

# **Deep Generative Networks**

## **Project Progress**

### **Presentation**

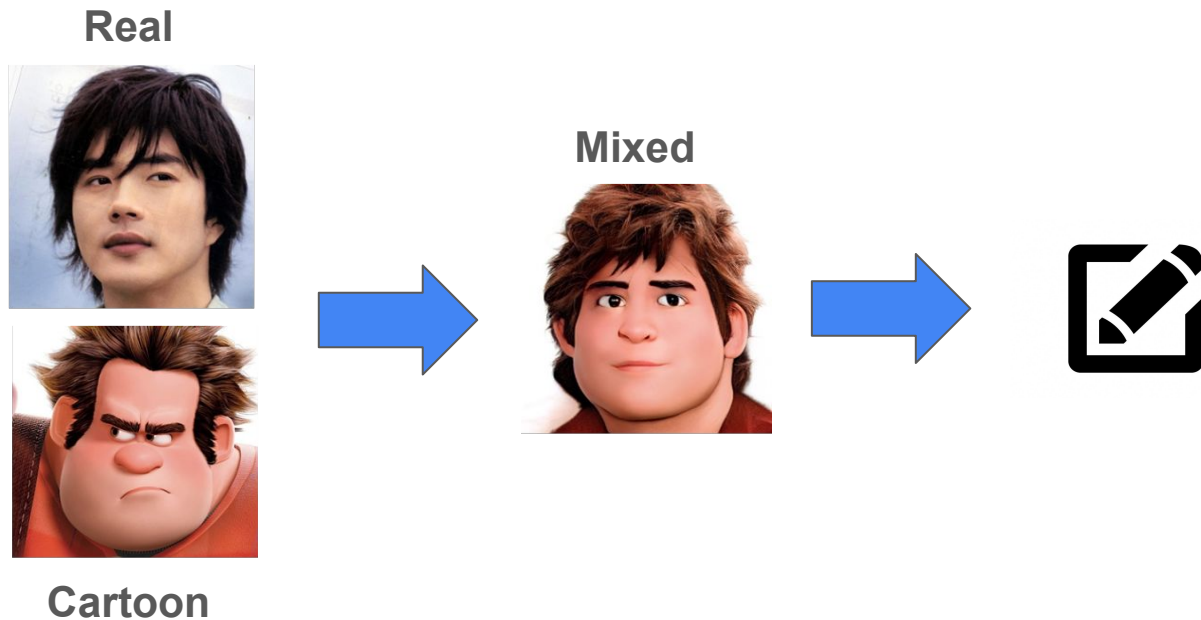
Utku Kurtulmuş 21903025

Onurcan Ataç 22002194

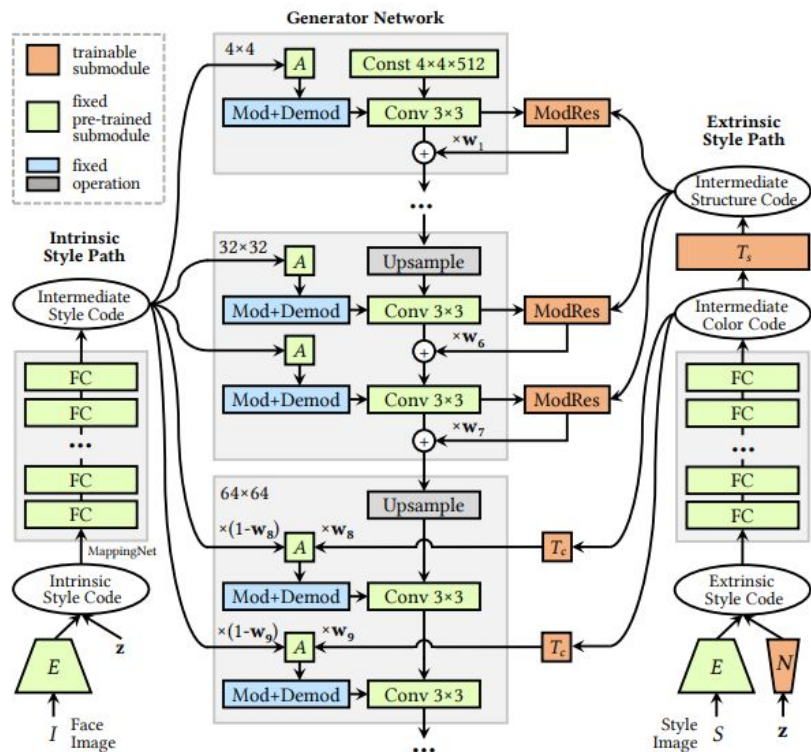
