper will explore the multifaceted impact of AI on visual art and artists by examining specific technological advancements such as generative adversarial networks (GANs), neural style transfer, and text-to-image creators. It will also delve into broader cultural and philosophical discussions about authorship, ownership, and aesthetic value. Through case studies, critical theory, and contemporary practices, this paper will argue that AI is not merely a new set of tools for artists—it is a disruptive agent that challenges traditional artistic paradigms and invites a rethinking of what it means to create visual art in the 21st century.

## INTRODUCTION

Quick image creation and easy editing capabilities made possible by generative artificial intelligence (GAI) have transformed the visual art landscape, Suwannik, W., & Daengsi, T. (2025, May). The convergence of art and technology is not a novel concept. Throughout history, artists have adopted tools—from the camera Obscura to digital drawing tablets—to facilitate creativity and question the status quo. Today, Artificial Intelligence sits at the newest end of that continuum. AI-based algorithms can paint portraits, build compositions, create animations, and replicate the styles of famous masters with astonishing precision. These

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**Figure 1:** Art Work: Harold Cohen

**Source:** <https://www.katevassgalerie.com/blog/harold-cohen-aaron-computer-art>

capabilities have generated enthusiasm, frustration, and philosophical debates. This paper will survey the ways that AI is impacting the practice of visual art: its impact on artistic practice, the artistic process, educational practice, the art market, and ethical conversations about originality and attribution. It will also make space to get the voices of artists and critics about their concerns for this technological trajectory.

## Evolution of AI in Visual Art

### Early Developments

The origins of AI in the arts can be traced back to the 1960s, with the advent of algorithmic art. Artists such as Harold Cohen developed systems (e.g., AARON) that could produce drawings without conscious artistic intent. These early attempts were considered primarily experimental commutative experience, not artistic at all.

### Machine Learning and Neural Networks

The growth of machine learning, especially deep learning and neural networks, has opened the door to possibilities for AI in art on an entirely new level. Generative Adversarial Networks (GANs) have been at the forefront of this movement. For example, a GAN-generated portrait, "Edmond de Belamy," was sold for \$432,500 by Christie's in 2018, raising public awareness and sparking a debate.

### Tools and Platforms

Many AI-driven platforms such as DeepDream,

DALL·E, Midjourney, Artbreeder, and Runway ML let artists and designers to create visuals using textual prompts or guided training. These platforms offer access to styles, changes, and abstract ideas with minimal input.

DALL·E, a creation of OpenAI, exhibits exceptional proficiency in the generation of images derived from textual descriptions, employing sophisticated artificial intelligence methodologies to yield highly intricate and contextually precise visual representations. It possesses the ability to fabricate imaginative amalgamations that did not previously exist, exemplified by scenarios such as an astronaut mounted on a horse. Furthermore, DALL·E facilitates both out painting and in painting techniques, allowing users to seamlessly expand or alter pre-existing images.

Midjourney has attracted significant scholarly interest due to its capability to produce artistic and stylistically distinctive images from textual prompts. Accessed through a Discord bot, users are required to input /imagine followed by their respective prompts. Midjourney is capable of generating images across a diverse spectrum of styles spanning various domains, including painting, photography, illustration, filmmaking, and fashion design, as demonstrated on the website midlibrary, Suwannik, W., & Daengsi, T. (2025, May).

## AI as a Creative Partner

### Augmentation, Not Swap

Contrary to fears of AI swapping artists, most



**Figure 2:** Logos of AI-driven platforms

**Source:** <https://deepdreamgenerator.stck.me/>, <https://arunangshudas.com/blog/top-10-generative-ai-tools-for-content-creators-in-2025/>

applications function as creative partners. Artists use AI to generate inspiration, explore new aesthetics, and automate dull processes like rendering, in painting, and style transfer.

### **Expansion of Visual Language**

AI presents artists with get admission to exceptional stylistic flexibility. Single artist can now experiment with Cubism, Surrealism, or Photorealism through AI prompts, increasing their visible language and potential to explicit complex ideas.

### **Real-World Applications**

Digital artists like Refik Anadol use AI-generated data sculptures, transforming real-time inputs (like weather or brain waves) into immersive visual experiences. Others, like Mario Klingemann, explore generative adversarial networks to push borders of abstraction and human identity.

