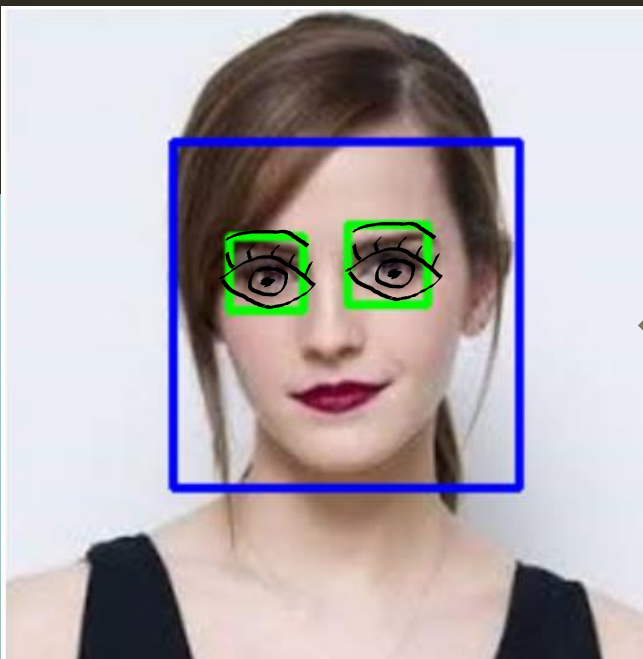
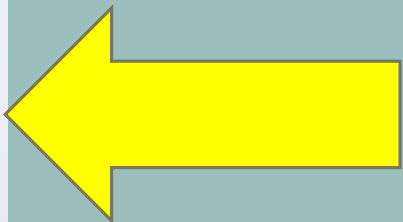
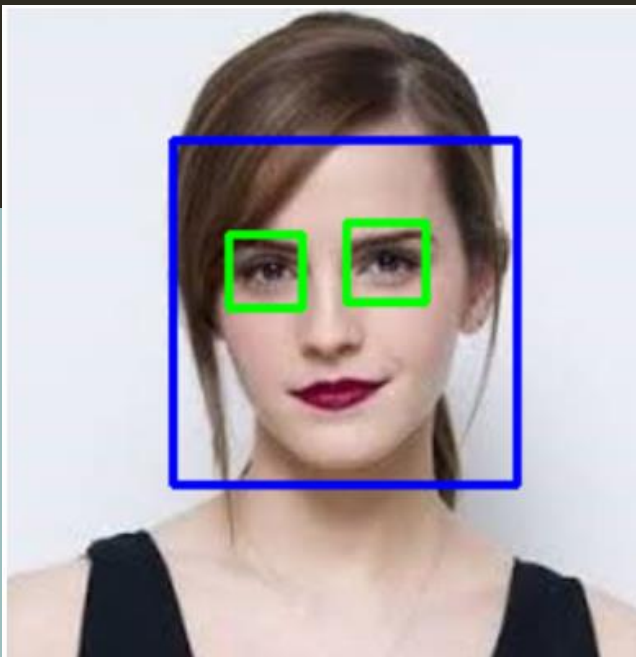
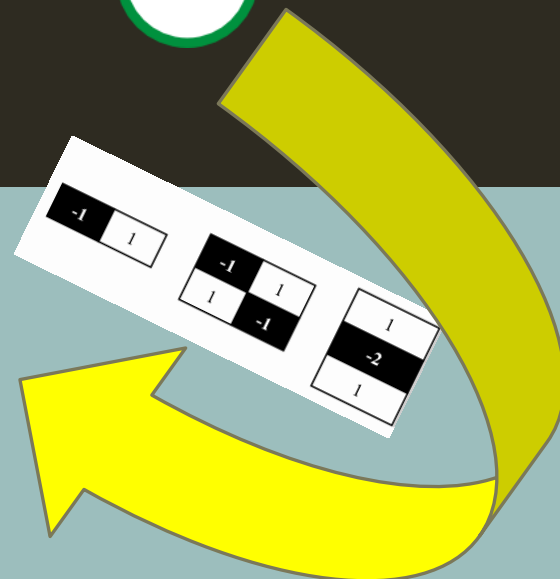
