* **Inpainting:** filling holes in an image
* **Stitching:** super-impose generated garment on source image
* **Pipeline:** Generate garment using GAN on arbitrary source human pose. The same architecture will be used to perform stitching and inpainting, hence called Poly-GAN
* We are using “Conditional GAN”, in which we can provide multiple image inputs (called conditions) and one image input (on which we want to apply transformation) and get an output. We will use a same “Conditional GAN” model for performing Transformation, Stitching and Inpainting
* **Better Performance:** Use model and garment image of same size ratio, use RGB skelton, use Adam with “lr = 0.0002” and “image size = 128 x 128”
* **What models to use for LCR, UNET and Parsing:** Section 4.2 (Dataset)