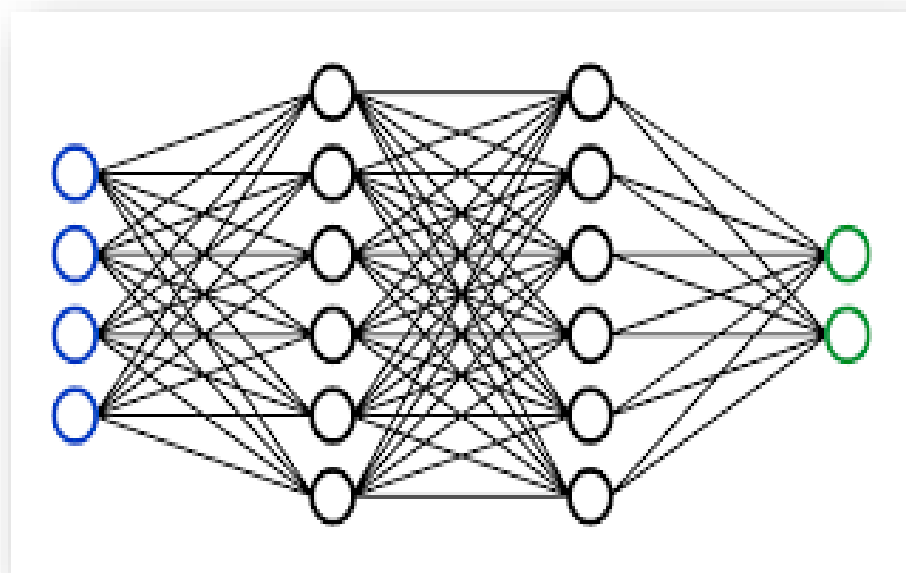
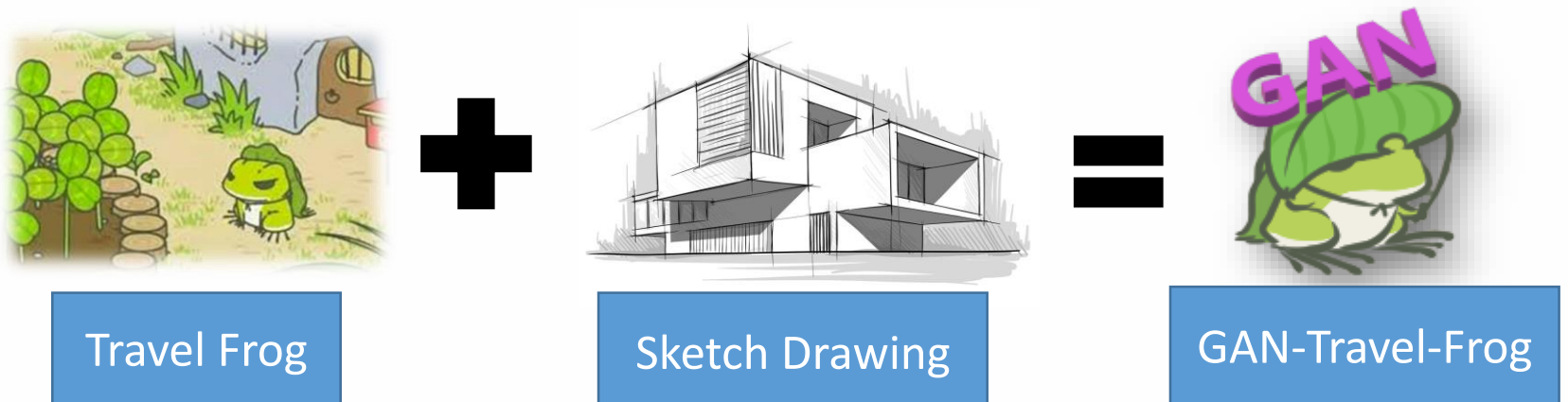


