

AI-Generated Art: Insights from Professional Tradigital Artists

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Abstract - Artificial intelligence (AI) is increasingly influencing how visual artists create. This study examined how professional tradigital artists—those who blend traditional and digital media—engage with AI-generated art in their current practices. Using a qualitative case study approach, five professional artists were interviewed, and the data were analyzed thematically through the lens of Piaget's Constructivist Learning Theory. Four key themes emerged: (1) AI as a Tool for Efficiency, (2) AI's Contentious Role in the Art Community, (3) Balancing Traditional and Digital Practices, and (4) Human Creativity is Irreplaceable. Participants revealed that AI is integrated mainly for workflow optimization, not as a substitute for human creativity. Artists emphasized that while AI can enhance productivity and provide visual assistance, emotional depth, originality, and intentionality remain uniquely human attributes essential to art. The study offers timely insight for contemporary artists, educators, and institutions navigating AI in the arts. It is recommended that current artists use AI critically as a supplementary tool and that educational institutions integrate AI discussions into art programs. Furthermore, this study encourages future researchers to explore a quantitative approach to gather broader, statistically grounded perspectives on the role of AI in art.

Keywords: AI-generated Art, Tradigital Artists, Creative Process, Human Creativity

I. INTRODUCTION

The rise of artificial intelligence (AI) in creative fields has introduced both innovative opportunities and controversial debates. AI tools like DALL·E, Midjourney, and Adobe Firefly can generate visual content with remarkable speed and quality, influencing how artists conceptualize and produce work (De Cremer, 2023). While some celebrate this as technological advancement, others express concern that AI-generated art may undermine the value of human creativity, threaten artistic jobs, and blur the boundaries of authorship and originality.

Most existing research on AI-generated art focuses on its technical capabilities, commercial impact, or experimental integration in fields like design and illustration (Braguez, 2024). However, there is a research gap in understanding how professional artists—especially those trained in both traditional and digital methods (tradigital artists)—personally experience and respond to AI's growing presence in the art world. Studies often overlook how artists internalize, adopt, or resist these tools in their actual workflows, which limits the understanding of AI's role beyond surface-level innovation.

To address this gap, the present study explores how professional tradigital artists engage with AI-generated art, how they define its role in their practice and in the wider art community,

and how they anticipate AI's impact on the future of art. Guided by Piaget's Constructivist Learning Theory (1978), which views knowledge-building as an active, adaptive process, this study aims to offer nuanced, experience-based insights into AI's creative and ethical implications in visual arts.

II. LITERATURE REVIEW

This chapter explores relevant literature on AI-generated art, focusing on its impact on creativity, authorship, and artistic identity. It examines existing studies on AI in digital practices, professional artists' engagement with technology, and the role of Piaget's Constructivist Learning Theory in understanding how artists adapt to AI tools. By reviewing these discussions, this chapter establishes the scholarly context of the study and identifies gaps in existing research.

AI-Art Generators and its Process with Making Artworks

According to McFadden, 2023, artificial intelligence (AI) art generators are programs that generate artwork using machine learning algorithms. They can identify patterns and styles that can apply new images by learning from existing datasets (Gibbs, 2024). After analyzing and comparing the image pixels to the training image, AI generates a new work of art that matches the original (Rachel, 2023). Figure 1 and 2 show an example on how you can feed AI an art styles of a certain artist, just as like how AI programs got trained to replicate artist Sam Yang's art style.

Figure 1

Digital Artwork by Sam Yang

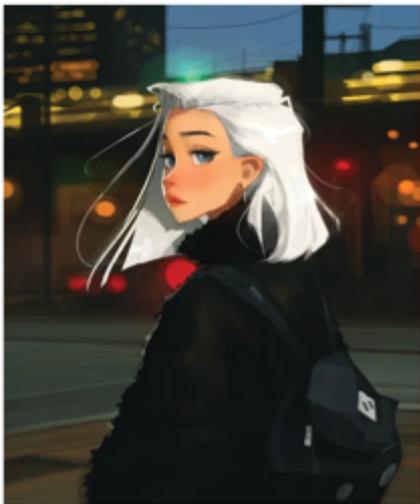


Figure 2

Trained AI Program Using Sam Yang's Art Style



The concept of Artificial intelligence (AI) is not new, artists began experimenting

