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Art Meets Intelligence: A Study of the Impact of AI on Traditional and Digital Art Forms

Himesh Baboolall*, Manish Arora**

**International Research Scholar (Mauritius), Dept. of Applied Arts, Faculty of Visual Arts, Banaras Hindu University, Varanasi, Uttar Pradesh, India. Email: sanjubaboolall@yahoo.com; himesh_b@bhu.ac.in*
***Professor, Dept. of Applied Arts, Faculty of Visual Arts, Banaras Hindu University, Varanasi, Uttar Pradesh, India. Email: amanish@bhu.ac.in; rmanish@bhu.ac.in*

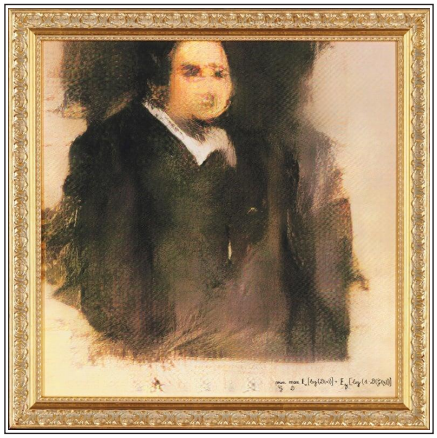
Abstract

This paper measures the expanding expressive capacities of Artificial Art Creation and traditional artistic approaches. The development of artificial intelligence artists brings forward crucial tools for creativity which influence the thinking of the artist, as well as the mechanics of production and presentation. First, the research takes account of the influence of AI technology on traditional arts of painting, sculpture and printmaking. Facilitated by AI collectors it allows artists to uncover novel ideas while practicing experimental methods of challenge-making and artwork-generation. AI technology has also expanded the boundaries of digital art, bringing new possibilities that were once unimaginable. Generative algorithms and machine learning can also be harnessed by artists to create unique digital art that can be incredibly time consuming to produce manually. This even extends to AI-generated portraits and interactive experiences that incorporate the audience. The research explores both the possibilities of AI and the challenges of AI. Authenticity, originality, and human creative input become key issues when machines begin to replace humans in entire creative roles which forces the art market to address ethical ownership of AI-generated artworks. Throughout its study the investigation shows how AI participates in creative making through its analysis of genuine artistic samples. This paper defines AI as the masterful realm of creativity which merges creative aspects to processed art thus making art more approachable for various perspectives. The deployment of machines for sociological enhancement produces a beneficial side effect for society.

Keywords—AI in Art, Human Intuition, Generative Art, Visual Creativity, Computational Design, Artificial Intelligence

I. INTRODUCTION

Art has regularly depicted the changes happening in society and technology over the years. With each advancement, from photography to advanced software, artists have adapted their methods of creating and displaying art. In recent years, artificial intelligence (AI) has emerged as an influential force in the creative industries, especially in the domains of digital music, generative visual art, and immersive virtual reality (VR). One frequently mentioned example is the AI-generated portrait Edmond de Belamy, which sold for about $432,000. The creative potential of AI and its legitimacy in the context of fine art were hot topics of discussion after this incident (Liu & Zhu, 2025).



Source: Christie's Images Ltd.

Fig. 1: The First-Ever Original Work of Art Created Using Artificial Intelligence to Come to Auction, Portrait of Edmond de Belamy (2018)

Rapid progress in the development of AI technologies, such as deep learning and generative models, such as GANs, diffusion models, and neural style transfer, has led to innovative creativity methods and pipelines. These are assistive tools for new visual outputs and interactive experiences that mix algorithmic intelligence and human expert input (Avlonitou & Papadaki, 2025). Although the body of research that exists in the domain of AI and art has progressively been growing, works in this field rarely combine traditional and digital art, even though they have many points of intersection. Traditional art includes forms found in analog media – painting and sculpture among others, or literature (Rani, Jining & Shah, 2025), while digital art consists of computer-generated images and interactive installations and algorithm-based design. However, not much is known about how AI influences these fields both similarly and differently, leading to a research gap.

