**mage 1: Original Image**

1. **Face Shape:** Appears to be oval to slightly rectangular, with good overall symmetry. The face looks balanced vertically and horizontally.
2. **Jaw & Cheekbones:** The jawline is defined but softly squared, not overly sharp. Cheekbones are moderately prominent, contributing to the face width, situated naturally below the eyes.
3. **Forehead:** Medium height and width, appears proportional to the rest of the face. Faint horizontal lines are visible. Skin texture shows some natural pores and slight unevenness. No significant blemishes are apparent.
4. **Eyes & Brows:** Eyes are medium-sized, almond-shaped, and appear brown. They are evenly spaced. Crow's feet wrinkles are noticeable at the outer corners. Eyebrows are moderately thick, dark, with a relatively straight shape and a very subtle arch towards the ends. The upper eyelid structure with creases is visible.
5. **Nose:** The bridge is relatively straight and of medium height. The tip is slightly rounded. Nostrils are symmetrical and proportional.
6. **Lips & Mouth:** Lips are of medium fullness, with the upper lip slightly thinner than the lower. The mouth is wide in a smile, revealing the upper teeth. Teeth appear relatively aligned, with a natural, slightly off-white colour.
7. **Skin & Wrinkles:** Skin texture shows visible pores, especially on the cheeks and nose. Besides crow's feet, prominent nasolabial folds (smile lines) run from the nose to the corners of the mouth. Faint lines are visible on the forehead.
8. **Tone & Lighting:** Skin tone appears fairly consistent, likely Caucasian, with natural variations. Lighting is bright, possibly daylight, coming from the front-left, creating soft shadows on the right side of the face, under the nose, and chin.
9. **Hairline & Hair on Face:** The hairline is visible, suggesting some recession at the temples, forming a subtle M-shape. A few strands of dark hair fall onto the right side of the forehead.
10. **Ears & Expression:** The top part of the left ear and a smaller part of the right ear are visible, appearing average in shape. The expression is a broad, genuine-looking smile, conveying happiness or amusement. Facial muscles around the eyes and mouth are engaged.

**Image 2: GPEN - 32x32 to 1024x1024**

1. **Face Shape:** The overall oval/rectangular shape is maintained, but features appear heavily smoothed and less defined. Symmetry is generally preserved but looks artificial.
2. **Jaw & Cheekbones:** The jawline is significantly softened and lacks definition. Cheekbones are smoothed over, losing their natural prominence and structure.
3. **Forehead:** Appears very smooth, lacking natural lines and texture. There's an unnatural reddish/pink color cast prominent on the right side, possibly an artifact. Skin looks devoid of pores or blemishes.
4. **Eyes & Brows:** Eyes retain their general shape but lack sharpness and detail; they look slightly blurry or painted. Eyebrows are smooth, dark shapes without individual hair detail. Eyelid structure is indistinct.
5. **Nose:** The basic form of the nose is present, but edges are blurred, and the tip looks overly smooth and rounded. Nostril definition is poor.
6. **Lips & Mouth:** Lip shape is approximated but lacks texture. The smile is present, showing teeth that appear overly smooth, uniform, and unnaturally white/bright.
7. **Skin & Wrinkles:** Skin texture is extremely smooth, almost plastic-like. Natural wrinkles (crow's feet, smile lines, forehead lines) are almost entirely erased or heavily blurred. Pores are absent. A noticeable red/pink artifact covers the right cheek and jaw area.
8. **Tone & Lighting:** Skin tone is inconsistent due to the prominent reddish artifact on the right side. The overall lighting effect seems flattened due to the extreme smoothing.
9. **Hairline & Hair on Face:** The hairline shape is vaguely suggested. Hair texture is blocky and lacks detail; strands on the forehead are blurred into the main hair mass.
10. **Ears & Expression:** Ears are highly blurred and barely distinguishable. The expression is still a smile, but it appears artificial and lacks the nuance of the original due to the heavy processing.