Kutay Şenyiğit 21902377

# Our Project

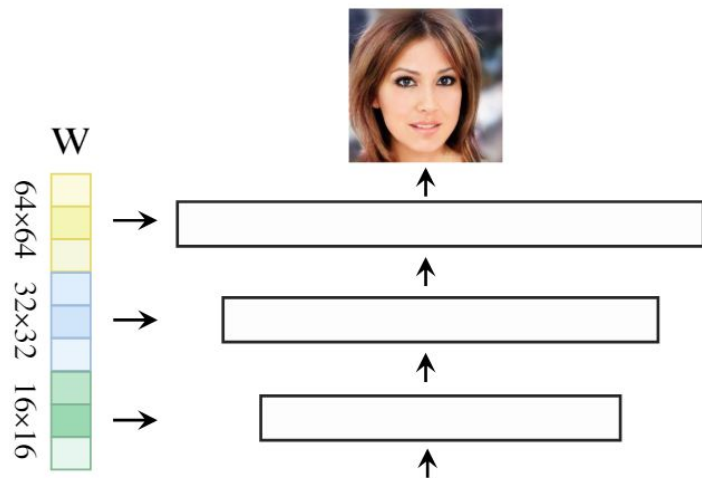
- Cartoon Character Face Generation
- Manipulating Concrete Features



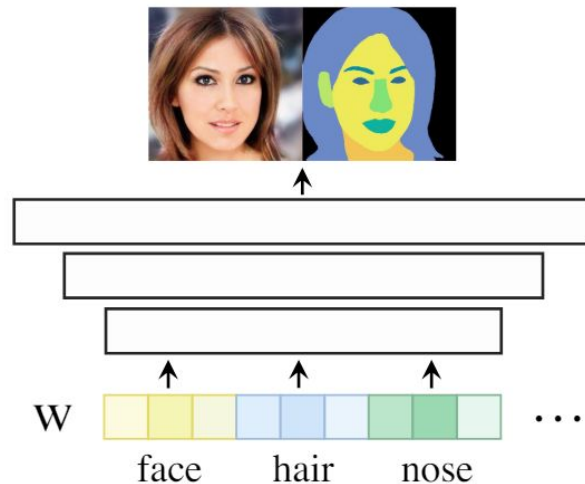
# DualStyleGAN [1]