Artificial intelligence (AI) creates new artwork based on user inputs, often in the form of text prompts. This process involves;

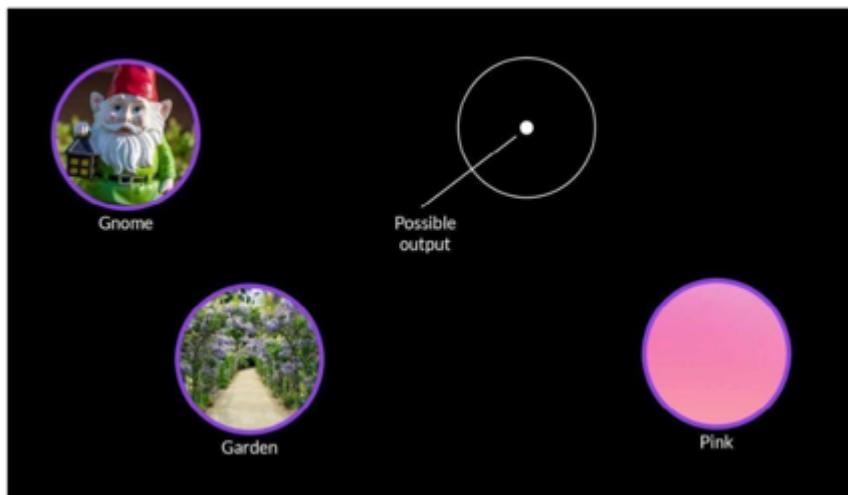
Input Processing. Instead of trying to sketch the image they want, people can just simply type a text prompt into the program, and it will generate the desire images (Kerner, 2023).

Latent Space Exploration. Artificial Intelligence (AI) arranges the features from training data in a multi-dimensional area known as "latent space", where it evaluates all the dimensions and saves space among hundreds of dimensions for the output (McLean, 2024).

For example, in Figure 3, it prompts with "a gnome in a pink garden." It identifies dimensions related to gnomes, pink, and garden elements. Artists or non-artist can simple type words to prompt in the AI Art Generator or App. By simply indicating the right words, Art Generators can produce the artwork instantly.

Figure 3

Diagram to Explain How AI Art Generator Prompts with the Inputted Keywords



Diffusion Process. This process involves putting the image in a garden or turning it into a gnome in a pink garden. A sequence of transformations makes the image more different from the original, producing a one-of-a-kind image of "gnome in a pink garden."

Figure 4

Generated Artwork from the Demonstrated Inputted Keywords



Understanding how to balance AI automation and creative human interaction is crucial. AI can offer fascinating creative ideas, but to produce more realistic-looking outcomes, it still relies heavily on human creative direction (Forberg, 2023).

Impacts of AI in Artistic Practice

Culture, art, and design have always been at the forefront of human development. The new era and innovation of AI is influenced by us influencing not only how people work, live, and interact, but also how people express themselves in design art and culture (Ahmad, 2023). With the rapid speed of advancement in technology, artificial intelligence (AI) can produce art, making it harder to distinguish between works created by humans and those created by machines (Scott, 2024).

Digital and Tradigital Art

Before the development of AI Art Generators, Digital and Tradigital Art were and still held its relevance. Between the 1990s and the beginning of the 21st century. Artists began experimenting with the digital medium long before the digital revolution was formally declared. However, the phrase "digital art" had gained recognition by the end of the century, and galleries and museums all over the world had begun to gather and host significant exhibitions of digital art (Paul, 2023).

Digital art bridges traditional artistic skills and modern technology, offering convenience and innovative possibilities. It is much more convenient than traditional art because it requires less setup and eliminates the need to gather supplies and most errors can be corrected with a single button press. The creative process involved in many digital art forms are comparable to those of their conventional counterparts such as painting and drawing, except for 3D animation which lacks. Compared to AI-generated art which is just done by a few types and clicks away, digital art requires a similar amount of time, thought, and effort to create, much like traditional art.

