

The Architectural Illustrator

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Motivation

Emerging technologies are increasingly affecting a lot of fields, but it has a relatively low impact on the design field right now because of the creative nature of design. We want to come up with tools that use technology and facilitate the design process.

Define the Problem

We want to generate realistic renderings of architectural designs from a sketch of them. This helps architects quickly visualize their ideas and improve design efficiency.

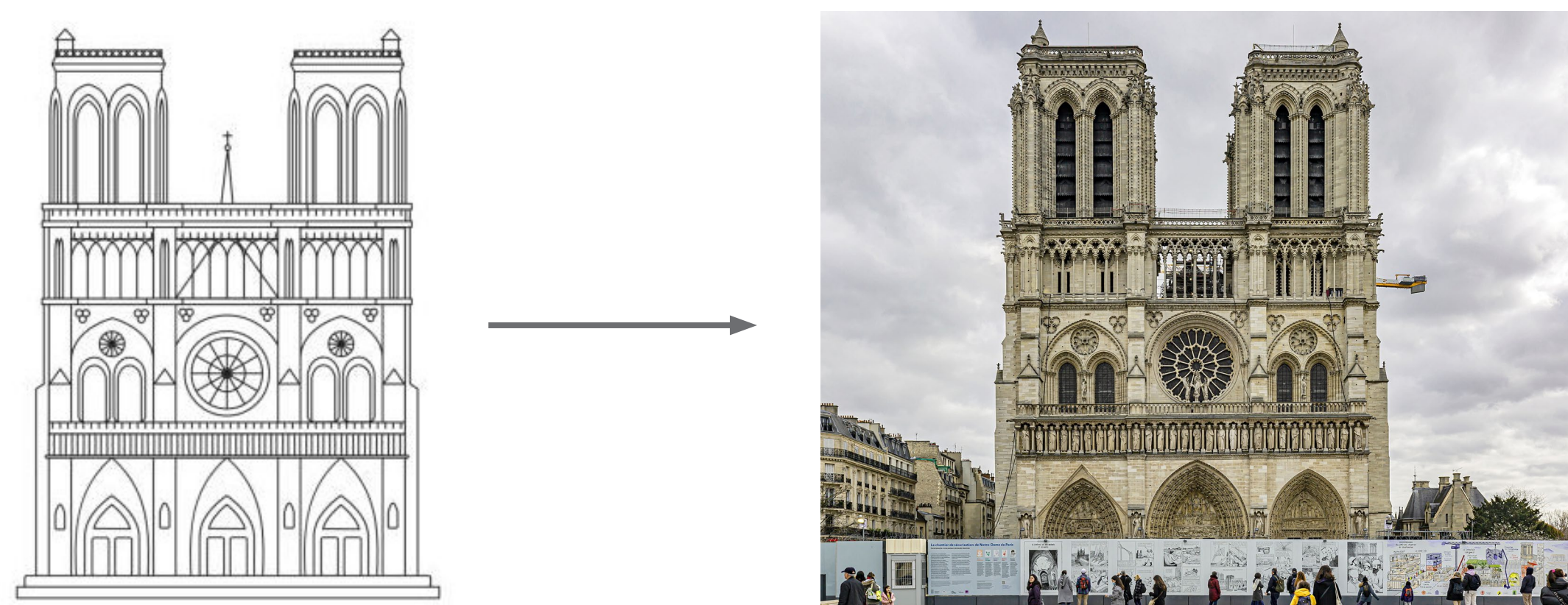


Figure 1. Conceptual Problem

Goal

We want to approach this problem with a conditional GAN. Since this model already exists as Pix2Pix, we also want to test out different combinations of model setups and compare the performances. We use edge detection on a dataset of architecture images to approximate the sketches of these images. The edges are then the conditions, or the input, to the GAN. The output is expected to mimic the original image.