Travel Frog APP with Conditional GAN

- Send your frog to wonderlands with the power of pix2pix

Project Introduction

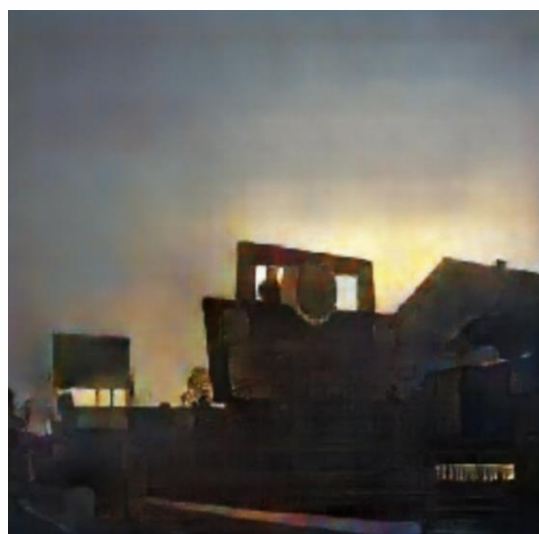
Have you ever played the popular game Travel Frog?
Wouldn't it be fun if you can **draw your frog's destination**?
Do you want to create your unique beautiful wonderland?
Use **GAN-Travel-Frog** to fulfill your crazy dream!



