IJIREEICE ISSN (O) 2321-2004, ISSN (P) 2321-5526

International Journal of Innovative Research in Electrical, Electronics, Instrumentation and Control Engineering

Impact Factor 8.414 ⁜ Peer-reviewed & Refereed journal ⁜ Vol. 14, Issue 3, March 2026

DOI: 10.17148/IJIREEICE.2026.14362

AI-Assisted Art Critique Platform

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Abstract: The current art critique platforms present two main problems which stem from their absence of AI-driven feedback system and their inability to assess all available media formats and their basic analytical capabilities and their lack of community features and personalization options. Accessibility and complete artist progress tracking systems receive insufficient attention from numerous organizations. The project seeks to develop an innovative art critique platform which uses AI-generated feedback to assess artistic progress through its ability to analyze multiple multimedia artwork formats which include images and videos and 3D models. The platform uses React.js for its frontend development and Node.js with Express.js for backend operations while employing MongoDB for database functions and Python (Flask) or external APIs to deliver AI-based assessments. The platform enables artists to create accounts which allow them to upload different artwork types while receiving immediate automated feedback through the integrated AI system. Users can engage in peer assessment activities, participate in collaborative critique discussions, and discover mentors who will assist them in their growth process. The system provides users with advanced analysis tools which enable them to track their development and skill growth throughout different periods, while the system's personalized critique matching, which works with its strong accessibility features, creates a welcoming space that accommodates artists from all backgrounds and skill levels.

Keywords: AI-assisted feedback, Multimedia artworks, In-depth analytics, Group critique sessions, Progress tracking, Personalized critique matching, Inclusive environment

I. INTRODUCTION

Art critique functions as an essential part of the artistic process because it enables artists to reflect on their work while developing their skills and advancing their creative development. Traditional modes of art critique can be useful, but can also be limiting due to their availability, being subjective, and not providing immediate feedback to the artist. Digital platforms today that offer an avenue for critiquing art typically consist solely of static images and have limited analytical capabilities. Many do not have adequate amounts of AI technology to provide artistic, real-time, and personalized feedback, have limited support for multimedia types of artwork such as video and 3-d models, and do not foster a culture of support amongst artists of different skill levels.

As a result of the rapid evolution of AI technology, there exists an unprecedented opportunity to transform the traditional critique of artwork into a much more innovative process by providing instantaneous, individualized, and data-driven feedback. This study proposes the creation of a fully AI generated platform for critiquing artwork, that addresses the deficiencies of the traditional critique of artwork. The platform will provide an avenue for artists to upload a variety of multimedia styles of artwork, including video and 3-d artwork, and receive constructive critiques from AI algorithms. Additionally, the platform will include a focus on community involvement in critiquing artwork through peer-rated reviews and group critique sessions to facilitate continuous improvement and grow as an artist.

The platform combines artificial intelligence algorithms to evaluate modern artistic content through the examination of both traditional 2D images and video and 3D model artworks. The AI critique engine uses deep learning technologies through convolutional neural networks and transformer-based models which provide art feedback that maintains specific contextual details about different artistic styles. The platform creates an active artistic community through its peer review systems and live group critique sessions and mentor matchmaking features which create a space where artists can develop their skills. Artists can track their development through advanced analytics while the platform provides accessibility tools that enable all creators to use the platform regardless of their abilities or backgrounds. The solution uses a complete method which combines artificial intelligence-powered analysis with educational and social elements to solve major problems that current art critique systems face thus revolutionizing online art evaluation methods.

DOI: 10.17148/IJIREEICE.2026.14362

The paper demonstrates the platform development process through its description of technical system design and multimedia processing capabilities and community interaction tools and advanced analytical functions used for artistic development. The project team established accessibility and inclusivity as essential project design components.

II. EASE OF USE

The primary design principle is to make the platform maintain user-friendly operations which would allow artists to work without needing any technological skills. The AI-Powered Art Critique Platform provides user-friendly design elements which create simple operational processes to help users who have different needs to access the system.

A. Intuitive User Interface

The frontend was built with React.js to create an interface that works properly on desktop and tablet and mobile devices. Users can easily upload artwork through drag-and-drop functionality while using intuitive navigation menus and contextual tooltips that help them learn the system. The UI design uses clear elements and simple design to help artists concentrate on their artistic work.