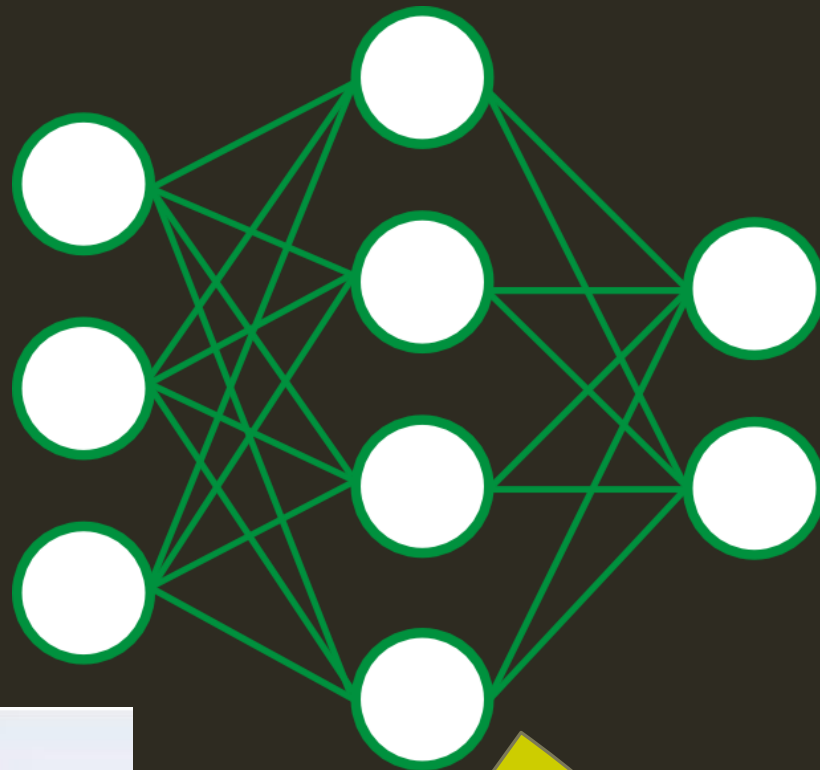
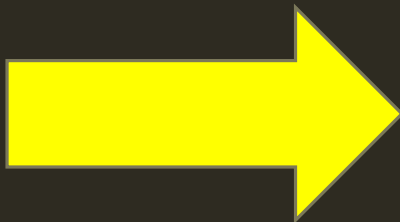
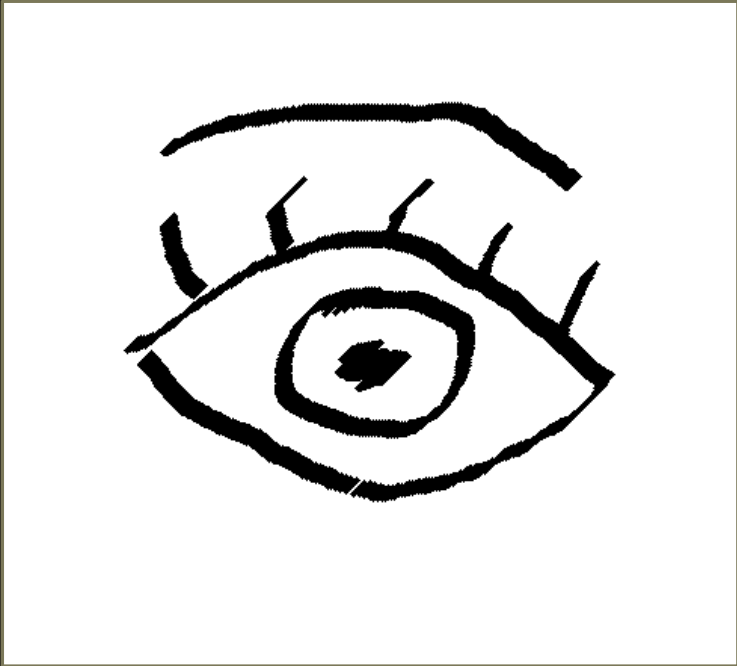