ML-based



Use TensorFlow Lite



Generate Cool Images

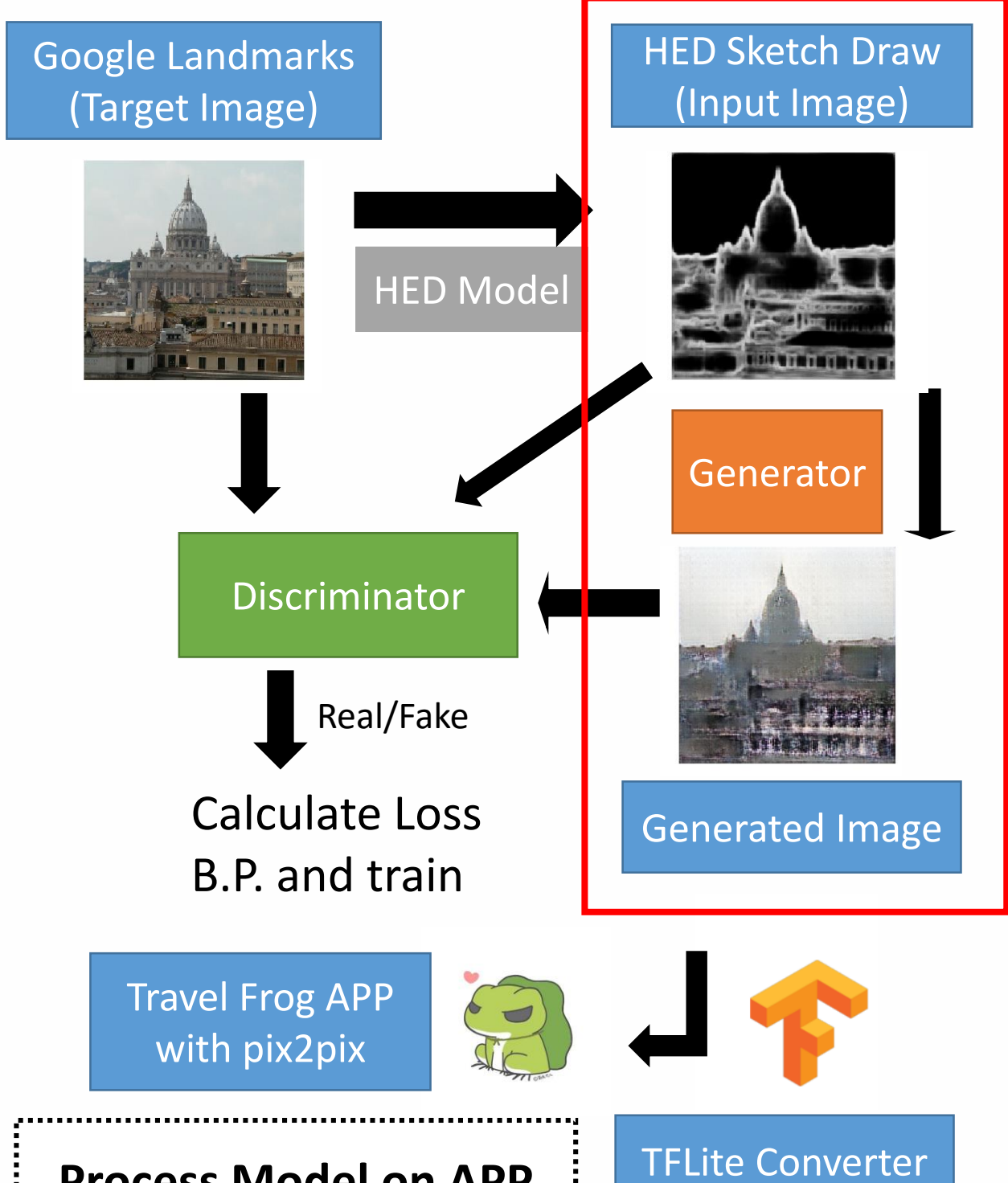
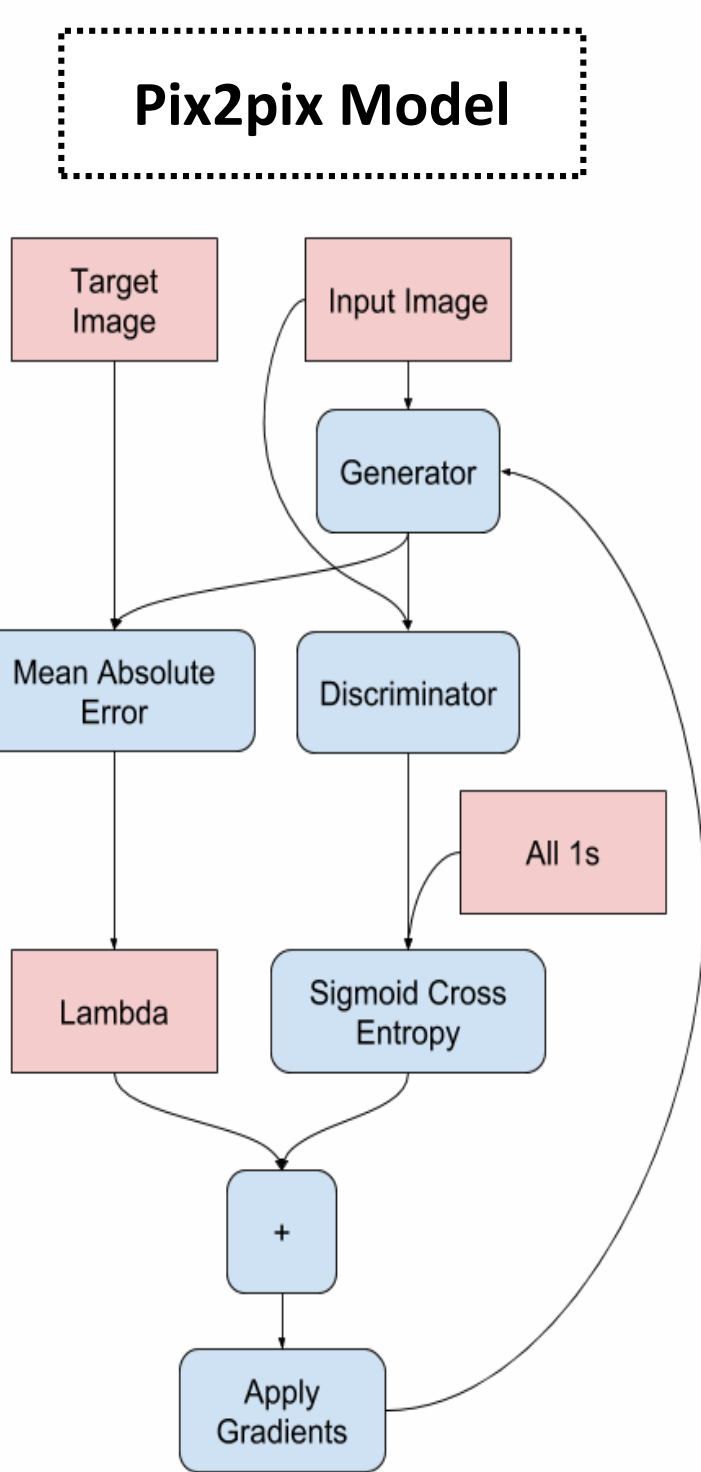