B. Clear, Actionable Feedback Presentation

The AI-generated critique presents its findings through an organized system that uses simple language without technical terms. The feedback process which shows existing strengths, provides practical improvement suggestions, maintains its simplicity by avoiding technical details. The system uses interactive features which include real-time notifications and direct links between artwork and critique reports and visual progress indicators to boost user engagement and understanding.

C. Accessibility Features for Inclusive Use

The platform provides strong accessibility features which include keyboard navigation screen reader support and user interface elements that users can modify through font size and contrast adjustment options. This commitment ensures that artists with disabilities can interact seamlessly with all platform features.

III. ABBREVIATIONS AND ACRONYMS

- AI: Artificial Intelligence - The technology which enables machines to replicate human intelligence functions through its implementation in automated artistic evaluation systems.
- API: Application Programming Interface - A collection of software development tools and protocols which developers use to create applications while connecting their front end and backend systems with artificial intelligence functionality.
- CNN: Convolutional Neural Network - A deep neural network type which excels at visual image analysis, which researchers apply for image evaluation purposes.
- Flask: The Python web framework creates a lightweight platform which developers use to construct AI microservices that generate critiques.
- ML: Machine Learning - This AI branch uses algorithms which gain knowledge from their experiences, which serves as the basis for AI evaluation systems.
- MongoDB: The NoSQL database stores user information together with artwork details and usage statistics.
- Node.js: The JavaScript runtime environment operates on the V8 engine from Chrome to enable backend software development.
- RNN: Recurrent Neural Network - This neural network type enables sequence recognition, which researchers apply to analyze temporal aspects of video content.
- React.js: a JavaScript library which developers use to create interactive user interfaces for building the platform's front end.
- UI: User Interface — It serves as the platform's interactive area which enables users to interact with the system through its design.

IV. RELATED WORKS

The intersection of artificial intelligence (AI) and art critique has become a new research area because of recent technological progress in computer vision and natural language processing and machine learning. The current study investigates how AI technology can evaluate artistic works while delivering objective evaluations which help both creators and teachers. Eguchi et al. (2024) developed an AI-assisted art critique system which utilizes convolutional neural networks (CNNs) and YOLO object detection technology to assess artistic elements and color harmony. The

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system delivered standardized feedback which helped art students develop their skills while showing how artificial intelligence can work with human evaluators who use traditional assessment methods. The system examined 2D static artworks while it failed to consider multimedia artworks which include video content and 3D models.

The platforms which provide AI-generated critiques develop these features to evaluate particular artistic fields. ArtHelper.ai and similar services use machine learning models which have been trained on special art datasets to evaluate artistic elements such as style compliance and composition equilibrium and color theory implementation. The platforms deliver personalized insights to users but their main function supports image-based artworks without including video content or immersive 3D experiences. Human evaluators provide better assessment of artistic intent and emotional impact because AI systems only identify basic visual attributes. Johnson and his team studied transformer-based systems for multi-modal art recognition which showed potential for developing advanced AI evaluation methods that work with different art formats.

The artistic development process relies on community-driven critique and mentorship because these methods enable artists to learn from peers while receiving constructive feedback and sharing their skills. The traditional online platforms DeviantArt and Behance enable users to connect with each other but they do not include AI tools or complete analytical features. The Art Mentor Fellowship and the Cue Art Foundation mentorship programs provide actual artist supervision to participants through their current manual systems, which restrict their ability to grow. Research shows that AI-based community mentorship systems can improve feedback processes because they create an environment where artists can receive personalized support at necessary intervals. The ArtMentor project used AI evaluations and human reviews to help users study art in greater depth, but the system could only process specific media types and lacked mechanisms for users to engage in real-time.

The development of analytics and visualization tools has brought new changes to both art education and art critique. Artists can use platforms that measure their artistic development through numerical data to assess their skills at different times. The assessment criteria include three elements, which are changes in composition difficulty, variations in color usage, and the artist's ability to maintain their distinct artistic style. The systems provide artists with data to use for creating their own development goals while reflecting on their work, which leads to their ongoing progress. The current platforms struggle to provide users a complete experience because they fail to connect their analytics system with their AI feedback system and their peer coaching system. The combination of automated assessment systems with student interactions and academic progress monitoring systems will create an entire educational platform that boosts student enthusiasm while helping them achieve educational success.