Figure 2. Example Data and Preprocessing

Methodology

Our Generator U-Net I has the structure:

Encoder: C64 > CB128 > CB256 > CB512 > CB512 > CB512 > CB512

Decoder: CBD512 > CBD1024 > CBD1024 > CB1024 > CB1024 > CB512 > CB256 > CB128

Our Generator U-Net II has the structure:

Encoder: C64 > CB128 > CB256 > CB512 > CB512 > CB512 > CB512

Decoder: CBD512 > CBD512 > CBD512 > CB512 > CB512 > CB256 > CB128 > CB128

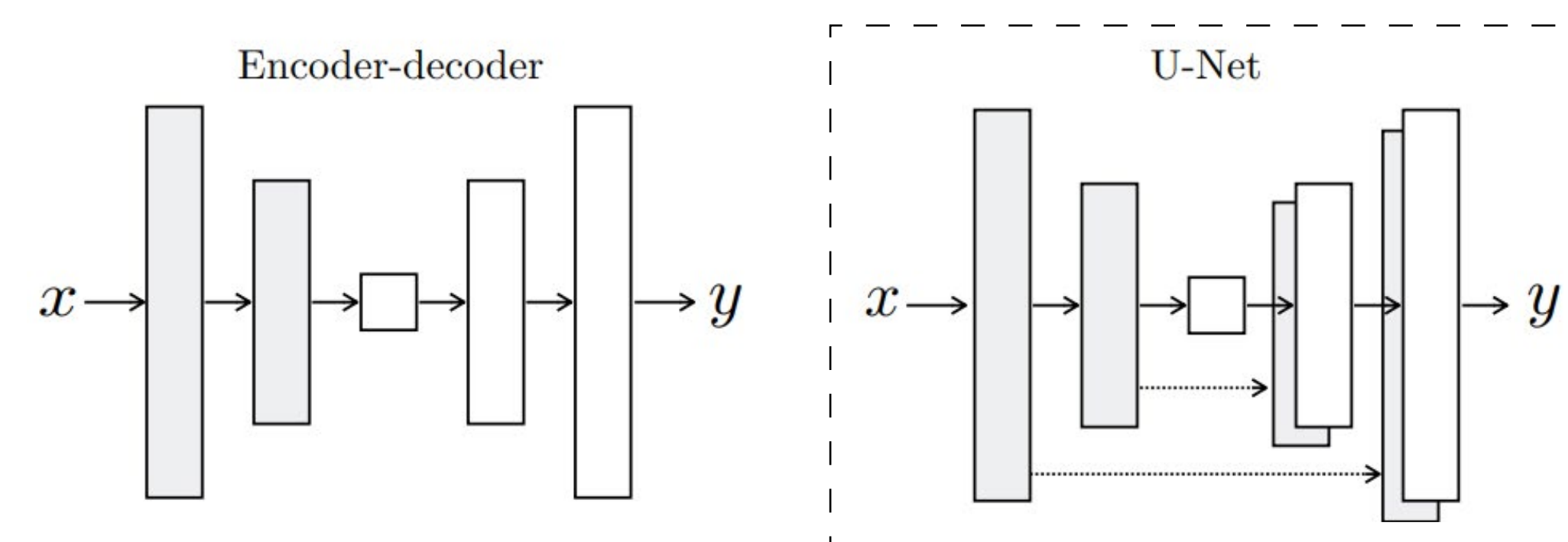


Figure 3-4. Difference between U-Net and normal Encoder-Decoder structure [2]

Results



Figure 5. U-Net I



Figure 6. U-Net II



Figure 7. U-Net II without L1 Loss



Figure 8. U-Net II without PatchGAN

Performances Comparison

We plotted the losses for the four models that we tested.