# Semantic StyleGAN [2]



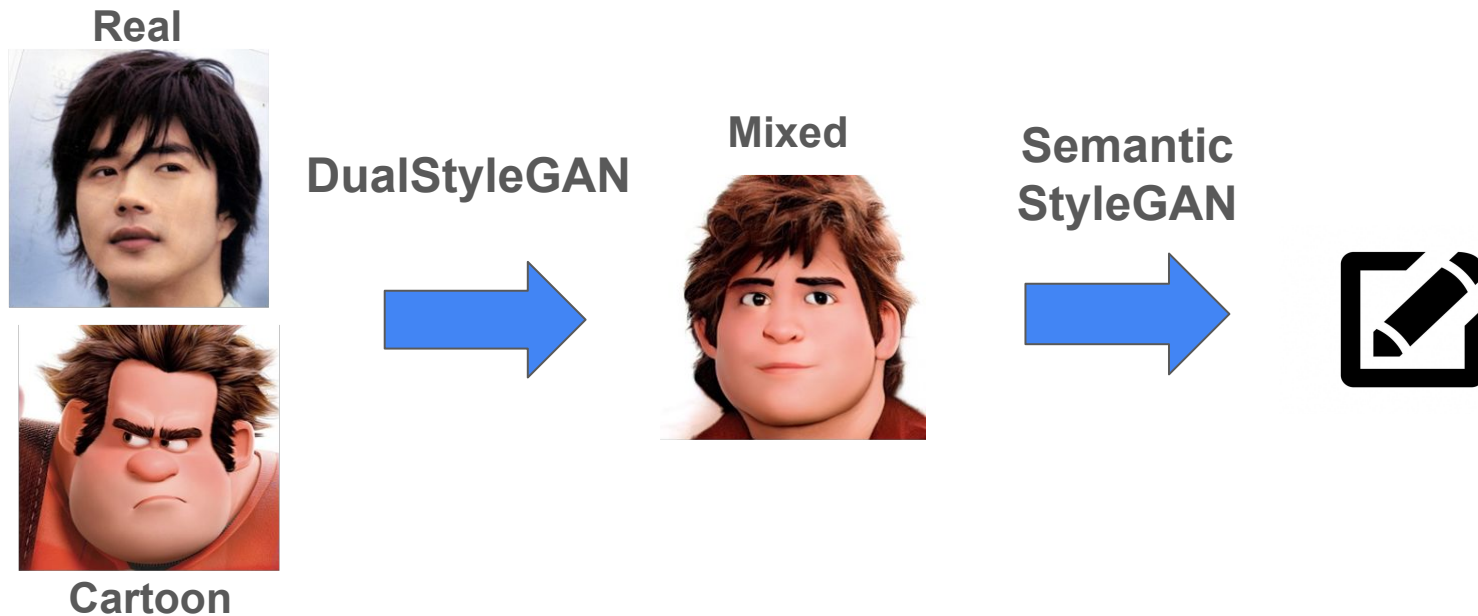
(a) StyleGAN



(b) SemanticStyleGAN

# Our Project Plan

- DualStyleGAN & Semantic StyleGAN
- Toonify Dataset



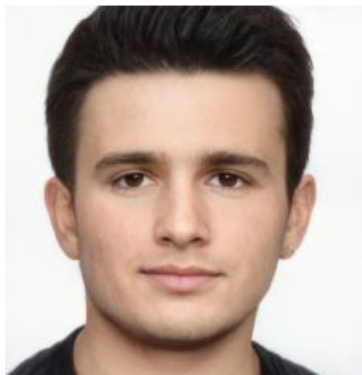
# Environment and Libraries Used



# Our Progress



Input

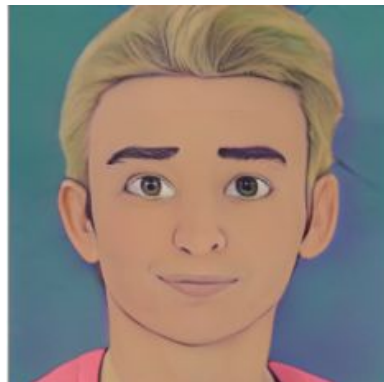


Z+ Reconstruction

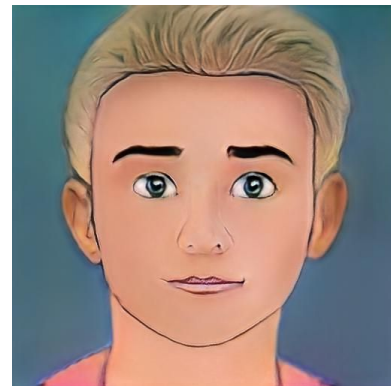
Style



Result



Reconstructed





# Example Outputs

Hair

Coarse

Ear





# Example Outputs

Clothing

Face

Background



# Our Plan Going Forward, What to Do Next?



**Thank you for listening!**



# References

- [1] S. Yang, L. Jiang, Z. Liu, and C. C. Loy, Pastiche Master: ExemplarBased High-Resolution Portrait Style Transfer, in Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), June 2022, pp. 7693-7702.
- [2] Y. Shi, X. Yang, Y. Wan, and X. Shen, SemanticStyleGAN: Learning Compositional Generative Priors for Controllable Image Synthesis and Editing, in Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), June 2022, pp. 11254-11264.