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M A S T E R T H E S I S

Texture Asset generation through Transformer Models

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Abstract

Blob

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1 Introduction

In this thesis, we will investigate the use of a traditional Transformer model to generate texture assets to use as floor texture in e.g. in video games. Transformers are usually used to But in this thesis, the focus is to use them to generate the next Pixel in a texture. Multiple different datasets of textures will be used from the internet to train the model. The final developed models will be trained on a GPU cluster in Berlin. The models will be evaluated on a set of metrics and the results will be compared to other models.

1.1 Related work

1.2 Data

This section describes the methods used for gathering, cleaning, and analyzing data in a research thesis on textures. Essential for training a machine learning model, the data is carefully collected from various sources, cleaned to maintain uniformity, and examined for patterns, with a focus on color distribution.

1.2.1 Data Retrieval

On the internet, a wide variety of textures can be found, but not all of them are suitable for this task. The textures should be seamless, devoid of shadows, and free from any objects. Textures of floors, such as carpets, tiles, wood, concrete, and more, were utilized. Two approaches were employed to acquire the data for this thesis.

- Web Data Collection

The data for this project was obtained from various online sources. Numerous free texture providers, such as textures.com, texturehaven.com, and others, were utilized for data acquisition. Due to the limitation of downloading one texture at a time from most websites, a series of scripts were developed to compile a list of suitable textures and automate the downloading process. These scripts were created using UiPath and Python.

- Video Game Textures

The second approach involved using textures from video games. The advantage of this approach is that these textures are already seamless and often of high quality and quantity. However, a drawback is that these textures can be very repetitive. To obtain these textures, downward-facing recordings of the game were made, and the textures were extracted from the video. The major challenge with this approach is the need to disable shadows and all UI elements (HUD elements) in the game, which is not always possible.

1.2.2 Data Cleaning

To ensure that the data is consistent and free from elements that could corrupt the model, various cleaning steps were applied. For example, all images containing 3D objects were removed, especially those gathered from video games. During the recording of the floor, unwanted debris or pieces of wood were often present, and all extracted frames were manually checked.

In the case of web-gathered textures, there were different folder structures, and it was necessary to standardize them across all data folders. Additionally, some of them had associated files that were irrelevant to this use case and needed to be discarded.

All the images were in high-definition (HD) quality, with a height of approximately 1024 pixels.

Dataset	Size	Number of Images
FreePBR	452.0 MB	263
Polyhaven	298.0 MB	439
Poliigon	70.4 MB	49
Minecraft-Textures	636.0 MB	493
CsGoFloor-Textures	18.3 GB	44540
Combined	20.2 GB	45784

Table 1: Datasets collected for this thesis

1.2.3 Patterns in the data

To examine whether the dataset encompasses a broad spectrum of colors, multiple plots are created. These plots illustrate the color distribution within the datasets, providing insights into the diversity of colors present. Prior to plotting, a comprehensive pixel count across all images is conducted. For instance, if an image features 10 pixels of the color (255,0,0), this count is added to a dictionary. Should the subsequent image in the dataset contain 5 pixels of the same color, these are also incorporated into the dictionary, cumulating a total of 15 for that specific color. This process is repeated for each color encountered, aggregating the counts to yield the overall color frequency within the dataset.

```

1  color_counts = {}
2  for i, (data, _) in enumerate(dataset):
3      # data is a tensor of shape (3, height, width)
4      pixel_rgb_array = (data.view(3, -1).t() * 255).to(torch.int32)
5
6      for pixel_color in map(tuple, pixel_rgb_array):
7          if color in color_counts:
8              color_counts[pixel_color] += 1
9          else:

```

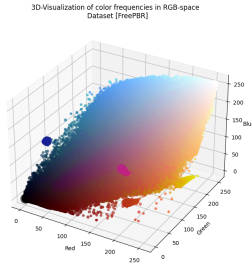
10

```
color_counts[pixel_color] = 1
```