**Image 3: GPEN - 64x64 to 1024x1024**

1. **Face Shape:** Oval/rectangular shape is clearer than the 32x32 version but still softer than the original. Symmetry appears reasonable but lacks fine natural detail.
2. **Jaw & Cheekbones:** The jawline is more defined than in the 32x32 image but remains softer than the original. Cheekbones are visible but still appear somewhat smoothed.
3. **Forehead:** Shows slightly more detail than the 32x32, but horizontal lines are faint and blurred. Skin texture is still overly smooth. A reddish artifact is still present, though perhaps slightly less intense or differently distributed.
4. **Eyes & Brows:** Eyes have slightly better definition but still lack the original's sharpness. Crow's feet are faintly suggested but heavily reduced. Eyebrows have a more defined shape but lack hair texture. Eyelid creases are vaguely visible.
5. **Nose:** The nose structure is more apparent, with a slightly better-defined bridge and tip compared to the 32x32, but still lacks the original's detail.
6. **Lips & Mouth:** Lips have a clearer shape. Teeth are visible and look slightly more natural than in the 32x32 reconstruction, but still appear somewhat overly smooth and uniform.
7. **Skin & Wrinkles:** Skin texture remains unnaturally smooth, though slightly less extreme than the 32x32. Wrinkles (crow's feet, smile lines) are hinted at but significantly softened. Pores are not visible. The reddish artifact persists.
8. **Tone & Lighting:** Skin tone is slightly more natural but still affected by the reddish artifact on the right side. Lighting and shadows are present but softened.
9. **Hairline & Hair on Face:** The hairline is more distinct. Hair retains a slightly blocky appearance, though better than the 32x32; individual strands are not well-defined.
10. **Ears & Expression:** Ears are slightly more defined but still blurry. The smile expression looks slightly more natural than the 32x32 version but still lacks the original's detail and realism.

**Image 4: GPEN - 128x128 to 1024x1024**

1. **Face Shape:** The oval/rectangular shape is well-preserved and closer to the original. Symmetry looks good.
2. **Jaw & Cheekbones:** Jawline definition is improved, approaching the original's soft squareness. Cheekbones have more natural prominence and shape.
3. **Forehead:** Forehead lines are more visible, though still slightly softened compared to the original. Skin texture looks smoother than the original but more natural than the lower-resolution upscales. Minor reddish tone might still be faintly present on the right cheek.
4. **Eyes & Brows:** Eyes appear clearer and sharper, closer to the original. Crow's feet wrinkles are visible, though perhaps slightly softened. Eyebrows show some hint of texture. Eyelid structure is reasonably defined.
5. **Nose:** The nose shape, including the bridge and tip, is well-defined and looks similar to the original. Nostril shape is clear.
6. **Lips & Mouth:** Lip shape and fullness look accurate. Teeth are visible, appear more natural in shape and colour, though perhaps still slightly smoothed.
7. **Skin & Wrinkles:** Skin texture is much improved, though still appears somewhat smoother than the original, with less visible pores. Wrinkles (crow's feet, smile lines, forehead lines) are present and look more natural, though potentially slightly softened.
8. **Tone & Lighting:** Skin tone looks mostly consistent and natural, closer to the original. Lighting and shadows are rendered more accurately, providing better facial depth.
9. **Hairline & Hair on Face:** Hairline shape is clear. Hair texture shows more detail, although individual strands might still be slightly clumped or smoothed compared to the original. Hair on the forehead looks more distinct.
10. **Ears & Expression:** Visible parts of the ears are clearer. The smiling expression looks much more natural and closely resembles the original.