Therefore, this work seeks to fill a significant gap of comparing what AI provides for digital and traditional arts. Being aware of this impact matters a lot to artists, curators, educators and those guiding laws about art.

The study is guided by the following research objectives:

- To examine the role of artificial intelligence in the creation and transformation of traditional art forms such as painting, sculpture, and printmaking.
- To analyze the application of AI in digital art, including generative techniques, interactive installations, and VR-based artworks.
- To assess how AI affects public perception, artistic authorship, and creativity in both traditional and digital contexts.
- To identify knowledge gaps and suggest future lines of investigation for multidisciplinary research on AI and art.

These goals aid in defining the structure and focus of the study. A detailed literature review follows the introduction, connecting earlier work, pointing out what is missing and highlighting both theoretical and practical gaps. Research methodology input includes a description of the orderly process used for choosing and reviewing literature. The Findings and Analysis section provides a summary of the results that are in line with the objectives that were specified. Key findings, ramifications for different stakeholders, and suggestions for additional research are included in the paper's conclusion.

II. LITERATURE REVIEW

The relationship between artistic expression and artificial intelligence (AI) has garnered significant scholarly attention in fields such as computer science, media studies, cultural theory, and psychology. Much of the existing literature focuses either on digital art facilitated by AI or on the philosophical and ethical implications of machine-assisted creativity. However, relatively fewer studies conduct comparative analyses of AI's impact across both traditional and digital art domains. This literature review identifies four major strands of scholarship—generative AI in digital art, AI-assisted traditional art practices, hybrid art forms, and ethical and theoretical debates—and highlights how the current study addresses the limitations in previous research.

A. AI in Digital Art and Generative Creativity

A substantial body of research explores the integration of AI in digital art production. Using neural style transfer or GANs, we can create original works that appear to have been made by a human. (Liu & Zhu, 2025) presented Creative Adversarial Networks (CANs), which highlights AI's ability not only to generate according to styles, but to also deviate from known artistic styles leading to mimicking creativity. (Cheng, 2022) also claims that AI has the potential to create artistic novelty, and posits that algorithms are capable of generating new artistic works that may be considered authentically innovative in the context aesthetics and deviation from norms.

Even the artists themselves are using AI-based tools more and more in their workflows. (Avlonitou & Papadaki, 2025) provide several case studies of modern-day digital artists using GANs, text-to-image generators, and AI animation software, producing incredibly complex aesthetically and contextually rich works. Their work highlights how AI tools broaden creative horizons, offering new combinations involving form, color and composition which perhaps don't correlate with what a human might think up. Jiang et al. (2025) also note that the implementation of AI in digital painting and virtual installations has expanded with the availability of open-source models and commercial software.

In addition to the capabilities, a number of scholars analyze the perception of AI-generated art. In a set of

empirical studies performed by Bellaiche et al., audiences consistently found art that is deemed as human-created more beautiful, creative, and meaningful compared with the same art deemed as the product of artificial intelligence (AI-created), providing the most significant field study evidence that AI-generated art is considered by people to be less beautiful, creative, and meaningful than identical art produced by humans (Bellaiche et al., 2023). These results have made known the further superiority of the human intentionality to appreciate art. On the same note, (Deng, Liu & Zhou, 2025) argue that although AI has the capacity to generate visually compelling images or artworks, it is not self-aware and intentional, which may be critical elements of creative legitimacy.

Despite these insights, most of the work in this area concentrates on digital-only outputs. There is a lack of comparative frameworks that assess how AI's impact differs between digital and traditional modes of artistic practice—a gap that this paper seeks to address.

B. AI and Traditional Art Practices

Parallel to the digital domain, AI has also begun influencing traditional art disciplines, although its role is more often auxiliary than generative. AI is frequently used in this field to support analysis, restoration, and design. For example, (Kong, Guo & Liu, 2024) describe how museums are using AI and augmented reality (AR) to improve visitors' interactions with classical paintings and sculptures. Users can investigate historical background, symbolism, and context in real time with interactive applications.

