

## Contents

|  |   |
|--|---|
| Title of the Project.....              | 1 |
| Project Area.....                      | 1 |
| 1. Introduction .....                  | 1 |
| 2. Objectives of the Project .....     | 1 |
| 3. Project Area / Tool Selection ..... | 1 |
| 4. Tools and Technologies Used .....   | 2 |
| 4.1 Python.....                        | 2 |
| 4.2 Hugging Face .....                 | 2 |
| 4.3 Stable Diffusion.....              | 2 |
| 4.4 PyTorch .....                      | 2 |
| 4.5 Gradio.....                        | 2 |
| 4.6 Laptop.....                        | 2 |
| 5. Concept Description .....           | 3 |
| 6. Working Methodology .....           | 3 |
| 7. Applications of the Project .....   | 3 |
| 8. Final Expected Outcome .....        | 4 |
| 9. Conclusion.....                     | 4 |

Title of the Project

AI-Based Image Generation System

Project Area

Self-hosted AI-powered graphics generation using a Hugging Face pre-trained model

## 1. Introduction

Computer Graphics has evolved significantly with the integration of Artificial Intelligence (AI). Traditional graphics systems rely heavily on manual design, modeling, and rendering techniques. However, recent advancements in deep learning have enabled machines to generate realistic and creative visual content automatically. AI-powered image generation is one such innovation that has transformed the way digital graphics are created.

This project, titled “AI-Based Image Generation System,” focuses on developing a self-hosted application capable of generating images based on textual descriptions provided by users. By utilizing a pre-trained AI model from Hugging Face, the system converts natural language prompts into visually meaningful images. The project demonstrates the practical application of AI techniques in the field of computer graphics and highlights the growing importance of generative models in modern visual computing.

## 2. Objectives of the Project

The main objectives of this project are as follows:

- To study and understand AI-based generative models used in computer graphics
- To implement a text-to-image generation system using a pre-trained AI model
- To deploy the model locally in a self-hosted environment
- To provide a simple and interactive user interface for image generation
- To demonstrate the integration of artificial intelligence with computer graphics concepts

## 3. Project Area / Tool Selection

The selected project area is Self-hosted AI-powered graphics generation using a Hugging Face pre-trained model, specifically a Stable Diffusion text-to-image model.

Unlike cloud-based AI services, this project emphasizes local execution, allowing users to generate images without relying on external APIs or paid platforms. This approach ensures better control, privacy, and understanding of the underlying AI workflow.

#### 4. Tools and Technologies Used

The following tools and technologies are used in the development of this project:

##### 4.1 Python

Python is used as the primary programming language due to its simplicity, extensive library support, and strong ecosystem for AI and machine learning applications.

##### 4.2 Hugging Face

Hugging Face provides access to pre-trained AI models. In this project, a text-to-image generation model is downloaded and executed locally.

##### 4.3 Stable Diffusion

Stable Diffusion is a deep learning-based text-to-image generation model. It uses neural networks to generate high-quality images based on textual prompts provided by users.

##### 4.4 PyTorch

PyTorch is a popular deep learning framework used to load and run the AI model efficiently. It handles tensor operations, neural network computation, and model execution.

##### 4.5 Gradio

Gradio is used to create a simple and user-friendly web-based interface. It allows users to input text prompts and view generated images in real time.

##### 4.6 Laptop

The entire system is executed in a self-hosted environment on a local machine, ensuring independence from cloud services and external APIs.

## 5. Concept Description

The AI-Based Image Generation System works by accepting a text prompt from the user, such as a description of a scene, object, or concept. This text input is processed by a pre-trained Stable Diffusion model, which analyzes the semantic meaning of the prompt using deep learning techniques.

The model then generates an image that visually represents the given description. The system uses neural networks trained on large image datasets, enabling it to create realistic, artistic, or imaginative images depending on the prompt.

The project demonstrates how AI can be applied to computer graphics for automated visual content creation. It also highlights key concepts such as generative models, neural networks, image synthesis, and human–computer interaction.

## 6. Working Methodology

The workflow of the system can be summarized as follows:

1. User enters a text prompt through the Gradio interface
2. The input text is passed to the Stable Diffusion model
3. The model processes the prompt using deep learning algorithms
4. An image is generated based on the textual description
5. The generated image is displayed to the user

This process occurs locally on the user's machine without any dependency on online services.

## 7. Applications of the Project

The AI-Based Image Generation System has several real-world applications, including:

- Digital art and creative design
- Game asset and concept art generation
- Educational demonstrations of AI and computer graphics
- Rapid prototyping of visual ideas
- Research and experimentation in generative AI

## 8. Final Expected Outcome

At the completion of this project, the following outcomes are expected:

- A fully functional, locally hosted AI-based image generation system
- A simple and interactive interface for entering text prompts
- Generation of diverse and meaningful images based on user input
- Successful demonstration of AI-driven computer graphics concepts
- Practical understanding of generative models and neural networks

## 9. Conclusion

The AI-Based Image Generation System project showcases the powerful combination of artificial intelligence and computer graphics. By leveraging pre-trained generative models, the system enables automatic creation of visual content from textual descriptions. This project not only strengthens practical knowledge of AI tools and frameworks but also provides insight into the future of intelligent graphics systems.

The project is self-hosted, efficient, and demonstrates modern trends in computer graphics, making it a suitable and impactful final project for the Computer Graphics course.