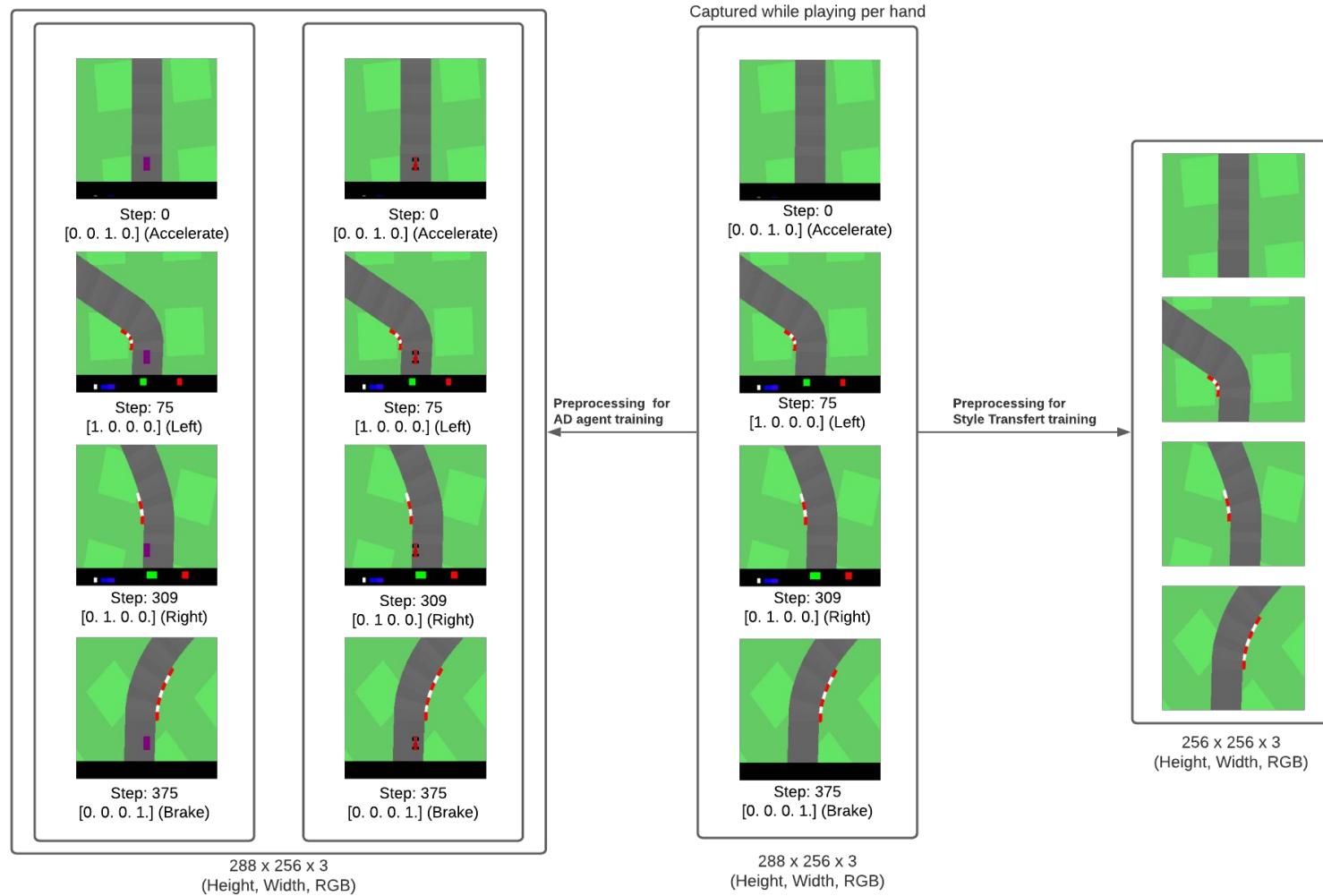
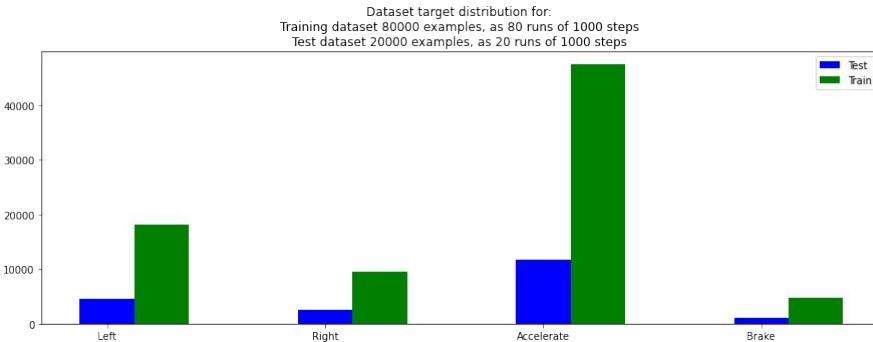


Discrete data adquisition while playing per hand



# OpenAI generated DataSet



# DataSet generated from real images



284 patches  
of 256x256 pixels



268 patches  
of 256x256 pixels



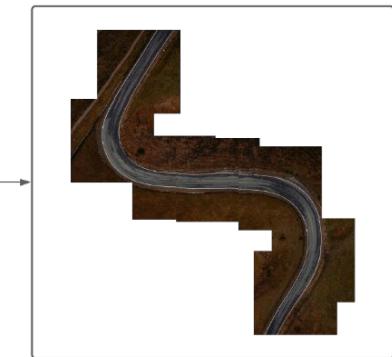
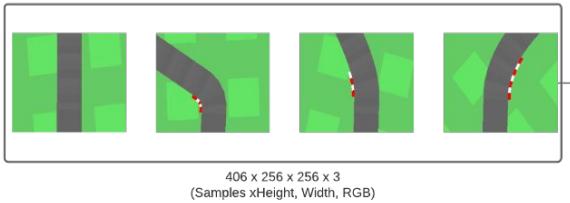
476 patches  
of 256x256 pixels



286 patches  
of 256x256 pixels



323 patches  
of 256x256 pixels



Train Generative models:  
- CUT  
- Fast CUT

Trained Generative models:  
- CUT  
- Fast CUT

Test on 100 Frames from new run,  
take 1/10 of the 1000 frames of the  
run  
100 x 256 x 256 x 3  
(Samples xHeight, Width, RGB)

