School of Art, Design and Media

College of Humanities, Arts, and Social Sciences

DM2012 Explorations in A.I. Generated Art

Eligibility: ADM & NTU (Minor In Artificial Intelligence)

Ina Conradi (Associate Professor)

G01 (63053): Tuesdays, 1630 - 1920 at ART-02-17





Learning Objective

Al and machine learning technologies are advancing at an astonishing rate, and these cutting-edge innovations and their applications are already embedded in our daily lives. Amidst this rapid development, what future visions do artists hold, and what will they achieve with Al? How do artists collaborate with Al, integrate it into our world, explore its impact, and express it through art?

(Ars Electronica 2024)

Content

This course is designed for artists, designers, and computer science students interested in applying machine learning in the creative industries. This course will introduce you to creating meaningful art and animation using the latest AI models, such as Runway Gen 2, Stable Diffusion, ComfyUI, Dreamstudio, and Adobe tools and many others . You will explore the unique artistic potential of AI and learn how to apply these technologies to the creative process for both inspiration and as a medium.

To find out more, please contact: ADM Undergrad@ntu.edu.sg