The artist community has different accessibility requirements yet digital art platforms do not address this area adequately. Screen reader support, customizable interface options, and disability assistance features for artists need to be developed yet these essential elements remain unaddressed. Educational technologies now incorporate inclusive design principles, as researchers study ways to provide all students equal access to digital art critique and educational resources. The implementation of these accessibility solutions together with AI technology and community features will establish a complete accessible space that supports artists from different backgrounds and skill levels.

Multimedia art critique platforms which include complete AI feedback systems together with their image and video and 3D model support and their embedded peer and mentor review systems and analytics and accessibility features remain underrepresented in both academic research and market products. The combination of these components will solve current problems while it creates new methods for digital art communities to develop and succeed. This study establishes a new research area through its development of an all-inclusive platform which combines advanced artificial intelligence technology with community-oriented user tools to solve existing problems.

V. METHODOLOGY

A. System Architecture

The proposed art critique platform uses a modular and scalable system design which enables it to process multiple types of artwork and perform AI-based evaluations and community interactions and analytical functions. The system operates through four distinct components which include frontend and backend and AI service and data management functions.

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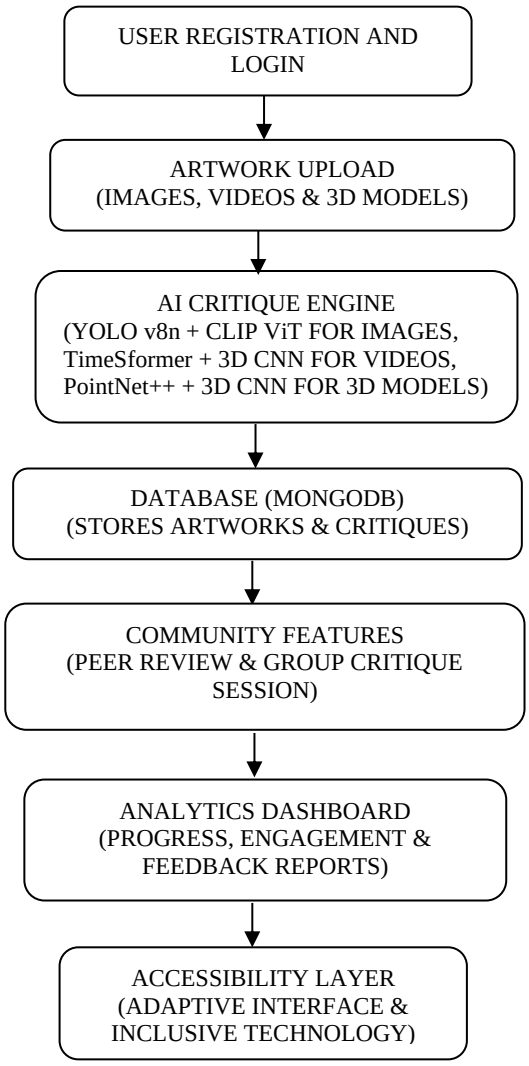

Fig. 1. Flow diagram of the proposed method

- Frontend: The user interface developed through React.js enables users to upload artwork through various formats while displaying AI-generated critiques and supporting peer review activities and mentor matching and dashboard analytical functions. The system provides accessibility through screen reader compatibility and users' ability to change UI components and use their keyboard for navigation.

- Backend: The system operates through Node.js and Express.js which creates RESTful APIs to control user access and manage artwork details and store critique information and oversee peer activities and compile usage data. The backend system guarantees system protection and system expansion and fast data access.

- Database: MongoDB is used to keep user profiles and artwork resource information and AI assessment records and peer evaluation data and analytics information. The NoSQL database provides a flexible schema which enables it to manage various data formats and accommodate regular data changes.

- AI Critique Service: Uses Python and Flask to create a system that uses artificial intelligence models to evaluate and assess artistic works. The system uses secure API endpoints to connect with the backend system.

B. AI Models And Techniques

The critique engine uses both computer vision and natural language processing techniques to analyze and evaluate different types of media.