Source: AGO - Art Gallery of Ontario (Facebook)

Fig. 2: The AR App in the Anthropocene Project Brings the Exhibition to Life by Adding Layers of Context to the Already Rich Photographs and Films

(Rani, Jining & Shah, 2025) presents evidence that AI is transforming the preservation and transmission of traditional art by enabling high-resolution digital reconstructions and predictive restorations. For example, machine learning algorithms can reconstruct missing sections of murals or detect forgeries through brushstroke analysis. Correspondingly (King, 2002) illustrate that artificial intelligence (AI) supports the organizing and cataloging of traditional ceramic and textile patterns, making cultural observations more complete. This means that AI basically provides help for creators, but doesn't create the art itself. Unlike in digital art, where AI can autonomously produce entire pieces, its use in traditional art is more often aligned with assisting human experts in curatorial and educational functions. The differences in AI's function across these two domains underscore the need for integrated analysis—a need that the current study addresses directly.

C. Convergence and Hybridization of Media

More and more studies look at how AI enables the convergence of digital and traditional media to produce hybrids of art forms. The combination often occurs when digital artists adopt classical mannerisms or classical artists use digital methods. (Zeng, Rahim & Xu, 2025) discuss adaptation of the Ottoman styles of miniature painting under generative models creating the works of art that suggest the historical aesthetics but use modern computer methods.

Source: Adobe stock.

Fig. 3: AI-Generated Illustrations That Blend Ottoman Miniature Art with Generative AI Techniques

(Kong et al., 2024) also record exhibitions with the use of traditional Chinese scrolls in an interactive form with the help of AI-based projections coupled with the traditional non-moving form of content with the digital dynamic interpretation.

Source: www.vice.com

Fig. 4: Traditional Chinese Scroll Painting Comes to Life in an Algorithmic Animated Projection

Such hybrid apps indicate that not all artificially intelligent systems are bound to digital media, but they can be used as a connecting point between analog and digital creativity. These types of human-machine collaboration can promote creativity (Avlonitou & Papadaki, 2025) claim, but they do not undermine the uniqueness of human expression. This is because even when trying to explore new creative opportunities, there may be responsible human-AI cooperation, keeping the aspect of cultural authenticity intact.

Still, even scholarships are fragmented in case-specific studies, and only a few of them have tried to develop a generalized understanding of the manifestation of the process of hybridization in various cultures and under the influence of different technologies. Our research makes a step in this direction, bringing together this fragmented knowledge.

D. Ethical, Legal, and Theoretical Perspectives

The Growth of AI in art has created moral and legal dilemmas. These are the most significant of all the questions which can arise about authorship. Copyright laws in the majority of jurisdictions remain silent on transferring ownership and rights to AI because it is considered not an author (Alsswey, 2025). This is a particular problem during the collaborative project when human control can be minimal. There is also concern as to the training data used to generate generative models. These datasets can lack the permission to use copyrighted material and transfer such vulnerabilities to the resulting works of art (Jiang et al., 2025).

Theoretically, there is debate about whether AI-generated art qualifies as "art" in a traditional sense. Some critics argue that, lacking intentionality and emotion, AI creations are more akin to design or simulation than art (Deng, Liu & Zhou, 2025). Others, like (Edwards, Caldwell & Heaton, 2021), maintain that creativity need not be uniquely human and can be understood as a spectrum on which AI plays a significant role.

The majority of studies address these issues from a philosophical or legal perspective, despite this lively debate. Few look at how these discussions affect audience perceptions or how they vary in traditional versus digital artistic communities. This paper contributes to the literature by highlighting such variations and exploring their implications for future practice.

E. Identified Research Gap

Research has mainly looked into digital and traditional art by themselves and little attention has been given to observing their differences with AI. Furthermore, most of the literature overlooks the thoughts of makers and viewers, deciding to talk only about technology or theory. It is argued here that bringing together experts from different fields can better assess the effect of AI on creativity, perception and practice. By combining ideas from ethics, digital art and common preservation techniques, the study explains well the ways artificial intelligence is influencing the art world.