**Image 5: GPEN - 256x256 to 1024x1024**

1. **Face Shape:** Oval/rectangular shape, very similar to the original. Symmetry and balance appear natural.
2. **Jaw & Cheekbones:** Jawline contour is well-defined, matching the original's soft squareness. Cheekbone prominence and placement look accurate.
3. **Forehead:** Forehead size and shape match the original. Horizontal lines are clearly visible. Skin texture appears natural, though perhaps marginally smoother than the original, with pores less pronounced.
4. **Eyes & Brows:** Eyes are sharp and clear, matching the original size, shape, and position. Crow's feet are distinct. Eyebrows have good definition and hint at individual hairs. Eyelid structure is clear.
5. **Nose:** Nose bridge, tip, and nostril shape appear identical to the original.
6. **Lips & Mouth:** Lip shape and fullness are accurate. The smile and visible teeth look very natural in shape and colour, closely matching the original.
7. **Skin & Wrinkles:** Skin texture looks natural, close to the original, though potentially very slightly smoothed. Wrinkles (crow's feet, smile lines, forehead lines) are accurately represented.
8. **Tone & Lighting:** Skin tone is consistent and natural. Lighting, shadows, and highlights closely replicate the original image, providing good depth.
9. **Hairline & Hair on Face:** Hairline shape and the way hair falls on the forehead closely match the original. Hair texture looks realistic.
10. **Ears & Expression:** Visible parts of the ears are clear and look natural. The smiling expression is accurately captured and appears identical to the original.

**Image 6: CodeFormer - 32x32 to 1024x1024**

1. **Face Shape:** Retains the basic oval/rectangular shape, but features look heavily processed and slightly altered. Symmetry is approximate.
2. **Jaw & Cheekbones:** Jawline is softened and somewhat indistinct. Cheekbones lack clear definition and appear smoothed.
3. **Forehead:** Very smooth, lacking lines and natural texture. Skin appears almost uniform in tone, possibly slightly waxy.
4. **Eyes & Brows:** Eyes are recognizable but look artificial, somewhat sharpened in an unnatural way. Eyebrows are smooth, dark shapes lacking texture. Eyelid structure is simplified.
5. **Nose:** Nose shape is present but looks overly smooth and somewhat simplified, especially around the tip and nostrils.
6. **Lips & Mouth:** Lip shape is approximated. Teeth are visible but appear very uniform, bright, and artificial, a common CodeFormer trait at low resolutions.
7. **Skin & Wrinkles:** Skin texture is extremely smooth and unnatural, lacking pores. Wrinkles are almost entirely removed or heavily smoothed over.
8. **Tone & Lighting:** Skin tone appears somewhat flat and artificial. Lighting effects are muted due to the smoothing. No strong colour artifacts like in the GPEN 32x32 image.
9. **Hairline & Hair on Face:** Hairline is vaguely present. Hair looks very smooth and lacks realistic texture, appearing more like a solid block.
10. **Ears & Expression:** Ears are very blurry. The smile expression is present but looks stiff and unnatural due to the heavy processing and artificial-looking features.

**Image 7: CodeFormer - 64x64 to 1024x1024**

1. **Face Shape:** Oval/rectangular shape is clearer. Symmetry is better, but features still look noticeably processed.
2. **Jaw & Cheekbones:** Jawline is more defined than the 32x32 version but still softer than the original. Cheekbones are more apparent but still look smoothed.
3. **Forehead:** Forehead appears smoother than the original, with lines being very faint or absent. Skin texture lacks natural detail.
4. **Eyes & Brows:** Eyes are clearer but may still have a slightly artificial sharpness. Crow's feet are heavily suppressed. Eyebrows have better shape but lack fine texture.
5. **Nose:** Nose structure is more defined, but the overall appearance might still be slightly too smooth or idealized compared to the original.
6. **Lips & Mouth:** Lip shape is clearer. Teeth are visible, looking less artificial than the 32x32 version but potentially still overly perfect or uniform.
7. **Skin & Wrinkles:** Skin texture is still very smooth, lacking pores and fine details. Wrinkles are significantly reduced.
8. **Tone & Lighting:** Skin tone looks more natural than the 32x32 version but potentially flatter than the original. Lighting is rendered more clearly but affected by the smoothing.
9. **Hairline & Hair on Face:** Hairline is more distinct. Hair texture shows slight improvement but still lacks realism and fine detail.
10. **Ears & Expression:** Ears are slightly clearer but still lack detail. The smile expression looks more convincing than the 32x32 version but still carries an element of artificiality.

