# Is Artificial Intelligence Making Artists Obsolete?

Not yet. You'll see other answers which show how bad AI art is. "Hey look, it got the number of legs wrong!" Here's the thing. It's really really new. It's improving every day, and not all AI art generators are the same. You can cherry pick a particular bad generation, from a particular underdeveloped AI model all you want. You're basically doing the same thing as holding up a 3 year old's crayon drawing as a representation of how bad human artists are. Give the 3 year old 20 years of practice. Give the AI 2 years. Six months ago, the favorite whipping boy was how badly AI could do hands. You'll noticed that those making that gleeful observation have gone strangely quiet lately

The most highly voted answer (e.g. the one that strokes are human ego the most) used a unicorn to demonstrate how bad AI can be. Let's do the same.



This was done on a home system with a model created by hobbyists. You can nitpick details, but you can do that with any painting, and at least some of them will be the result of concious decisions made by the person running the generation (aka artistic vision). This is V5 of the model. V1 came out a year ago. Now let's see what a professionally trained system (Midjourney V5.1) can do.



It's not exactly the laughable straw man (horse) that we see in other posts. While you can absolutely make AI generate bad images, or cherry pick bad ones (there's no shortage right now), the fact is that it can also create perfectly usable images for a variety of applications that you would normally hire an artist for. Will this mean that artists will become obsolete? Of

course not. We like to see automation as a one-to-one replacement, with the manager grabbing the back of the person's wheely chair and rolling them out to the sidewalk, then rolling a robot into their place. What normally happens is a much slower and subtle change; sometimes so slow and subtle that nobody notices. These automations become tools used by the people they're supposedly replacing. In this case, an artist might be tasked with presenting a variety of designs for a character. The artist is still using their artistic training to make decisions, but the slow drawing process is accelerated, although sometimes "tweeks" will still need to be made.

This often leads to a phenomenon known as elasticity in the market. Because artists are more efficient (and therefore cheaper for a give amount of work) more artistic projects get approved, and more passion projects get off the ground.



So we have two competing forces. One the one hand, a manager doesn't need to hire as many artists to get the same amount of artwork done. On the other, new ways and new projects become possible thanks to the increase in efficiency. It's very hard to tell which one will be the dominant force going forward. I predict we're going to see example of both, with large firms slowing hiring or laying off artists, and smaller firms or independent creators suddenly finding a voice.

Will there be more or fewer artists in the future? I don't think that number going to change a lot. People have always wanted to make art going back to long before we had money to pay them for it. The fact that AI can help us make it isn't going to stop us.



Oh yeah. The same argument applies to the "but AI can't do hands" argument. The memes being posted in other answers are 3 Midjourney releases old.This is what Midjourney hands look like as of September 2023. Even the hobbyist-made Stable Diffusion models (that can be run at home) are doing a pretty decent job at hands. They're within the range of quality that you get from paid artists