III. RESEARCH METHODOLOGY

This study employs a narrative literature review methodology to examine the evolving role of artificial intelligence (AI) in traditional as well as digital art contexts. A narrative review was selected for its flexibility and suitability in synthesizing diverse perspectives across interdisciplinary fields such as art history, computer science, media studies, and cultural theory. Unlike systematic reviews or meta-analyses that follow rigid protocols and statistical syntheses, a narrative review enables qualitative evaluation, interpretation, and integration of findings from a wide array of empirical, conceptual, and theoretical sources.

A. Search Strategy and Data Sources

A thorough search was conducted across scholarly databases including IEEE Xplore, Web of Science, Google Scholar, and Scopus. Only works published from 2018 onwards were considered, considering how quickly AI in art is progressing. Keywords and Boolean combinations used in the search included:

- Artificial intelligence and art
- AI in digital art or AI in traditional art
- Computational creativity
- Generative art
- Machine learning in art
- AI and cultural heritage

Backward snowballing was also employed to identify additional sources by examining the reference lists of key publications.

B. Inclusion and Exclusion Criteria

To certify that the examined studies are well-made and relevant, the following inclusion criteria were applied:

- Studies must address the use or impact of AI in either traditional or digital art domains.
- Publications had to be peer-reviewed and written in English.
- Articles could include empirical research, conceptual papers, case studies, or theoretical essays directly relevant to the topic.

Additionally, exclusion criteria were used to eliminate sources that:

- Focused exclusively on technical algorithm development without any artistic or cultural analysis.
- Were non-academic (e.g., blog posts, news media, or press releases).
- Did not contain substantial discussion related to the artistic or societal implications of AI.

C. Screening and Selection Process

The initial search produced over 300 results. These were narrowed down through a multi-stage screening process. First, the relevance of the abstracts and titles was examined. Irrelevant or duplicate entries were discarded. Full-text analysis was then conducted on the remaining articles. Some 50 to 60 strong studies in keeping with the main objectives were used to synthesize the research.

D. Data Extraction and Thematic Coding

From every publication included, this information was extracted:

- The purpose and scope of the study.
- The methodological framework adopted.
- Key findings and conclusions.
- Relevance to either traditional or digital art practices.
- Ethical, perceptual, or theoretical concerns related to AI use.

To organize the extracted information, a thematic coding strategy was applied. Codes included "AI in generative creativity," "AI as a design or preservation tool," "audience reception of AI generated art," and "ethical/legal debates." This thematic approach enabled cross-study comparisons and helped identify overarching trends, contradictions, and knowledge gaps relevant to the study objectives.

E. Review Framework and Rationale

Narrative review method provided the needed scope that is necessary to embrace diverse scholarly opinions even though some elements of systematic search methods were incorporated to ensure transparency and adequacy. In the case of an interdisciplinary subject such as artificial

intelligence in art, the elasticity of this approach enable the use of case studies, conceptual theories and empirical research findings to be used. This methodology therefore was able to disclose the technical affordances of AI in creative fields and the cultural implication that emanate out of the utilization of AI and the implications of the integration into the cultural discourse and therefore created a robust platform of synthesizing existing international scholarship on the issue.

IV. RESULTS/ANALYSIS

This section presents the findings of the narrative literature review, organized according to the four core research objectives stated earlier. The discussion compares the impact of AI across traditional and digital art domains, addresses creative processes and originality concerns, evaluates audience perceptions and ethical debates, and synthesizes insights on authorship and legal considerations.

A. Impact of Artificial Intelligence on Established Art Genres (Painting, Sculpture, and Printmaking)

Artificial intelligence in traditional art genres, such as painting, sculpture, and printmaking, is supplementary due to its ever-focused applications in augmenting, restoring, and educating, as opposed to creating autonomously. Some of these researchers focus on the fact that AI would upgrade the artistic process and not eradicate the artist. For instance, (Kong, Guo & Liu, 2024) highlight the use of machine learning to assist in art conservation—algorithms are trained to fill in missing portions of damaged paintings or to authenticate artwork through brushstroke analysis.