The convergence of traditional and digital art results in tradigital art. The term "tradigital" is used by American artist Dorothy Simpson Krause to describe works that bridge the gap between the traditional and digital worlds (Gollifer, 2000). By leveraging digital tools alongside traditional methods, artists can explore new possibilities and refine their techniques while reducing the pressure of making irreversible mistakes (Sweitzer, 2023). AI-generated art can be precise and consistent, but it may lack emotional depth and personal touch of traditional art. In contrast, tradigital art combines traditional techniques with digital tools, these methods meet the flexibility and endless possibilities of digital mediums.

Artificial Intelligence (AI) is becoming a powerful force that can shape spirituality and faith (Welch et al., 2023) Scholars note its impact on daily life and religious practice, suggesting churches use technology to enhance worship and attendance (Helfrich, 2024; Siamatendu, 2024). The Seventh-Day Adventist Church is engaging with AI to share its mission and connect with members while addressing moral concerns (Elejalde, 2023; Boling 2023). Through the Adventist Laymen's Services and Industries (ASi), committees have been formed to study AI-driven methods, reflecting the church's history of adopting new technologies (Libna, 2024). Yet AI presents both benefits and risks: some argue it weakens faith (Cockrell, 2024), while others see it as a tool for advancing God's work despite ongoing tensions (Heilfrich, 2024). This underscores the need for careful and spiritually guided use of technology, consistent with Ellen White's call for truth-filled communication and biblical principle in Philippians 4:8.

III. MATERIALS AND METHODS

This study used a qualitative case study design to explore the insights of professional tradigital artists regarding the integration of AI-generated art in their creative workflows. The methodology includes clear subsections detailing the research design, sampling method, instruments used, data collection procedures, analysis strategies, and ethical safeguards.

1. **Research Design:** The study adopted a qualitative case study approach to gain an in-depth understanding of how professional tradigital artists perceive and use AI-generated art (Heale, 2018). This design enabled the researchers to capture the complexity of individual artistic experiences and explore nuanced insights that cannot be quantified. The study was guided by Piaget's Constructivist Learning Theory (1978), which emphasizes learning through active adaptation and internal knowledge construction.
2. **Participants/Data Sources:** The population of this study consists of professional tradigital artists—those who combine both traditional and digital art in their practice—who also have experience using AI art generators. The researchers used purposive sampling to select five participants who met specific criteria: each held a degree in Fine Arts, Multimedia Arts, or

a related field; had relevant experience in both traditional and digital art forms; and had used AI tools in their artistic process. Participants also had to be actively working in the visual arts industry or academia. Individuals were excluded if they specialized only in traditional or digital art without crossover experience, lacked engagement with AI tools, or held art-related roles that did not involve active creation (such as curators or marketers). This sampling method ensured that the study gathered detailed insights from participants who were both knowledgeable, and experienced in this subject.

Table 1. Profile of the Participants

Participants	Gender	Age	Work Experience	Degree
Participant A	Female	24	2 years' experience as a graphic designer	Bachelors in Multimedia Arts
Participant B	Female	24	3 years' experience as a graphic designer and consultant	Bachelors in Multimedia Arts
Participant C	Female	34	8 years' experience as a graphic designer and 2 years' experience as a senior art director	Bachelors of TraDigital Fine Arts - Visual Communication and Design
Participant D	Male	36	4 years of experience as a graphic designer and 3 years' experience as a multimedia supervisor	Bachelor of Tradigital Fine Arts - Visual Communications and Design
Participant E Tradigital Fine Arts Professor who frequently uses AI Art Generators	Female	35	5 years of experience as a graphic designer, 3 years' experience as an art director, and 5 years of experience as an AUP Tradigital Fine Arts professor	Bachelors of TraDigital Fine Arts - Visual Communication and Design

- Tools and Instruments:** Data were collected through semi-structured interviews guided by a set of open-ended questions developed by the researchers (Adeoye-Oladunte, 2021). These questions aimed to uncover how the participants utilized AI in their workflows, how

they perceived AI's influence in the art community, how they balanced traditional and digital methods, and how they envisioned the future of AI in the creative field. Interviews were conducted either in person or online, depending on the availability of the participants. With informed consent, all sessions were audio-recorded to ensure accuracy. Participants were also encouraged to share samples of their artwork that involved the use of AI, which provided visual support for their verbal responses.