DRAW ME!

IRON
HACK

David Carricondo
Sánchez
Ironhack Final Project



NEURAL NETWORK

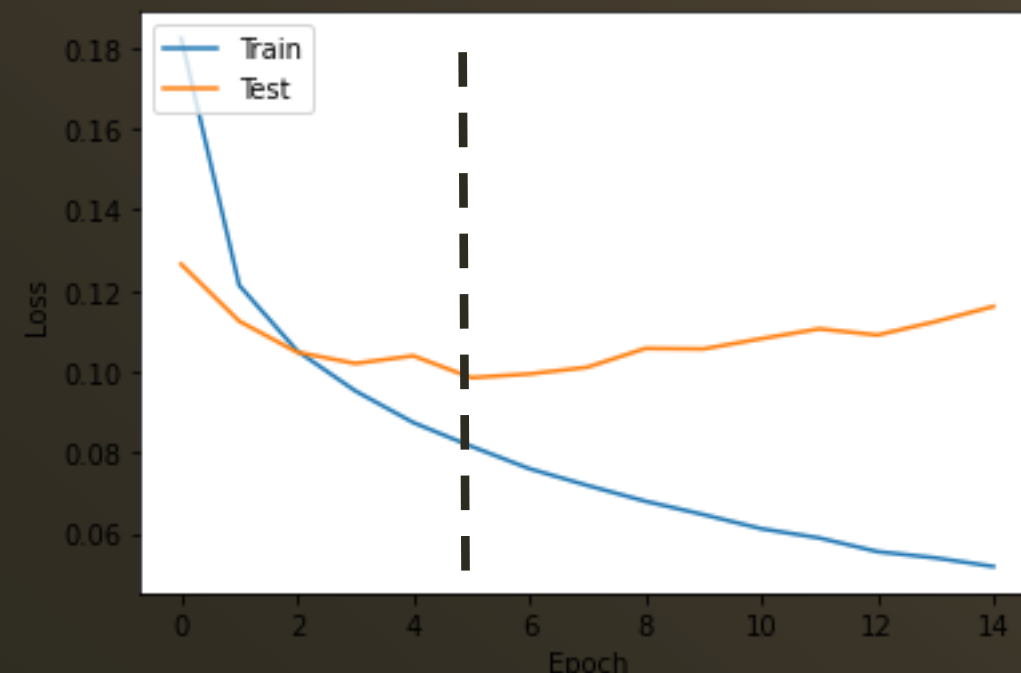
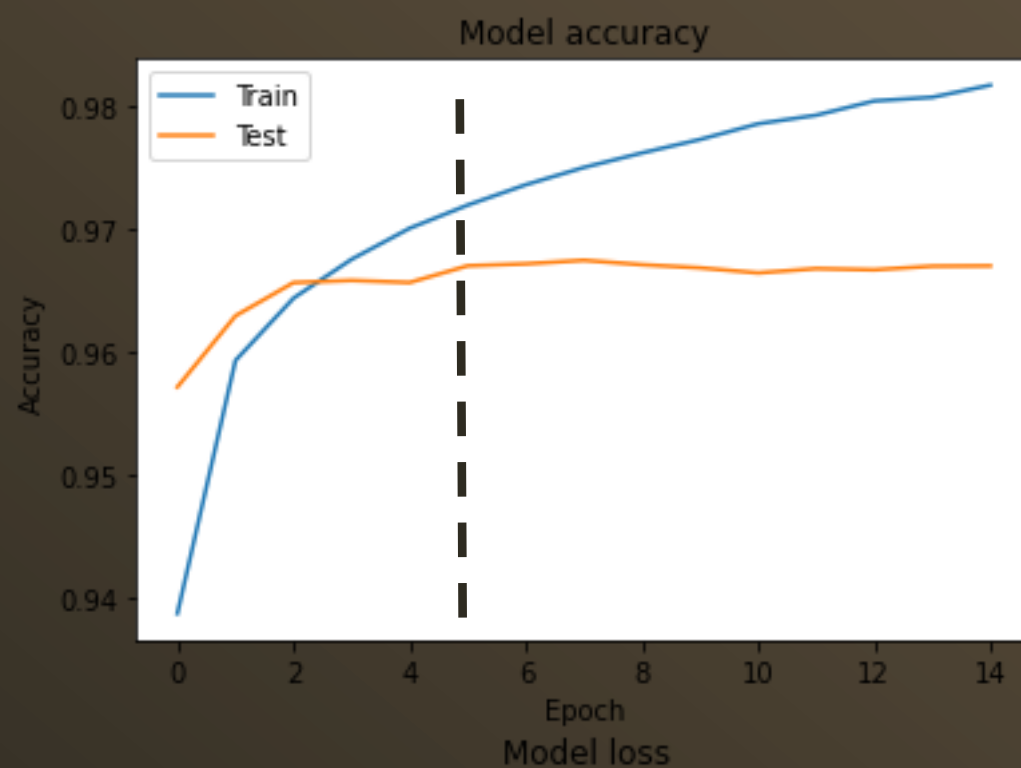
Model: "sequential_3"

Layer (type)	Output Shape	Param #
=====		
conv2d_7 (Conv2D)	(None, 27, 27, 32)	160
conv2d_8 (Conv2D)	(None, 25, 25, 64)	18496
max_pooling2d_5 (MaxPooling2D)	(None, 12, 12, 64)	0
conv2d_9 (Conv2D)	(None, 8, 8, 128)	204928
max_pooling2d_6 (MaxPooling2D)	(None, 4, 4, 128)	0
dropout_3 (Dropout)	(None, 4, 4, 128)	0
flatten_3 (Flatten)	(None, 2048)	0
dense_7 (Dense)	(None, 128)	262272
dense_8 (Dense)	(None, 50)	6450
dense_9 (Dense)	(None, 5)	255
=====		

