Real-to-Cartoon Image Translation with CycleGAN

AML 2025 Group 19 Sergei Fedorchenko, Aleksandr Efremov, Maxim Emelianov





Motivation & Use Case

Automatic cartoonization of photos is useful for:

- Creative industries (animation, graphic design)
- Social media filters
- Identity anonymization

Manual cartoonization is time-consuming.

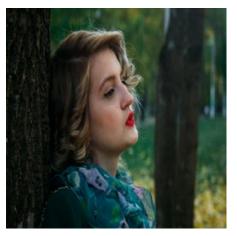
Can we learn the mapping from unpaired photo-cartoon datasets?

Problem Statement

Goal: Convert real photos into a cartoon-like style using unpaired datasets.

Challenges:

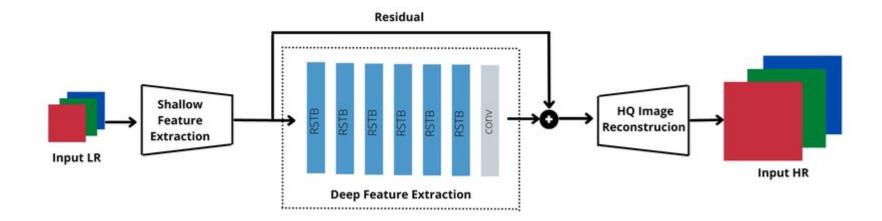
- No pixel-wise supervision (unpaired domains)
- Avoid mode collapse and preserve content structure





Related Work

- CycleGAN (Zhu et al. 2017): unpaired image-to-image translation using cycle-consistency loss.
- SwinIR (Liang et al. 2021): transformer-based backbone for image restoration we test its use as a generator backbone.



Dataset

Source: Web-crawled photos and cartoons.

Preprocessing:

- Resized to 256×256
- Colors normalized to match the model

Domains:

- Real: 2667 human photographs from Kaggle dataset
 https://www.kaggle.com/datasets/tapakah68/supervisely-filtered-segmentation-person-dataset
- Cartoon: 412 frames from the soviet cartoon "Трое из Простоквашино" 1978







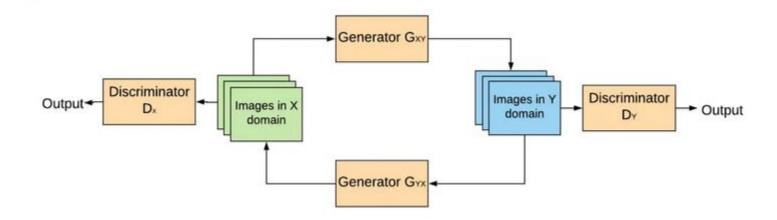
Evaluation Metrics

- FID Score (Fréchet Inception Distance): lower is better.
- Qualitative Inspection: Does the output resemble hand-drawn cartoons?
- Training Stability: Monitor losses (G, D, cycle, identity).

Our Approach

Start from statistical baseline, then modify generator with:

- CycleGAN approach
- SwinIR, UNet and ResNet backbones
- Test additional losses



Statistical Baseline: Color Transfer

Approach: Match color statistics (mean, std) between real photos and cartoon images

- **train_B** cartoon-style images
- For each of the 3 channels (R, G, B), computed: mean_B, std_B
- Did the same for train_A (real photos):
 mean_A, std_A
- Transformed each image from **test_A** using the formula:
- FID ≈ 300 and 368 without the transfer

$$rac{pixel_{old} - mean_{old}}{std_{old}} \cdot std_{new} + mean_{new}$$



SwinIR: A Transformer Backbone for Image Restoration

Architecture Highlights:

- Hierarchical Swin Transformer blocks with shifted window attention
- Captures local and non-local context efficiently
- Better than CNNs in fidelity, but costly to train

Practical Limitation in Our Case:

- Training time was a major bottleneck
 - Training even **5–10 epochs** took days
 - Needed 100+ epochs to converge fully
- Transformer-based backbones like SwinIR offer quality gains, but:

Not viable under time/budget constraints in our project



After

ResNet9: Fast and Simple Backbone

- **ResNet9** is a compact ResNet variant:
 - 9 convolutional layers
 - Residual connections to maintain gradient flow
 - o Popular for lightweight GAN applications
- For our project it is:
 - **Much faster** training than transformers
 - Stable convergence in early epochs
 - Low memory usage and decent GPU utilization
 - Easy to plug into CycleGAN-style architecture

> FID ≈ 238

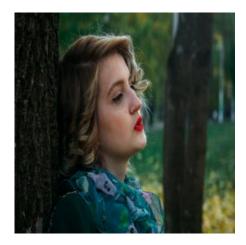
After



Before

U-Net + Improved Loss Performs Better

- We replaced the ResNet generator with a **U-Net** architecture.
- U-Net's skip connections help preserve spatial details, improving output sharpness.
- Combined with a tuned loss: Cycle + Identity + GAN + Perceptual Loss.
- Results are:
 - Visually more coherent.
 - o **FID score improved** over ResNet9 and statistical baseline (FID ≈ 200).
- U-Net proved to be more sample-efficient, achieving decent quality in fewer epochs.







Results Overview

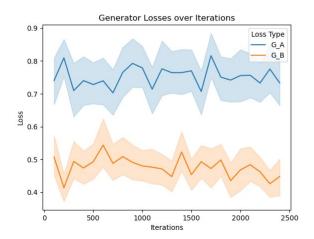
No changes	368
Naive color matching	300
CycleGAN + ResNet9	238
CycleGAN + Unet+ Identity and Perceptual losses	200

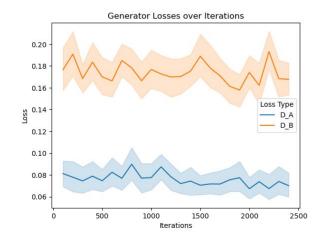
Results

FID: **200**

Outputs show consistent coloring, but:

- Style is not always "cartoonish"
- Shapes and expressions sometimes distorted





We did not reach OpenAl Ghibli quality





But maybe the real style translation was the friends we made along the way

Conclusion & Future Work

CycleGAN with tuned losses and backbones produces images with some degree of style-transfer.

FID still high → needs better domain-specific loss or attention mechanisms.

Acknowledgements & Q&A

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Questions?