4. **Procedures:** Before data collection began, the researchers secured ethical clearance from the Ethics Review Board of the Adventist University of the Philippines. Each participant was informed of the study's goals and procedures and provided written informed consent prior to participation. Interviews were conducted at scheduled times and recorded with participant permission. After transcription, the researchers employed participant validation by asking participants to review their transcripts and confirm the accuracy of both their responses and the researchers' interpretations. This helped ensure the trustworthiness and authenticity of the data.
5. **Analysis Techniques:** Thematic analysis was used to analyze the interview data, following Braun and Clarke's (2017) six-phase approach: familiarization with the data, generation of initial codes, searching for themes, reviewing themes, defining and naming themes, and producing the final report. Thematic patterns were identified across participant responses, and major themes were developed based on recurring ideas and language. These themes included the use of AI as a tool for efficiency, its contentious role in the art community, the balance of hybrid workflows, and the belief in the irreplaceability of human creativity. The use of Piaget's Constructivist Learning Theory (1978) informed the interpretation of these themes by framing how artists adapt, learn, and evolve through the integration of new technologies like AI.
6. **Comparative analysis:** This was also used to examine the differences of AI use within different artists in their own respective fields, the analysis focused on the following themes; Creativity, Authorship, and the Technical process.

IV. RESULTS AND DISCUSSION

This chapter presents the findings of the study based on the thematic analysis of interview data gathered from five professional tradigital artists, including a professor of tradigital fine arts who adds AI as an art medium to their artworks. The analysis yielded four major themes that reflect participants' perspectives and experiences with AI-generated art. Thematic findings are interpreted through the lens of Piaget's Constructivist Learning Theory (1978), which emphasizes that individuals actively construct knowledge through interaction with their environment, experience, and reflection.

A. Figures and Tables

Table 2. Summary of Emergent Themes and Their Relation to Research Questions

Research Question	Themes	Subthemes
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1. How do professional tradigital artists integrate AI into their creative process?	AI as a Tool for Efficiency	<ul style="list-style-type: none"> ● AI for Task Automation ● AI for Quality Control ● AI for Minor Fixes
2. How do professional tradigital artists view the role of AI in the art community?	<ol style="list-style-type: none"> 1. AI's Contentious Role 2. Perceived Threat to Authenticity and Creativity 	<ul style="list-style-type: none"> ● Point of Conflict ● Ethical and Regulatory Concerns
3. How do professional tradigital artists balance traditional and digital elements?	Hybrid Workflow	<ul style="list-style-type: none"> ● No Disruption in Tradigital Practices
4. How do professional tradigital artists see the future of AI in art?	Human Creativity as Irreplaceable	<ul style="list-style-type: none"> ● Potential Threat in Human Creativity

1). *Subsection Level 3*

AI as a Tool for Efficiency

Many participants acknowledged AI primarily as a powerful tool that enhances efficiency in the creative process. Artists described how AI-assisted programs streamline routine or repetitive tasks such as color matching, background generation, or preliminary sketching. This theme highlights AI's role in freeing artists to focus more on conceptual development and fine details, ultimately accelerating project timelines without compromising artistic intent.

AI's Contentious Role in the Art Community

The emergence of AI-generated art has sparked significant debate among artists, curators, and critics alike. Participants expressed mixed feelings about AI's place within the traditional art ecosystem. Some viewed AI as a disruptive force that threatens the authenticity and value of human-created works, while others saw it as a revolutionary innovation that challenges and expands the boundaries of artistic practice. This theme captures the tension and evolving discourse surrounding AI's legitimacy and ethical implications in the art world.

Balancing Traditional and Digital Practices

Artists frequently emphasized the importance of integrating traditional art techniques with digital innovations, including AI. Many participants reported maintaining a deliberate balance between handcrafting and digital assistance, viewing this hybrid approach as a way to preserve craftsmanship while embracing new technologies. This theme reflects artists' adaptive strategies to harness AI's benefits without abandoning foundational skills and personal expression.

Human Creativity is Irreplaceable

Despite recognizing AI's capabilities, all participants unanimously agreed that human creativity remains central to meaningful artistic expression. The intrinsic qualities of imagination, emotional depth, and conceptual nuance were seen as uniquely human traits that AI cannot replicate. This theme underscores a prevailing belief in the irreplaceable role of the artist's vision and intentionality, positioning AI as a complementary, rather than substitutive, force in the creative process.