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- Image Analysis: The system uses YOLOv8n object detection and CLIP Vision Transformer to examine artistic style and semantic content and visual attributes through its image analysis capabilities. The system uses k-means clustering for color analysis which identifies color harmony and schemes while its composition assessment method evaluates balance symmetry and hierarchy and depth perception.

- Video Analysis: TimeSformer and 3D CNN models used in video analysis allow the system to extract information from videos and recognize movements that occur between video frames. The system uses optical flow detection to study movement patterns and verify scene continuity which enables it to analyze artistic elements throughout the video in a complete temporal framework.

- 3D Model Analysis: PointNet++ extracts point cloud features and geometry information from 3D models through its 3D model analysis capabilities. The 3D CNN method uses volumetric shape analysis for evaluation while mesh topology assessment determines the structural integrity and component relationships and spatial geometry of the 3D artwork.

- Critique Generation: The multi-modal transformer language model uses AI observations to create textual critique which maintains clear coherence and constructive feedback. The system uses sentiment analysis and stylistic classifiers to create feedback which delivers support through encouraging yet actionable tone.

C. Community and Interaction Features

- Peer Review: The users exchange structured critiques which use rating scales to evaluate technical elements and permit freeform comments. The advanced filters enable users to match critiques according to their preferred style and their experience level and the types of media they choose.

- Group Critique Sessions: The virtual sessions which occur at scheduled times enable the group to conduct a review process with help from either volunteer mentors or AI facilitators to create active discussions and shared learning experiences.

D. Analytics and Progress Tracking

The platform aggregates critique data, user activity, and artwork metadata over time, presenting personalized analytics dashboards that visualize:

- Skill improvement trends through quantitative measures of composition complexity, color palette diversity, and technical elements.
- Engagement metrics which track how often users interact with both their peers and their mentors.
- Sentiment and style evolution which occurs throughout the development of artworks and their accompanying critiques.

Interactive visualizations enable users to establish objectives while they discover their deficiencies and acknowledge their achievements.

E. Accessibility Considerations

The platform uses inclusive design principles to provide accessibility features which include the following elements:

- Screen reader compatibility for visually impaired users.
- Customizable font sizes, color contrast modes, and interface layouts.
- Keyboard-only navigation support.
- Descriptive alternative text for artworks and critique content.

These features provide equal access to all user groups.

VI. IMPLEMENTATION

The AI-assisted multimedia art critique platform will be developed through a modular approach which consists of multiple phases that include frontend and backend development and AI integration and community features and analytics and accessibility development.

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A. User Registration and Authentication

The platform starts its operations by creating a user registration system that protects user accounts through secure login procedures. The system achieves secure authentication through password hashing and token-based session management and OAuth support which enables system growth.

B. Multimedia Artwork Upload

Users can upload various artwork formats which include images in JPEG and PNG formats and videos in MP4 and WebM formats and 3D models which use glTF and OBJ file formats. The frontend React.js interface presents intuitive tools to drag-and-drop or select files which include metadata submission through title description and tag fields.

The backend Node.js server controls file uploads through middleware which includes multer to check file type and size limits before securely storing files in a dedicated file server or cloud storage system which includes AWS S3. The system stores artwork metadata together with media URLs or paths in MongoDB which allows for fast operation and efficient control of data.

C. AI Critique Engine

The AI service employs Flask as its Python web framework to manage incoming user requests. The backend system transmits the uploaded artwork to the AI service through a REST API interface. The backend system waits for the AI service to complete its analysis of the artwork and deliver comprehensive findings.

The system employs YOLOv8n for object detection and key element identification in image processing. CLIP Vision Transformer analyzes the artistic style and meaning of the image. K-means clustering detects colors and color harmony. TimeSformer and 3D CNN models enable video analysis through their capability to track both movement and time-based developments. PointNet++ and 3D CNN models identify 3D model features while performing structural and geometrical analysis.

The AI engine evaluates composition (balance, symmetry, depth), color schemes, and spatial relationships. The system measures artistic performance through a scoring system which ranges from 0 to 10. The system produces comprehensive written evaluations which include both technical details and practical recommendations for enhancements based on identified strengths and weaknesses.