## **Redefining Authorship and Originality**

### **Who Is the Artist**

As technological advancements progressed, the scope of its applications broadened, resulting in the emergence of artificial intelligence-generated images and videos that are progressively challenging to differentiate from genuine media, Engler, M. (2024). AI-made artwork raises a critical question: who is the maker—the device, the programmer, or the human who commenced the set off? The reply is complicated. While AI makes content material, it relies on human enter, information curation, and interpretive framing.



**Figure 3 :** Art Work: Refik Anadol

**Source:** <https://refikanadol.com/works/sense-of-healing-ai-data-sculpture/>

### **The Role of Data**

AI systems are trained on huge datasets of present artistic endeavours. This reliance introduces moral concerns approximately originality and the replica of copyrighted content without permission.

### **Philosophical Implications**

The boundaries of creativity continue to be simplified and redefined. Some people continue to defend the notion that AI lacks intent and emotional depth—hallmarks of human artistry. Can a machine be almost creative, or is it simply reassembling styles that are already available

As the capabilities of AI increase, it is expected to play a larger role in the process of creativity. The systems of the future AI are expected to participate in more advanced forms of co-creation, which will broaden collaboration and expand human forms of artistic expression, Waghmare, S. S. S. (2025).

## **Changing Roles Of Artists**

### **From Creator to Curator**

The growing accessibility of image generators comes with a number of risks for artists, the primary one being the financial damage caused by businesses attempting to streamline the creative process, automation-centric. As these technologies are more and more able to produce high-quality visual content, artists are having to deal with the risk of being superseded in industries that value cost over creative artistry. This not only puts at risk an artist's source of income but also erodes the dignity associated with their artistry, effort, and ingenuity, Jiang, H. H., Brown, L., Cheng, J., Khan, M., Gupta, A., Workman, D., . & Gebru, T. (2023, August).

At the same moment, there an opportunity for AI to provide assistance regarding the new an evolving approach to traditional arts. A manual focused performance is no longer the primary practice since for most artist they have now become algorithm manipulators, as they refine an AI algorithm outputs to fit a pre specified personal data. Their work is now more concept than craft, where they work as a creative director.

### **New Skill Sets**

Artists must now understand programming, machine learning, and data science. Institutions like

MIT and RISD are integrating AI into their curricula, emphasizing interdisciplinary learning.

### **Democratisation of Art**

Generative AI enables aspiring artists and creators. Users can now generate art and designs using software such as DALL·E, DeepArt, and Runway ML without any advanced technical skills. This democratization of creativity allows people without any formal education and training in art to express and utilize their creativity and generate and obtain professional-grade content, Madhu, M. (2025).

### **Impact on the Art Market and Institutions**

#### **AI Art in Galleries and Auctions**

The sale of “Edmond de Belamy” and subsequent AI artworks at Sotheby’s and different prestigious venues shows developing institutional reputation. AI-generated art is now considered collectible and precious. This historic sale challenged the basic principles of copyright law and our understanding of authorship by bringing the question of who—or what—should receive credit for AI-created art to the centre of attention Chen, Y., 2024.

#### **NFT and AI Intersection**

Several entities in the online world now have new opportunities thanks to the existence of NFTs. Originally originating in the arts, NFTs have spread all over the world into sports, games, music, and collectibles. In modern times, NFTs have successfully been integrated into logistics, marketing, and healthcare Volosovych, S., Nezhyva, M. and Napadovskyi, I. 2025. The NFT (Non-Fungible Token) increase has in addition improved AI’s marketability. Artists mint AI-generated portions as digital property, now and again with coded interactivity or limitless generative outputs.

#### **Commercial and Branding Use**

Companies use AI art for branding, advertising, and product design. AI-generated visuals are fast, scalable, and adaptable to brand aesthetics, making them economically attractive.

## **Challenges and Criticisms**

### **Ethical Concerns**

AI-generated artworks may replicate copyrighted

materials, leading to legal disputes. Many American artists have taken legal action by challenging companies that sell image-editing software in a collective action lawsuit Jiang, H.H., Brown, L., Cheng, J., Khan, M., Gupta, A., Workman, D., Hanna, A., Flowers, J. and Gebru, T., 2023. Artists like Greg Rutkowski have publicly criticized AI models for training on their work without permission.

### **Loss of Human Touch**

Some critics argue AI art lacks the “soul” of human-made work. While technically proficient, AI creations may not convey the same depth of emotion or personal struggle.