Easy, Fun and Interactive

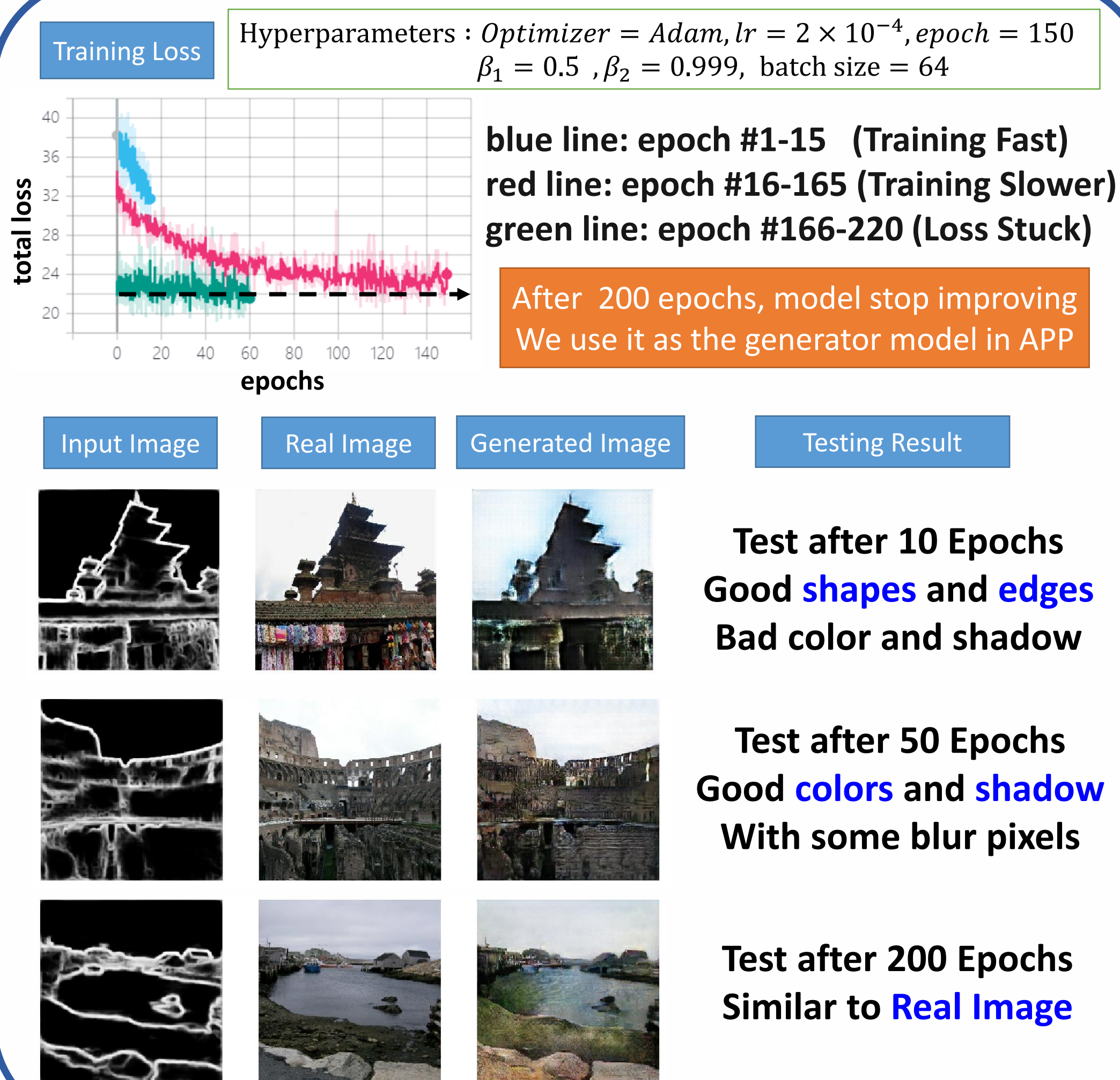


Data Processing and Model

- Use Google Landmarks Dataset for Real Image dataset
- Used pre-trained HED Model to generate Input Image dataset
- Train a **Conditional Generative Adversarial Net** to generate pics
- Use **TFLite** to save and run generator model on mobile phones
- Randomly pick one pic to test after every epoch of training



Training and Testing Results



Examples and Android App Demo

Travel Mode : a random and unknown place



Good Performance
on testing dataset.
(HED => Pic)

Creator Mode: Draw your own landmark



Bad transferability
due to the difference
of doodle draw / HED
(Doodle => Pic)

Conclusion and Other Resources

- Use **HED** as condition for CGAN to **generate new landmarks** is applicable.
HED can be an index of similarity of pics.
- Generate landmarks from doodles is NOT the same task as from HED, since **doodles and HED have a lot difference in detail** though sharing similar shape and features.

Download APP



Github and Ref.



投票区域