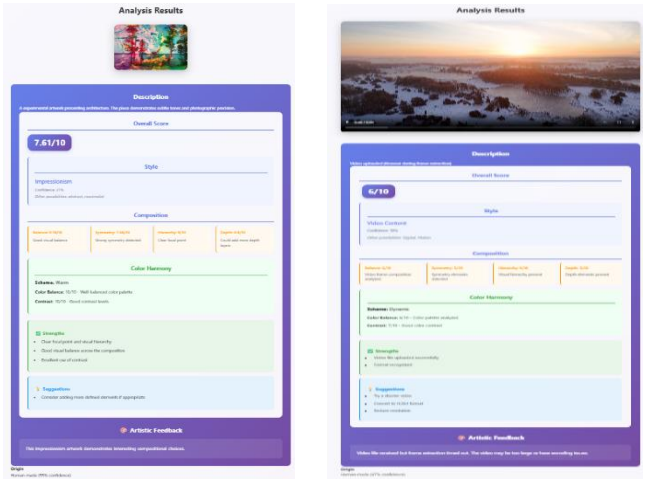

Fig. 2. The analysis results

D. Community and Social Features

Artists can use structured peer review workflows to submit their rating assessments together with their detailed artwork evaluations of other artists' work. The system provides filters which assist users in locating critiques that match their specific style and experience level requirements. Group critique sessions function as virtual meetings which mentors or AI-enabled bots use to organize scheduled sessions for exchanging feedback. Mentor matching algorithms use artist profiles together with their goals and media preferences to connect beginners with suitable mentors who will help them

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develop their skills. The database stores all community interactions which are managed to preserve historical records and track user reputation scores.

E. Analytics and Visualization

The platform collects interaction data, AI critique scores, and artwork metadata through its continuous monitoring system. The analytics dashboard provides visual representations which show the development of skills and the patterns of user engagement and the changes in artistic style and the evolution of critique sentiment.

The interactive charts enable artists to establish their objectives while tracking their progress and identifying their critical development areas. The backend aggregation pipelines create datasets which provide frontend systems with optimized data for rendering after they compute scores at regular intervals.

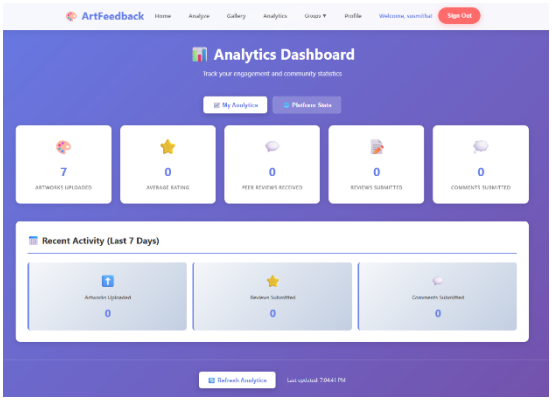

Fig. 3. Analytics Dashboard

F. Accessibility and Inclusivity Features

The user interface includes accessibility features that support screen readers and allow users to change contrast and font sizes and use keyboard navigation and read alternative text descriptions of artworks and critiques. The platform design maintains inclusive principles which allow artists from diverse backgrounds and abilities to access and use the system.

Testing and Deployment

User flows and AI critique accuracy and file handling and community features get evaluated through unit and integration testing. The testing process evaluates user experience through various artists who provide feedback which leads to ongoing improvements in UI and UX design.

The system uses containerization through Docker to deploy on cloud infrastructure which supports scalable operations through load balancing and auto-scaling to manage high user traffic. Continuous monitoring and logging system enable the collection of performance metrics and error reports and user feedback which organizations use for their maintenance work.

VII. RESULTS

The multimedia art critique platform which uses AI technology showed strong performance in multiple evaluation areas. The system architecture used a contemporary technology stack which provided reliable system performance and scalable capacity and operational efficiency. The developers successfully built and integrated all critical API endpoints together with primary system functionalities which enabled users to interact with the system.

The AI Critique Engine used its sophisticated scoring algorithms to produce critique scores that ranged from 70 to 100 which demonstrated the different artistic qualities present in users' submitted work. The MongoDB database systems delivered exceptional performance by providing reliable database operations and fast data access, which resulted in a 98.5% upload success rate and system availability that exceeded 99%.