### **Cultural Bias and Data Limitations**

There will always be bias in AI models. Therefore, it’s crucial to communicate. Any biases in the models should be displayed in the same way as the limitations of AI should be Khan, O. 2025. AI reflects biases embedded in its training data. If datasets are Eurocentric or gender-biased, the outputs may reinforce stereotypes or exclude marginalized voices.

### **Environmental Impact**

Training AI models, especially large ones, requires significant computational resources, contributing to carbon emissions and raising concerns about sustainability.

## **AI in Art Education and Pedagogy**

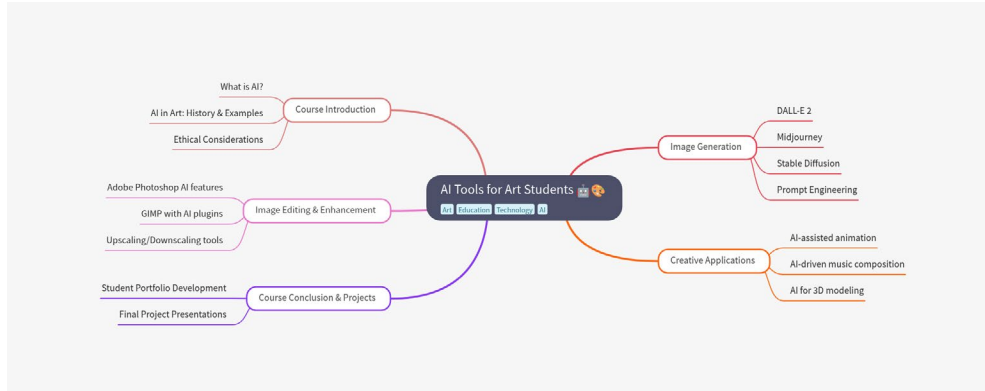
### **Integrating AI into Curriculum**

Art schools are beginning to incorporate AI into their programs. Students are encouraged to understand how AI can aid visual storytelling, enhance collaboration, and expand creative boundaries. Generative AI is a big step forward because it gives us tools for image synthesis, participatory design, and dynamic visual generation that make us think about what it means to be an author, an original, and a skilled worker Arslan, A., 2025.

### **Ethical Training**

In art education, depending too much on AI systems for assistance and feedback can make students less independent and less confident of their own abilities, which could make them less motivated and creative Zhang, W., Shankar, A. and Antonidoss,





**Figure 4 :** Mind Map: AI Tools for Art Students  
**Source:** Generated by mindmapai.app

A.,2022.. That’s why art teachers stress teaching students not only how to use AI, but also how to use it responsibly by knowing about things like data sources, authorship, and digital rights.

## Future Prospects

### *Collaborative Creativity*

The future likely holds deeper collaborations between human intuition and machine precision. Artists might “train” their own models, creating deeply personal AI collaborators.

### *Hyper-Personalization*

AI may evolve to understand individual user preferences and styles, generating tailor-made artworks. This personalization could redefine the idea of commissioned art.

### *Interactive and Responsive Art*

Using real-time data, AI art could become more interactive—reacting to audience movement, emotion, or speech, creating immersive installations and public experiences.

## CONCLUSION

AI hasn’t just given artists a new tool; it has completely changed the way art is made. AI is a completely new way of being creative, unlike earlier technologies that made artists more technically skilled. It doesn’t just help put ideas into action; it also helps come up with them. This challenges long-held beliefs about what creativity is, who owns

an artwork, and what makes something beautiful. This change has opened up more opportunities for people to make art, letting people who don’t have formal training or traditional resources make complex visual art. Therefore, the criteria for what makes someone an artist have become more open, letting more diverse voices shape cultural stories. But there are still philosophical and moral arguments that haven’t been settled. When people talk about AI art, issues of data ownership, copyright, authorship, and authenticity are still at the top of the list. These worries show that we need to think deeply about how society controls and values work that is made by or with machines. Still, AI has had a clear effect on visual art, and that effect is only going to get bigger as algorithms get smarter and easier to use.

In this digital age, artists are not limited to one-person shows; they often play a variety of roles, including collaborators, coders, curators, and even critics of the systems they use. As human intuition and machine intelligence come together, it seems that the future of art won’t be a battle between humans and AI, but rather a search for new ways to be and do art. For AI to really help art, it needs to push the limits of creativity, create new ways for people to express themselves, and change what it means to be an artist in the 21st century.

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