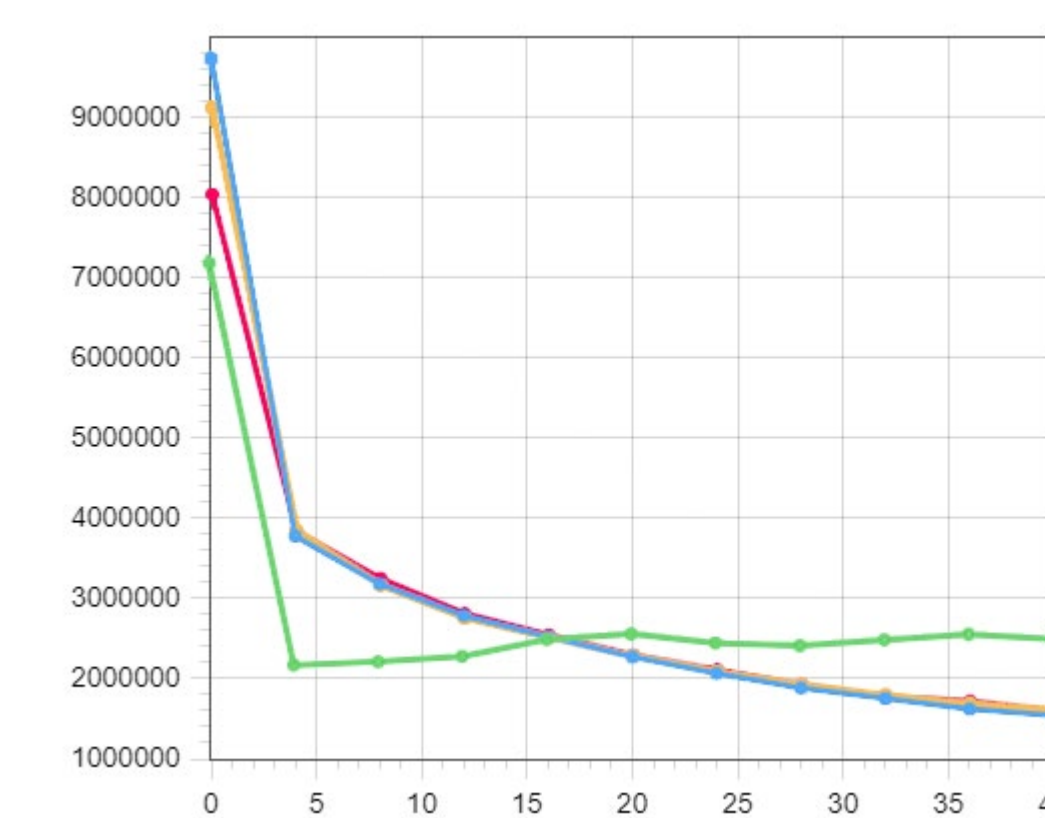


Figure 9. Train Sum Loss

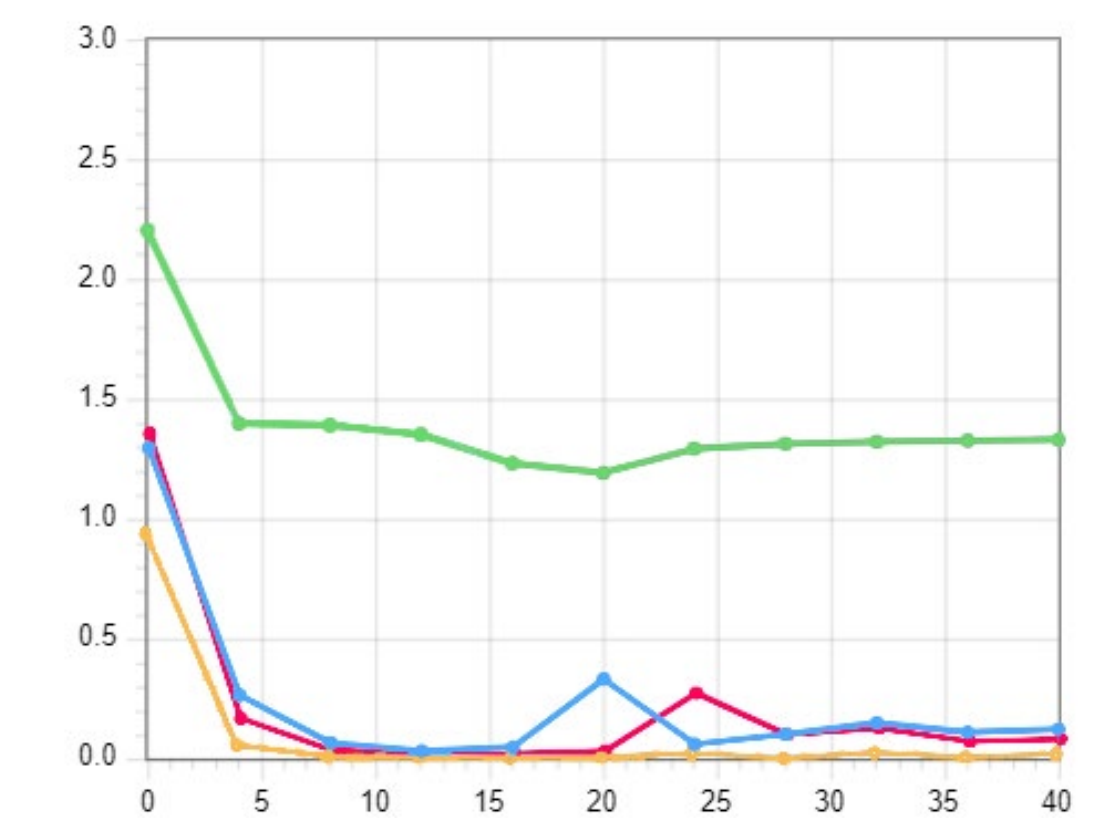


Figure 10. Train Discriminator Loss