Virtual and augmented reality (VR/AR) are increasingly used in sculptural and installation contexts to help artists visualize and modify forms prior to physical production (Kong, Guo & Liu, 2024). This not only accelerates design but also reduces resource consumption. Predictive modeling is another feature of AI-supported tools that lets artists model the effects of surface treatment or color blending before using paint or carving supplies. Despite these advancements, it has not yet been demonstrated that AI can create excellent traditional artworks like bronze sculptures or oil paintings on its own without a great deal of human assistance. This finding confirms (Edwards, Caldwell & Heaton, 2021) assertion that while AI is capable of creatively recombining data, humans still control the manual and interpretive aspects of traditional art. Therefore, AI mainly acts as a creative assistant in traditional domains, increasing accuracy and speeding workflow, rather than creating original, stand-alone works.

B. Role of AI in Digital Art and Innovation

In digital art, AI assumes a more generative and autonomous role. Generative Adversarial Networks (GANs), neural style transfer, and diffusion-based models like DALL·E and MidJourney have allowed artists to create new images, animations, and multimedia pieces with limited input (Liu & Zhu, 2025). Artists frequently use these models to experiment with unpredictable aesthetic combinations, serving as a springboard for creative exploration.

Credit: David Schnurr. Retrieved from medium.com

Fig. 5: Mural Created with DALL·E 2

Source: www.actuia.com

Fig. 6: MidJourney AI-Generated Artwork Wins 1st Prize at Colorado State Fair

(Avlonitou & Papadaki, 2025) document how contemporary digital artists integrate generative tools into their creative workflows, emphasizing human–AI collaboration. Rather than replacing the artist, AI provides an expanded palette of possibilities—drafting compositions, suggesting palettes, and enabling real-time modification based on user input. (Cheng, 2022) supports this by arguing that AI systems capable of deviating from learned styles exhibit a form of algorithmic creativity.

AI is also necessary for immersive media experiences like interactive installations and VR-based storytelling. In these forms, which blend generative and experiential art, AI responds dynamically to audience behavior. AI creates content and acts as an interaction engine in these scenarios, creating new creative opportunities.

C. Impact of AI on Ethical and Originality Challenges

A major area of concern emerging from the literature is the question of authorship and originality in AI-generated art. Most legal frameworks, including those in the U.S. and EU, currently require human authorship for copyright protection. Consequently, artworks created solely by AI may lack legal standing unless there is "significant human creative input" (Alsswey, 2025).

Scholars have raised questions about originality when AI is trained on copyrighted or stylistically distinct human artworks without consent. (Jiang et al., 2025) and (Deng, Liu & Zhou, 2025) note the risks of unintentional plagiarism and cultural appropriation embedded in datasets. These concerns are amplified in creative industries where aesthetic mimicry could lead to legal challenges.

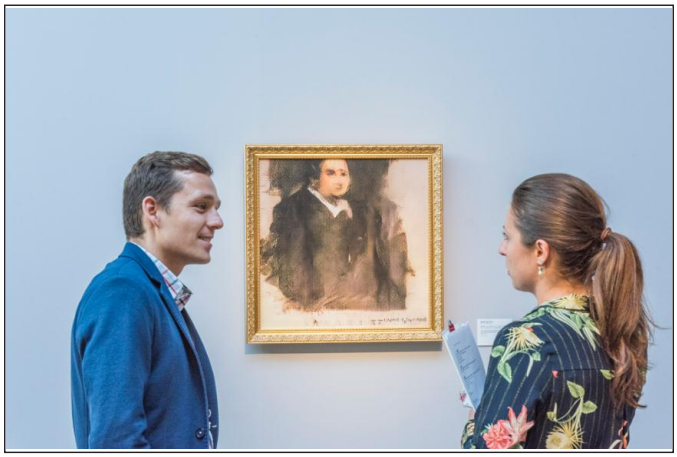
Theoretically, the issue extends to whether AI can be truly creative. Critics argue that AI recombines existing data and lacks the intentionality, context-awareness, and emotional depth that characterize human artistry (Deng, Liu & Zhou, 2025). Nonetheless, others, like (Edwards, Caldwell & Heaton, 2021), argue for a more expansive definition of creativity that includes machine behavior, provided the outcomes are novel and valued.