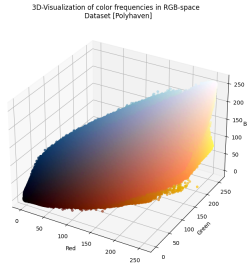
After analyzing the dataset through this method, visual representations of the color distributions were produced using Python and Matplotlib. These plots provide a three-dimensional view of the RGB color space, where the X, Y, and Z axes correspond to the Red, Green, and Blue color values, respectively, each ranging from 0 to 255.

$$\text{size} = \log(\text{count of color}) \times 20$$

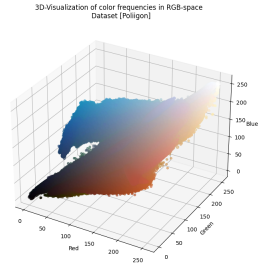
The size of each plotted point is calculated based on the logarithm of the color count, scaled by a factor of 20.



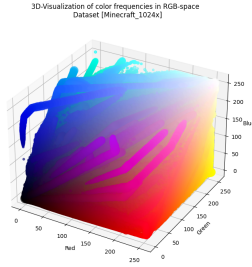
(a) FreePBR



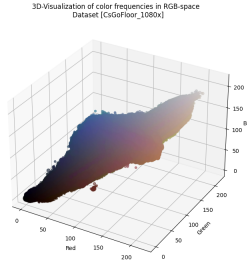
(b) Polyhaven



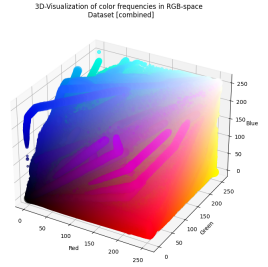
(c) Poliigon



(d) Minecraft-Textures



(e) CsGoFloor-Textures



(f) Combined

In the figure above, the color distributions of the individual datasets are shown. The first five subfigures represent the color distributions of the individual datasets, while the last subfigure (1f) shows the combined color distribution of all datasets. The color distributions of the individual datasets are quite similar, except for the Minecraft-Textures dataset, which is way more colorful than the others. The combined figure is a combination of all the individual datasets, and it is evident that the color distribution is quite diverse. This is a positive sign, as it indicates that the dataset is not focused on only a specific color spectrum.

1.2.4 Data Synchronization

In the thesis, a manual data synchronization routine is established to maintain data consistency between the supercomputer located in Berlin and the local workstation.

1.3 Training process

(gpu cluster göttingen, my GPU, ...)

1.4 Models

(LLMs, basic idea, roll model, spiral model)

2 Experiment

2.1 Transformer behind the models

(Illustration, Tensor board)

2.1.1 evaluate the results

2.2 Roll model

(explanation, generating new content, , ,)

2.2.1 Classification or Regression

2.2.2

2.2.3 Discriminator

2.3 Spiral model

(explanation, Data to Spiral form, positional embedding,)

2.4 Problems

(layer norm(sigmoid vs clamp), color shift to gray (illustrations of average color), Text tokens vs imgs tokens)

3 Conclusion

3.1 Roll model

(strength, weaknesses)

3.2 Spiral model

(strength, weaknesses)

3.3 LLM Scaling Laws

3.4 Stable diffusion/ GANs with convolutional neural network

3.5 Further research

A Appendix

A.1 Unterabschnitt von Appendix

ABCDE

ABC

ABC

B Eidesstattliche Erklärung

Ich versichere, die von mir vorgelegte Arbeit selbständig verfasst zu haben. Alle Stellen, die wörtlich oder sinngemäß aus veröffentlichten oder nicht veröffentlichten Arbeiten anderer entnommen sind, habe ich als entnommen kenntlich gemacht.

Sämtliche Quellen und Hilfsmittel, die ich für die Arbeit benutzt habe, sind angegeben. Die Arbeit hat mit gleichem Inhalt bzw. in wesentlichen Teilen noch keiner anderen Prüfungsbehörde vorgelegen.

(Ort, Datum, Unterschrift)