Total params: 492,561

Trainable params: 492,561

Non-trainable params: 0



NEURAL NETWORK



CONFUSION MATRIX

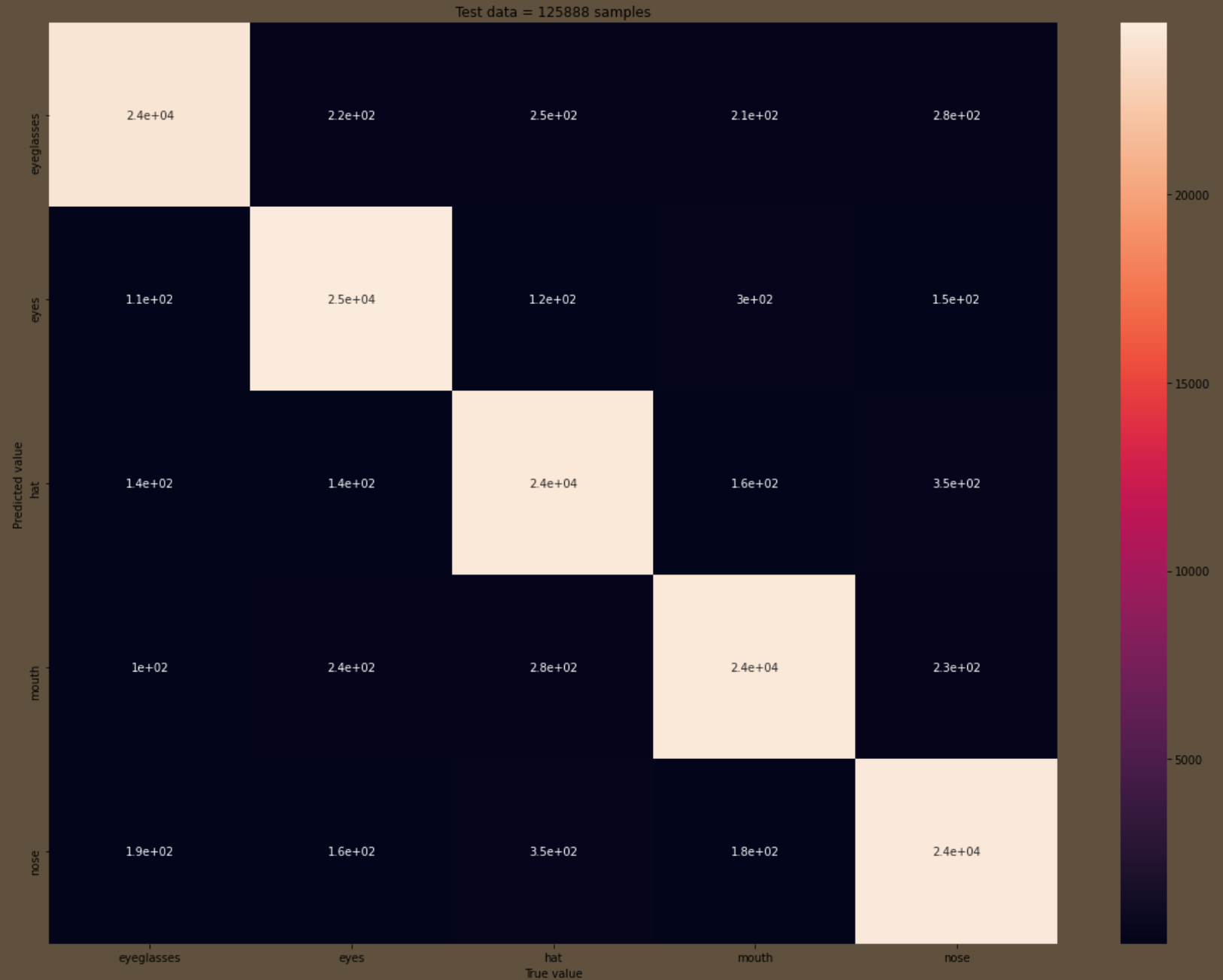




IMAGE PROCESSING

- Resizing
- Inversing
- Normalizing
- Modifying alpha channels

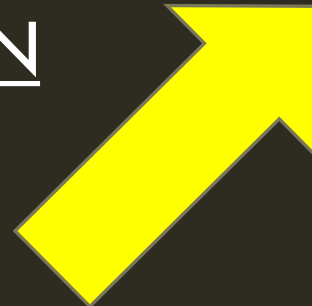


FEATURES RECOGNITION

- Haar Cascades
- Face, nose, eyes, mouth
- Hyperparameter twitching

FEATURES SWAPPING

- Identify pixels in origin
- Redefine pixels
- Tracking
- Alpha select



DEMO TIME!

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