2). Subsection Level 4

Comparative Analysis of Participants' Perspectives

The five participants in this study expressed a diverse yet interconnected views on the role of AI in art. Their insights reveal both shared understandings and differences on how AI is positioned within the creative process and the wider art community.

- **Participant A-** views AI primarily as a supportive tool for efficiency. She emphasized its value in pre-production tasks but is cautious about its impact on the authenticity of her work, expressing concern about being mistaken for only producing AI-generated works.
- **Participant B-** She strongly criticized AI's role in art, explaining that it undermines the integrity of an artistic effort. She sees that those who rely solely on AI cannot be considered as true artists, stressing on her concern that authenticity and originality of both ideas and artworks are being compromised.
- **Participant C-** took a more balance view on this issue. She acknowledged AI's usefulness in commercial and branding contexts but stressed that it should not be seen as a something to establish one's own creative personality. She compared the rise of AI to the emergence of photography, which the later was initially met with fear but later on was accepted as another creative medium.
- **Participant D-** He recognized AI's ability to enhance work efficiency and help artists overcome "creative blocks", yet he expressed anxiety over its potential to reduce jobs and weaken creative drive of artists. He explained that, AI lacks the "soul" of art, which remains rooted in human emotion and experience.
- **Participant E-** As an educator, she provided a perspective grounded in both practice and pedagogy. She viewed AI as a practical aid that significantly reduces production time and provides some valuable references for artists and clients. However, she explained that this topic is still a controversial issue in the art community, noting that opinions remain divided on whether AI should be embraced or resisted by artists.

Despite their different perspectives, all participants agreed that AI cannot replace human creativity. It was repeatedly emphasized that a meaningful art is rooted in the lived experiences, emotional depth, and personal connection are qualities that AI cannot replicate. Therefore, there is a shared understanding that while AI is an efficient tool, the authenticity and genuineness of an artwork remains dependent on human imagination and expression.

V. CONCLUSION

The significance of the research findings lies in the insight of professional tradigital artists. The research aimed to enhance the understanding and application of AI generated art to help visual artists, organizations, and art instructors by offering professional tradigital artists perspective on the creative process with having experienced using AI art generators.

This study is designed to explore the insights and experiences of professional tradigital artists concerning AI-generated art. The research focuses on understanding how these artists define and conceptualize AI-generated art, as well as examining the benefits and challenges they associate with the integration of AI as a tool for creativity.

Using Piaget's Constructivist Learning Theory (1978) as a framework, this study shows that professional tradigital artists actively construct and adapt their workflows in response to AI. They assimilate AI tools for practical support but resist allowing AI to dictate their creative identity or decision-making.

This dual approach reflects a broader philosophical stance: AI may enhance artistic production, but it cannot replace the emotional, cognitive, and experiential essence of human art. The results affirm ongoing tensions in the digital art space—between innovation and integrity, assistance and authorship, convenience and creativity.

Participants call for ethical regulation, educational awareness, and critical AI literacy in the arts. The findings offer valuable insights for educators, institutions, and future researchers on integrating AI tools without compromising creative values.

On the comparative analysis, it highlighted on both the diversity and similarities of perspectives among the participants. Although each participant approached the AI matter differently, from skepticism to careful acceptance of it, they all emphasized on the irreplaceable role of human creativity.

Future research should explore the evolving relationship between tradigital artists and AI, especially as technology advances. Understanding the diverse artist perspectives is essential to understand discussions on AI in art. Researchers could also pursue quantitative studies on AI's impact on creativity, satisfaction, or audience response. Expanding this inquiry to other creative fields like music, literature, film, or IT may uncover unique interdisciplinary insights. Learning how artists from various fields engage with AI can deepen understanding of its ethical and creative implications. Educational programs and workshop may also help artists navigate AI as a creative partner.

AUTHORS' CONTRIBUTIONS

The main authors; Maderic Bautista and Kane Fabon equally contributed to the conceptualization and development of this study. The both conceptualize the title and idea of the thesis. Maderic led the methodology design, data analysis, literature integration, and original writing draft. Kane focused on data interpretation, data gathering, documentation, and literature editing. Ms. Sunshine Cervantes, a co-author and instructor, provided academic supervision, critical feedback, and editorial support throughout the research writing and process.

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