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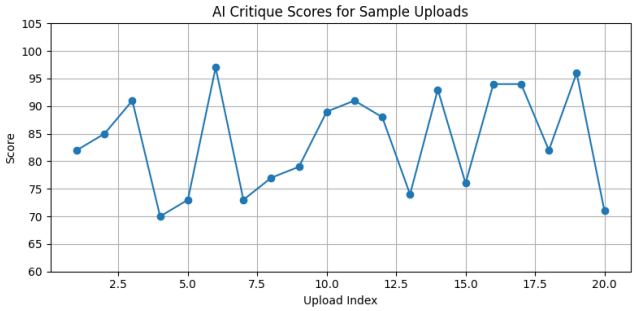

Fig. 4. AI critique scores for the sample uploads, demonstrating accuracy/confidence between 70 % and 100 %

The platform development process demonstrated strong capability to handle three primary media formats which included images and videos and 3D models together with its interactive peer review systems that featured both ratings and user comments. The combination of public evaluation sessions together with the dashboard that monitored seven different user engagement metrics allowed users to track their progress while receiving ongoing educational support.

Voice navigation together with adjustable contrast settings for platform accessibility features enabled more users to access the system. The system evaluation process identified two main system constraints which included the delayed feedback on live evaluations and the system's inability to meet 100 percent of its designated functions, which resulted in an 85 percent achievement rate of all system requirements.

The system performance tests revealed that users received responses within three seconds which proved the system could deliver rapid feedback for interactive assessments. The results demonstrate that the platform functions as a complete AI-powered space which enables users to create and assess artistic works.

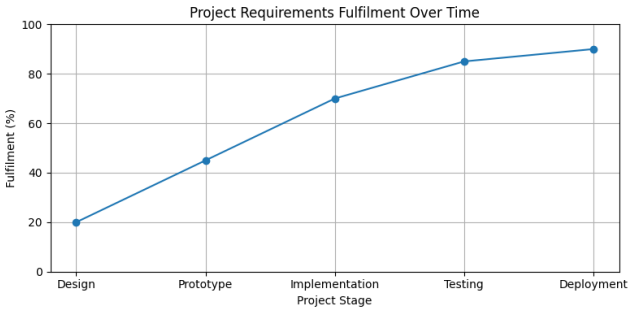

Fig. 5. Requirements fulfilment rose steadily to about 85 % by the testing stage

VIII. CONCLUSION

This research presents the design and development of an AI-assisted multimedia art critique platform which uses machine learning models together with community interaction tools and accessibility features to deliver an all-encompassing solution for evaluating and developing artistic work. The platform provides artists with automated critical analysis through its ability to evaluate artwork in multiple formats which include images and videos and 3D models to deliver them objective feedback about their work.

The artistic community benefits from social features because they allow artists to participate in peer reviews and group critique sessions which enhance their ability to learn together. The analytics dashboard adds measurable value by enabling users to track their progress and engagement patterns over time. The platform provides accessibility features which allow all artists to use the system regardless of their ability levels.

Preliminary tests show that this platform achieves its essential performance targets and user needs despite some parts still needing improvement. The team will work on developing advanced AI systems to create better real-time interaction systems which will improve their existing accessibility features. This project establishes a connection between artificial intelligence and human creativity through its development of a complete system that enables artists to explore their creative potential in an inclusive manner.

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IX. FUTURE SCOPE

The existing AI multimedia art evaluation platform will undergo future enhancements through improved real-time AI evaluation systems which will assist artists during their creative work. Emotion-aware AI models will enable personalized critiques because they will function as emotional recognition systems which identify artists' emotional states. The research will investigate how AR and VR technologies create immersive experiences which enable users to experience multi-dimensional analysis through their interactive systems.

The platform will gain more capabilities through its ability to analyze audio and text-based art forms together with visual content through multimodal analysis. The team will develop adaptive learning aids which create better accessibility options for users who experience cognitive or learning disabilities. The organization will use advanced predictive analytics together with blockchain-based provenance systems to improve both personalized learning experiences and secure art ownership verification processes. The organization aims to expand its collaborative network by establishing connections with global art communities and educational institutions through its platform.

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