AI Art generated Musuem

Bryan Estevez

This
Executive summary

For my culmination project I would like to create an art exhibit in Unity using AI art, as a critique on how AI(Artificial intelligence) generated art is immoral without crediting artists work. I would train a (LLM) learning language model with pictures I drew as well as other students and create generated art with prompts from this language model. The art would be put into an exhibit in frames and titled with the prompt, and the player would simply walk through viewing these pieces. There would also be the original art that was referenced in another room.

The reason I want to do this is to show that although AI art seems like a magical tool, without the great art behind the tools, it is not going to come up with the grandiose pieces you see online, even though there are many artistic errors with AI art that is not seen by the trained artists eye. I have seen many people posting AI art in the past year and I think understanding the tech and the discourse around it has made me passionate about it's use both ethically and technology wise. Although I have moved away from art being my main focus for my career path, I enjoy art as a hobby and respect many artists still.

The project will involve myself, other students and peers who are artists, and also some open-source language models and tools to create my own AI art tools. These will all be key components because without these the project cannot be, and the whole point is to showcase AI art that is ONLY using art I have made or received with proper consent to use.

The way this will help me grow is by allowing me to have a great project to talk about and post to github. It will allow for coding in Unity, as well as working with AI and language models which are some of the latest things in the tech industry. It also allows me to bring all my interests together, art, gaming and programming all in one.

This will allow me to work more in the field of programming by creating a technical project while also tackling a social issue. Although I may look for a more conventional job, I really like some of the more creative projects that can be done with coding, as well as having a message on social issues behind these projects. Hopefully I can make more of these projects even if they are just for personal or portfolio usage.

Project Description

The researcher is looking to tackle the issue of ethical use of art in AI art. By using art that is from non-professionals, as well as intentionally bad, it will generate AI art of poor quality. Current AI tools are using art from many creators who did not consent to having their art on these training sets for AI art generation, and are also not properly even cited. This can set a bad precedent for artists by taking away from the way they make money, which is creating art, as there is so much art already out there and by combining all of it together there is near infinite ways to generate new art from it. By using purposefully mediocre art it will show that AI art is wholly based on the art used in its training sets, and show that without it AI art is not possible.

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Methods

- Open-source learning language models training
- AI art generation using prompts
- Using Unity to display art, and allow interactivity

Deliverables

1. Schedule of research and writing
2. Completed Unity game
3. Itch.io webpage dedicated to game
4. All art used for LLM
5. Unity based credits, as well as credits on Itch.io

Required resources

1. Macbook Air M2
2. Open-source tools Dreambooth and Stable Diffusion
3. Adobe Suite of tools
4. Unity Student Tool

Budget

Item	Estimate amount	Total spent
Macbook Air M2	1200.00	1306.00
Estimate	**$1200.00 Total**	**$1306.00**

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Schedule/Calendar

	A	B	C	D
1	**Estevez Gant Chart Table**			
2	**Task**	**Start**	**End**	**Duration**
3	Pick Topic	10/4/23	10/11/23	7
4	Research AI/ LLM	1/26/24	2/8/24	13
5	Art Generation/Gathering	2/9/24	2/19/24	10
6	LLM Input	2/20/24	2/27/24	7
7	AI Art Generation	2/28/24	3/3/24	5
8	Unity Project	3/4/24	4/1/24	28
9	Final Polish Game	4/2/24	4/19/24	17
10	Itch.Io website creation	4/19/24	5/3/24	14
11	Turn in	5/16	5/17/24	1

Proposed table of contents

1. Proposal
2. Culmination project agreement
3. Unity File for Mac/Windows
4. Itch.io link
5. Art used for LLM
6. Gant Chart with table