

The Artificial Intelligence And Its Impact On Computer Graphics

Mikail Aziz (Mika)

Swami Vivekananda University
Mika.azizi@Gmail.com

Abstract:

The creative world Artificial Intelligence is parallelly expanding its dimension with growth of science and technology, hence it's the matter of discussion whether Artificial Intelligence is helping or destructing the creative world, putting light on the issue is a matter of discussion among Scholars, Artists and Industrial giants. Although it's a valuable asset in artistic world which helps the creativity to grow up to the greater heights in the field of computer graphics, undoubtedly the help of Artificial Intelligence has opened a wide space of creative variety and multi-dimensional, well-polished and galvanized look and feel in the field of digital art and computer graphic and animations film industry. The use of Artificial Intelligence has broken the jinx of time bound production style in the media, arts, film making, medical science, data driven services system. The quickest response and output created by the help of AI is massively applauded by the different sectors. Like in Medical science it has been a tremendous help to the technicians to find out symptoms through AI. While in the Computer Graphics and Animation film industry which feels the heat of growing footsteps of Artificial Intelligence, it has driven a sense of insecurity among artists, Animators and filmmakers that it may adversely affect their skills as well. We have seen the performance of AI in Computer generated graphics through Artificial Intelligence It has a wide range of creative source but it dependent on the creative skills or creative data which is provided during the time of manipulation, as we all know it's a data driven tool, in creation of creative data the creative artist/supervisor or

director plays the key role in creation of artistic image or a story. The use of Artificial Intelligence is merely dependent on creative heads or the commanding artist who are guiding and manipulating the key creative directories.

Keywords

Artificial Intelligence, Computer Graphics, Creative Arts, Medical Science, Film making, Artists, Supervisors, Directors, Data Driven Tool, Commanding Artist, Creative Variety, Growing Footsteps, Data Manipulation, Creative Directories.

Introduction

When we hear the word Artificial Intelligence it creates the sense that something Computer generated, Fresh/charming and well-polished output we are going to experience. The idea somewhere fits the thoughts but in some cases it's not as impressive as we think, to experience this in the field of Computer Graphics or Animation or Creative industry we need to see some of its valuable research through the lens of creative research decade after decade. Here we'll discuss its origin and experiments in earlier stages of the Research and development era. Now in many productions the research and development with AI tools is being conducted on a war footing for the improvement of storytelling to animation to motion graphics. Storytelling with computer graphics with the help of AI is a massive area of R&D in many giant production studios where thousands of artists are working with the flow of productive output and maintaining deadlines which often occurs during the pressure creating process. In productions, where storyboard artists are creating the visual stories through frame by frame images. When artists are drawing manually and digitally frame after frame to help the animators and other artists. Just to reduce the pressure situation in production studios. Many studios in Europe and US have started taking help of Artificial Intelligence in Computer Graphics and Animation. We can mention some names of big players of animation productions like Warner Brothers, Walt Disney, Moving Pictures Company, DreamWorks Studios are prominent names in the field of Animation and Computer Graphics production. During the 2nd decade of the 21st

Century when the technology was moving head to head in the field of graphics art computer generated animation and computer graphics. Scientists and Creative artists, animators were constantly working hard to bring AI into life, where experiments were conducted to create quality output within a short span of time, some where it was a success story for the graphic world, but the breakthrough is still awaited in the animation sector. When Artificial Intelligence clubbed with the animation process, it's still an area of research for the scientists to maintain the consistency in sequence of motion pictures.

Methodology And Challenges

The methodology and challenges in animated movies and computer graphics are wide open. It's a matter of concern among the artists and computer engineers along with AI researchers that how the data or coding will align with animation characters. This research will take us to the very beginning when Artificial Intelligence is at its origin point. It'll be a great interesting point to study the origin and thought process of AI, where it first occurred and when its founding father got the idea to create such a tool back in the mid of the twentieth century. Back in 1956 Prof. Dr John McCarthy of Dartmouth College sent out the invitation to the number of researchers, Data Scientists and computer engineers to join him during the summer camp of Massachusetts Institute of Technology and Stanford University. For the development of the computer-generated data base Artificial Intelligence we can call Prof. McCarthy as the pioneer of Cryptography and programming language. Although the research with his team of scientists with the help of computer robotics and programming language which had been planned out by Prof. McCarthy failed to provide the computer engineers to develop the programme that describes how a human mind thinks in the same way he was trying to build the computer at that early stage. It was almost an undoable kind of process and challenging as well for scientists to build such an ecosystem through limited resources. After the long and tiring marathon research the group of scientists failed to come to conclusion or that the programme could be developed because of the lack

of available programming ecosystem. But the researchers' thrust didn't stop the spirit of scientists to develop the idea of Artificial Intelligence. The use of AI was a crucial part during the Cold War because human transition was the hardest possibility for countries which were principal opponents. During that period the data or secret data has played a pivotal role to counter the theories of conflict. Although the research has gained pace during the post-Cold War era. When the graphic blueprint was gaining its footprints across the technological advancement throughout the world. It was the most challenging part when artists were collaborating with the technological world to blend creativity with technology.

Conclusion

After a lot of advancement in technology the creative world has gained the sense of blending technology with creativity. where designs are mostly taken over by Artificial Intelligence it has already created a vacuum in the creative field or in the world of Computer Graphics. The tragic signals have been the cause of insecurity among the artists community to gain momentum in the creative dimension. The AI has taken over the creative advancements in the world of designs but it has the issues of coding the designs. If we talk about the Artificial Intelligence advancements in the field of Animations or Computer Graphic movies, the AI is still lacking the perfections. Creating a single frame image is giving an outstanding result through the AI. But when it comes to creating the series of images of similar characters it has a lot of issues of consistency. Animation through AI is still an uphill task for the researchers and animation productions across the Globe. Even though many small productions are developing animated shows for the kids through the help of Artificial Intelligence that also has the problem with consistency of the characters of props, by keeping in mind these major problems of productions are still trying to find solutions to overcome the issues.

References:

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The Birth of Artificial Intelligence: Inside the 1956 Dartmouth Conference That Changed the World

Personal experiences shared based on project-based works, (working experience on various series.)