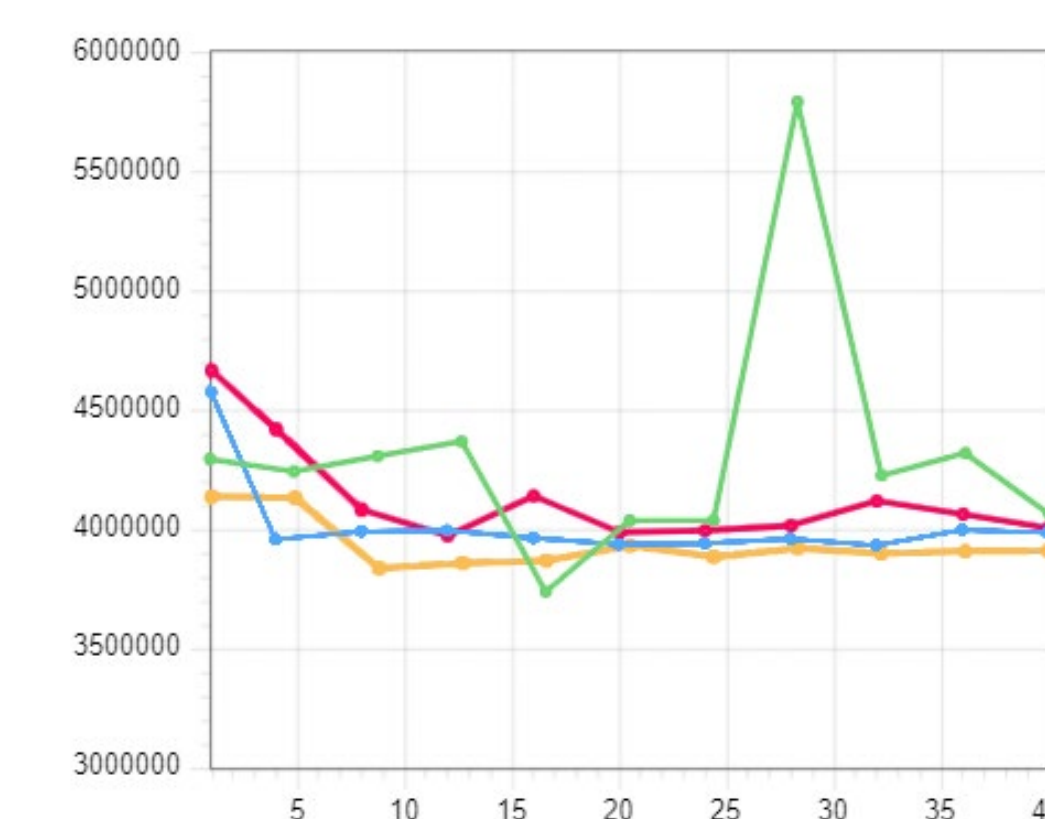


Figure 11. Validation Sum Loss

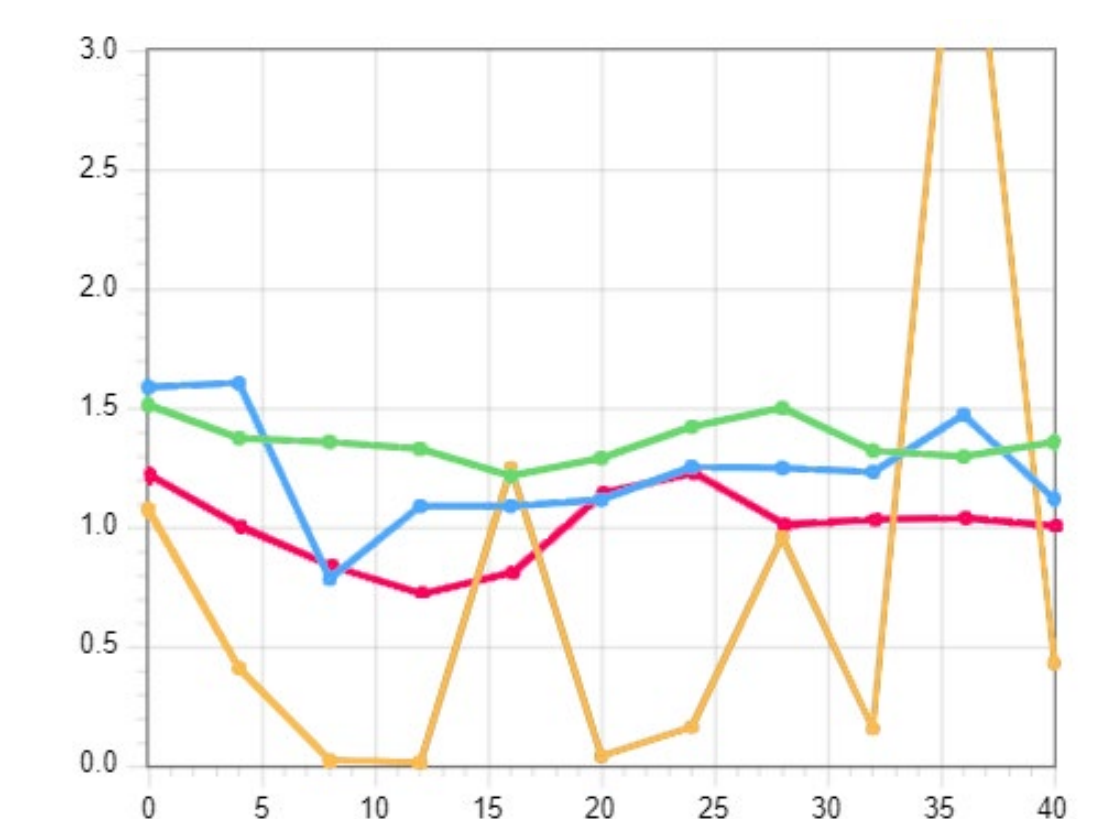


Figure 12. Validation Discriminator Loss

U-Net I
U-Net II
U-Net II without L1 Loss
U-Net II without PatchGAN

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References

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