



GENERATIVE

ART

1 INTRO

Generative art is the use of computer algorithms to create a work of art. People use art to convey their emotions and express them to the world. But can a machine make art?

In this project, we will explore the area of generative art.



2 BACKSTORY

Art itself doesn't have a concrete definition. Some people might see it as a pure human activity and it is a crime to automate art. Others might see computers as tools to make art just like brushes and colors. With the aid of humans, it can be an interesting opportunity to explore how far computers can reach by understanding human culture and communications.



3 PROBLEM STATEMENT

Generate aesthetic images with the aid of Neural Networks.





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4 DATA

The dataset contains 10,000 images of Monet paintings. it can be found in [Kaggle](#)



5 ALGORITHM

Generative Adversarial Networks (GAN) train the model by converting an unsupervised problem to supervised with the aid of two sub-models: the generator and discriminator.



6 EXPECTED CHALLENGES

- 1) Training Time
- 2) Evaluation
- 3) Understanding the model



A example of Generative Art using GAN ([Source](#))

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