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# The Role of Experience in the Use of AI as a Tool for Artistic Production: The Case of Suno and Flux

Diego Nicolás Romero Mascaró<sup>\*†</sup> and Calcagno Esteban Ramón<sup>1</sup>

<sup>1</sup>Universidad Nacional de Quilmes – Argentina

## Abstract

In this article, we will review the relationship between experience and artistic production using the artificial intelligence tools Suno and the workflow formed by Flux and ComfyUI. Suno is a novel AI tool developed for music creation. The tool includes two main modes of music generation: **Bark**, which focuses on vocal generation, and **Chirp**, used to generate accompaniments, allowing users to choose different creative styles and atmospheres according to their individual needs. In this case, we will focus on its use in the domain of music for audiovisuals.

Flux is an AI model for generating images developed by Black Forest Labs, the creators of Stable Diffusion. It is a hybrid architecture that combines diffusion and transformation techniques, with up to 12 billion parameters. Flux uses text prompts to create high-quality images. In comparative tests, Flux models have outperformed other models like Midjourney v6.0, Dall-E 3 (HD), and SD3 Ultra in visual quality, size/aspect ratio variability, typography, and output diversity. Flux also features a large language model (LLM) called **Flux Copilot**, trained within the project to provide feedback that helps design faster, safer, and more complex PCB boards. **ComfyUI** is a powerful graphical interface creator, and when combined with Flux, it allows for intuitive workflow creation for image generation using AI models. In this article, we have used this workflow for the generation of educational material, particularly related to the confirmation or rejection of stereotypes, as well as for proof-of-concept tests in digital art creation.

In this context, we will explore how an artist can take advantage of accelerating creative processes with these tools, while also considering how prior experience in material knowledge and creation can be crucial for achieving a successful creative product. Along the way, we will review some historical precedents of technologies that were disruptive and resisted in the history of art, drawing parallels to current tensions between artistic creation and the use of AI.

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\*Speaker

†Corresponding author: [diego.romero.mascaro@unq.edu.ar](mailto:diego.romero.mascaro@unq.edu.ar)