Rendering Bokeh Effect through Deep Learning

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1 Introduction

This documentation is a part of the project Rendering Natural Camera Bokeh Effect with Deep Learning done as a part of Winter in Data Science bootcamp by the Analytics Club, IIT Bombay mentored by Nimay Gupta. It involved the following :

- Studying the paper and understanding the architecture of **PyNET**
- Check and run the code on Google Colab

2 Cloning the repository

I cloned the repository by using the following bash code. This loaded all the necessary folders and files for the project

```
!git clone https://github.com/aiff22/PyNET-Bokeh
```

Next step involved entering the repository to access its files.

```
!cd PyNET-Bokeh
```

3 Executing the pre-trained model

First I downloaded the pre-trained VGG-19 model, pre-trained PyNET model and the EBB! dataset respectively and uploaded it to the relevant folders. I ran the pre-trained model by using the following code:

```
!python test_model.py orig=true use_gpu=true
```

To ensure that the entire code runs in the TensorFlow version 1, the version 2 was disabled.

```
tf.compat.v1.disable_v2_behavior()
```