In digital spaces especially, where generative models produce thousands of artworks within seconds, questions about authenticity, plagiarism, and creative control remain unresolved. Because of these issues, stronger rules are needed for attribution, intellectual property rights and handling training data.

D. Audience Perception and the Cultural Acceptance of AI Art

Public perception plays a critical role in the acceptance of AI-generated art. Research shows that there is a general preference for works of art that are thought to have been made by people. When participants were shown identical artworks labeled as either "AI-generated" or "human-created," (Bellaiche et al., 2023) discovered that the latter consistently scored higher for creativity, emotional impact, and aesthetic value. Therefore, it appears that viewers find stories and authenticity to be very important.

Different opinions within art communities have been discovered: some embrace working with AI, but others worry it could take away from the cultural value of art (Avlonitou & Papadaki, 2025). According to (Cheng, 2022), the public controversy caused by Edmond de Belamy's Christie's auction highlights this tension nicely. Some critics thought that because the portrait didn't show emotion or have a real purpose, it couldn't be called art.



Source: www.france24.com

Fig. 7: "Edmond de Belamy" was Created without a Brush, but with a Computer and Algorithms, in an Apartment Just a Stone's Throw from the Gare du Nord in Paris

People may develop a different understanding of AI as they get to know more about what it can do. However, current attitudes reveal a bias toward the human

element in artistic creation—a factor that complicates the commercialization, curation, and exhibition of AI-generated works.

V. CONCLUSION

Emphasizing authorship, audience perception, morality, and artistic processes, the main goal of this study was to investigate how artificial intelligence (AI) is changing both traditional and digital art forms. This was accomplished by using a narrative literature review methodology, which allowed for the incorporation of various scholarly viewpoints from disciplines like media theory, computer science, art history, and cultural studies. The review, which drew from roughly 50 to 60 interdisciplinary sources, concentrated on peer-reviewed literature released between 2018 and 2024.

The analysis demonstrates that AI can have a versatile role in the art process. In digital art, especially in an area known as Generative adversarial networks (GANs), neural style transfer, and large-scale image-generation models, AI plays the role of a generative and self-governing agent. These tools enable artists to produce entirely new visual forms and interactive experiences. In contrast, within traditional art domains such as painting, sculpture, and printmaking, AI primarily serves as a supportive assistant—aiding in tasks like restoration, visualization, and audience engagement through VR/AR technologies.

The review also reveals critical concerns related to authorship, originality, and legal ownership of AI-generated art. Although artificial intelligence (AI) tools can imitate creativity by departing from learned patterns, it is still unclear whether these outputs, which are devoid of human intent, can be considered "art." Furthermore, studies on audience perception consistently demonstrate a cultural bias in favor of human-made art, underscoring the continued significance ascribed to intentionality and human expression.

The study comes to the conclusion that AI is a transformative collaborator that broadens the range of artistic tools rather than taking the place of human creativity. It encourages artists to rethink conventional concepts of creativity, ownership, and the definition of beauty in their work. As AI evolves, it will likely cause growth in both the artistic and research fields, making people rethink current practices.

VI. IMPLICATIONS OF THE STUDY

The findings have important effects for scholars, artists and members of the public. Thinking ahead and adopting good practices is crucial because AI has a big effect on how art is made, judged and experienced as its use in art grows.

A. Implications for Academia

This study highlights the urgent need for interdisciplinary academic engagement with AI-driven art. AI-generated art is a developing field of study that connects technological innovation and cultural expression for academics in disciplines like computer science, cognitive psychology, art history, and media studies. There is potential to develop new theoretical frameworks around machine creativity, expand curricula to include courses that merge art and technology, and conduct longitudinal studies that track the evolution of public perceptions of AI art (Bellaiche et al., 2023; Cheng, 2022). AI can help us confront the traditional canon of fine arts in art education as we move ahead.

