

# Animal Morphing using Deep Convolutional Generative Adversarial Networks

You

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## **1 Introduction**

In this project, we will implement Deep Convolutional Generative Adversarial Networks (DCGANs) for image processing. We will use a subset of CIFAR-100 dataset containing only animals. Our aim will be three-fold; we will first implement a photo-realistic animal generator, then allow users to sketch animals and have this sketch morphed into a photo-realistic animal, then finally allow users to restrict the class of the generated animal.

## **2 Random Generator**

## **3 Sketch-to-Picture Generator**

## **4 Constrained Sketch-to-Picture Generator**