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DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING

Media Regeneration using CycleGAN



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PROBLEM STATEMENT: Producing realistic face images using just a sketch is far more challenging than merely converting a grayscale image to a colored one since, generating a realistic face image involves maintaining the appropriate face features in a distinguishable manner and producing a relatively plausible skin tone and texture based on the shading of the sketched face.

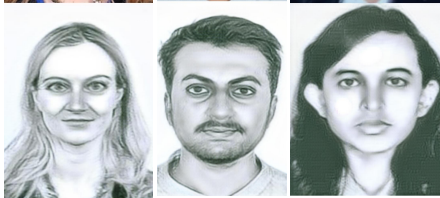
This project aims to identify the best suitable variant of GAN that will generate realistic face images from sketches.

OBJECTIVE: To regenerate realistic looking image of the face of the person using a forensic sketch and to develop an easy-to-use application incorporating this algorithm.

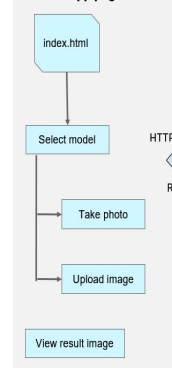
Sketch-to-Face Conversion



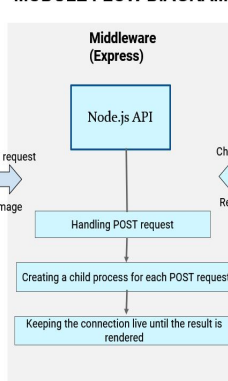
Face-to-Sketch Conversion



Front-end web and mobile app page



MODULE FLOW DIAGRAM



Powered by



PyTorch



socket.io