**Image 8: CodeFormer - 128x128 to 1024x1024**

1. **Face Shape:** Shape is well-preserved, closely matching the original oval/rectangular form. Symmetry looks natural.
2. **Jaw & Cheekbones:** Jawline definition is good, similar to the original. Cheekbones appear natural in prominence and shape.
3. **Forehead:** Forehead lines are visible but potentially slightly softened compared to the original. Skin texture looks more natural but might still be smoother than the original.
4. **Eyes & Brows:** Eyes are clear and sharp, closely resembling the original. Crow's feet are visible but perhaps slightly less pronounced. Eyebrows look fairly natural, with some texture suggested.
5. **Nose:** Nose shape, including bridge and tip, appears accurate and well-defined.
6. **Lips & Mouth:** Lip shape and fullness look correct. Teeth appear natural in shape and colour, closely matching the original.
7. **Skin & Wrinkles:** Skin texture is significantly improved, though possibly still slightly idealized or smoother than the original reality. Wrinkles (crow's feet, smile lines, forehead lines) are present and look mostly natural.
8. **Tone & Lighting:** Skin tone appears consistent and natural. Lighting and shadows are well-rendered, providing good facial structure.
9. **Hairline & Hair on Face:** Hairline is clear and accurate. Hair texture looks more realistic, though perhaps still slightly smoothed in fine detail compared to the original.
10. **Ears & Expression:** Visible parts of the ears are clear. The smiling expression looks natural and closely matches the original.

**Image 9: CodeFormer - 256x256 to 1024x1024**

1. **Face Shape:** Oval/rectangular shape, virtually identical to the original. Symmetry and balance are excellent.
2. **Jaw & Cheekbones:** Jawline contour and cheekbone structure closely match the original image.
3. **Forehead:** Forehead shape is accurate. Horizontal lines are clearly visible and match the original. Skin texture looks natural, perhaps only very subtly smoother than the original.
4. **Eyes & Brows:** Eyes are sharp, clear, and accurately represent the original's shape, size, and position. Crow's feet are distinct. Eyebrows look natural with good texture. Eyelid structure is clear.
5. **Nose:** Nose structure is accurately reproduced, matching the original.
6. **Lips & Mouth:** Lip shape, fullness, and the appearance of the teeth in the smile are very close to the original, looking natural.
7. **Skin & Wrinkles:** Skin texture appears highly realistic and very close to the original, maybe retaining slightly less pore detail. Wrinkles are accurately depicted.
8. **Tone & Lighting:** Skin tone is natural and consistent. Lighting, shadows, and highlights are accurately replicated, preserving the original's depth.
9. **Hairline & Hair on Face:** Hairline shape and hair falling on the forehead match the original. Hair texture looks realistic and detailed.
10. **Ears & Expression:** Visible ear portions are clear. The smiling expression is faithfully captured and looks identical to the original.

**Image 10: GFPGAN - 256x256 to 1024x1024**

1. **Face Shape:** Oval/rectangular shape, consistent with the original. Symmetry is good.
2. **Jaw & Cheekbones:** Jawline is well-defined, similar to the original. Cheekbones have natural prominence.
3. **Forehead:** Forehead shape is accurate. Horizontal lines are visible but seem slightly softer or less pronounced than in the original. Skin texture looks very smooth, potentially lacking some of the original's fine texture/pores.
4. **Eyes & Brows:** Eyes are very clear and sharp, possibly slightly enhanced or idealized compared to the original. Crow's feet are visible but might be slightly softened. Eyebrows look well-defined, perhaps slightly smoothed.
5. **Nose:** Nose structure is accurate and matches the original.
6. **Lips & Mouth:** Lip shape is accurate. Teeth are very clear, perhaps appearing slightly brighter or more uniform than the original, consistent with GFPGAN's tendency to enhance features.
7. **Skin & Wrinkles:** Skin texture is noticeably smooth, more so than the original and potentially more than the CodeFormer 256x256 result. Pores are less visible. Wrinkles are present but appear somewhat softened or reduced in intensity.
8. **Tone & Lighting:** Skin tone is consistent and natural. Lighting and shadows are well-rendered, but the overall effect might seem slightly flatter due to the skin smoothing.
9. **Hairline & Hair on Face:** Hairline is clear and accurate. Hair texture is good but might appear slightly softer or smoother than the original.
10. **Ears & Expression:** Visible ear portions are clear. The smiling expression is accurately captured but might look subtly different due to the smoothing of wrinkles and skin texture.