B. Implications for Art Professionals

AI gives designers, curators and artists a new way to express their ideas as well as new challenges in their field. Artists can explore new boundaries of their creativity by trying out new tools to create interactive design, style generating and ideation. The practical application of AI may require upskilling digital literacy, working with software, and working as a team, however. The research demonstrates that the ways of attributing such paintings, pricing mechanisms, and exposure strategies have to be reviewed by the managers and curators of galleries concerned with artworks linked to AI. Such ethical issues as the transparency of the dataset and the attribution to AI should also be solved to preserve integrity in the art world (Jiang et al., 2025).

C. Implications for Society

AI art is transforming how people interact with and perceive artistic works at the societal level. AI will make culture more participatory and even more democratic in the access to artistic resources, and it will pose the

question of what originality, authenticity, and meaning are. Audience studies (Bellaiche et al., 2023) also indicate a possible unwillingness among the average population to accept machine-created art completely, illustrating the preference being on pieces made by humans. This illustrates a necessity of its public education to promote not only media literacy, critical thinking concerning the collaboration between humans and artificial intelligence, and the leading to informed consumption of culture. Enhancing AI art needs legislators, educators and museums to ensure that their stories touch on a wide group of people.

D. Cross-Sectoral Recommendation

What matters the most is how to take up AI responsibly in art and creative realms. In order to preserve the ethical, cultural, and emotional aspects that characterize art, stakeholders should cultivate settings that encourage cooperative human–AI creativity. Professionals and organizations can adjust to technological change without sacrificing artistic integrity by viewing AI as a creative ally rather than as a substitute for human inventiveness.

VII. LIMITATIONS AND FUTURE RESEARCH DIRECTIONS

Although the study gives useful knowledge about how AI affects art and creativity, it is essential to be aware of its limits. Knowing the limits of the study limits the study's findings and gives insight into which directions researchers should explore next. The following subsections identify the main limitations of this review and important areas that need further research to improve and expand our understanding of AI's role in traditional and digital art contexts.

A. Limitations of the Study

This study has a number of limitations even though it offers insightful information about how artificial intelligence (AI) and art interact. The process starts with a narrative literature review which is detailed but does not use statistical analysis. Thus, it becomes difficult to apply results generally, since the information depends on the amount and quality of published research.

Second, the review includes only English-language publications, which may result in the exclusion of valuable contributions from non-English-speaking regions, particularly in culturally rich artistic traditions where AI might be applied in unique ways. This introduces potential geographic and linguistic bias in the literature base.

Third, because AI is developing so quickly, the results are only a snapshot in time. This study may not fully capture recent advancements in generative models that have not yet been the focus of peer-reviewed research, such as diffusion-based tools or multimodal AI systems.

Moreover, the analysis is based entirely on secondary data; including artists', curators', and audiences' personal experiences and stories would have given a richer result.

B. Future Research Areas

Given these limitations, several directions are recommended for future research:

- Empirical investigations should complement literature-based insights by engaging directly with artists, curators, and audiences. Interviews, ethnographic studies, and surveys could provide nuanced understanding of how AI is being adopted in creative practices. Cross-cultural comparative studies are required to investigate how various cultural contexts influence the acceptance, interpretation, and incorporation of AI in art. These studies may show how various artistic traditions and sociocultural values interact with AI. Audience perception and reception studies should be expanded to assess emotional, psychological, and cognitive responses to AI-generated versus human-made art. Longitudinal research could track how these perceptions evolve over time as AI becomes more commonplace in creative industries.
- Legal and ethical scholarship is crucial to address open issues regarding authorship, ownership, and fair use in the AI era. Legal clarity is required to safeguard both original creators and innovation as generative models use public and private art datasets more frequently.
- Interdisciplinary partnerships between cognitive scientists, ethicists, and artists are encouraged to investigate the aesthetic assessment and emotional

resonance of AI art. These kinds of partnerships may also aid in the creation of reliable frameworks for evaluating machine creativity.

- Technical research should keep improving evaluation metrics in order to evaluate the uniqueness of generative outputs, differentiate AI-generated styles from human work, and create tools for transparent dataset documentation.

Overall, future research must continue bridging disciplines to understand AI's evolving role in the arts. In order to direct its development and cultural integration, rigorous and ethically based research will be crucial as the lines separating human and machine creativity continue to blur.

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