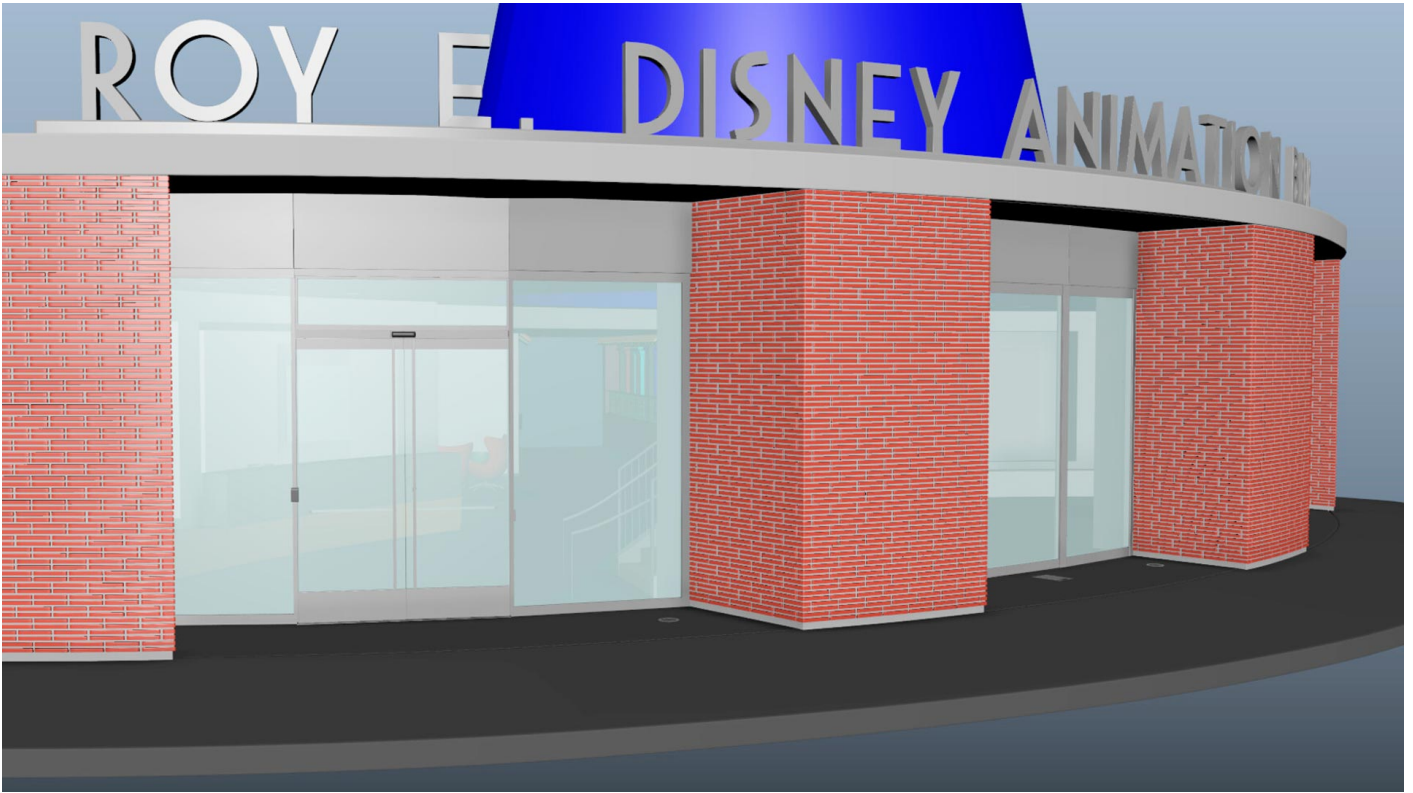# Disney 3D artist gives tips on how to use AI in digital design

His adoption of **artificial intelligence** (AI) as a work **tool** brought [**Luis Labrador**](), a 3D artist at [**Walt Disney Animation Studios**](), to speak to Digital Art students at Tec de Monterrey.

The *craft leader* participated in the [***Future Frame***]() event on the Monterrey campus with a talk entitled *My Path in the Industry*, in which he shared **4 tips** about how to take advantage of **AI in digital design**.

Future Frame, organized by the School of Architecture, Art, and Design, took place on May 25 and 26. It brought together specialists from different **creative industries** to share their experiences.

*"Don't try to fight AI. We need to **use it to improve** our artistic abilities and make them more complete,"* the speaker suggested.

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Labrador has gained international recognition and some of the films that he worked on, such as *Encanto, Frozen, Big Hero 6,* and *Spiderman 2*, have won **Oscars**.

Below, CONECTA shares the artist's tips for making the best use of AI in digital design:

1. Focus on your goal

While artificial intelligence provides various tools with which to work, Labrador said that it is important to **focus** on the material you need.

*"Focus on what affects your work and **play with it**. If it's specialist artificial intelligence for artists, those who're going to use it and take advantage of it are artists,"* said the speaker.

https://www.instagram.com/p/CboTySjFUvU/

2. Explore AI sites

One way to learn about artificial intelligence trends, Labrador recommended, is to follow people sharing information about the subject on **YouTube**.

*"There are also sites like **Future Tool AI** that shares AI tools and classifies each by discipline, such as audio and visual, to name just two,"* suggested the modeling supervisor at Disney.

3. Create your own scripts

If you are looking to model in 3D with ***Autodesk Maya***, the digital artist said that you can use **ChatGPT** to generate a script and add it into your work.

*"Maya uses the **Python** programming language. You can use ChatGPT within Maya to create your own tools,"* Luis remarked.

Maya is professional 3D software for creating characters using **animation tools, scenes, and 3D objects**. It also includes intuitive modeling tools and realistic effects.

https://www.instagram.com/p/B76Wa5zgznR/

4. Changes in AI

Labrador said making small changes to artificial intelligence is *"difficult or almost impossible."*

"If I show (a product) to the director and he tells me 'make the window smaller, change the background, or make an object move,' good luck seeing if you can do it.

*"The production model is based on interaction, so the system is not yet ready for large-scale productions. **It will be in the future**,"* said Luis.

The digital artist also worked with **Sony Pictures Imageworks** as *Senior Character Modeler* in the visual effects department and at **DreamWorks Animation** as *Senior Modeler* in the animation department.

We need to use AI to improve our artistic abilities and make them more complete." - Luis Labrador

About Future Frame

Future Frame is the **first national conference** organized by the Digital Art program at Tecnológico de Monterrey.

It featured **more than 20 talks** by national and international speakers, a creative industries business fair, and participation from students at six Tec campuses.

*"We worked on the event so that it would **further promote the degree** and include different topics of interest to students,"* said Germán Vázquez, director of the **Bachelor of Digital Art** course at the Monterrey campus.

Some of the talks offered included **programming**, the **video game** industry, and **VFX**.

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