

Steps:

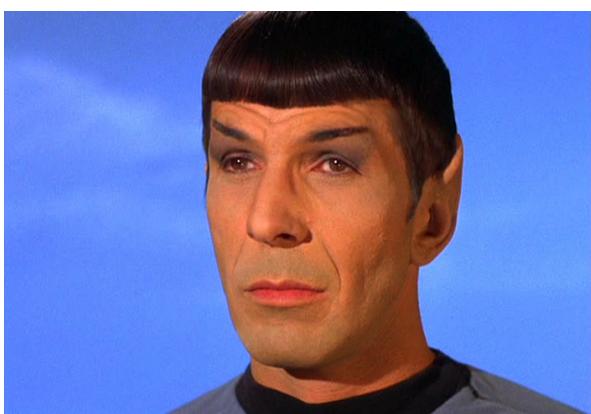
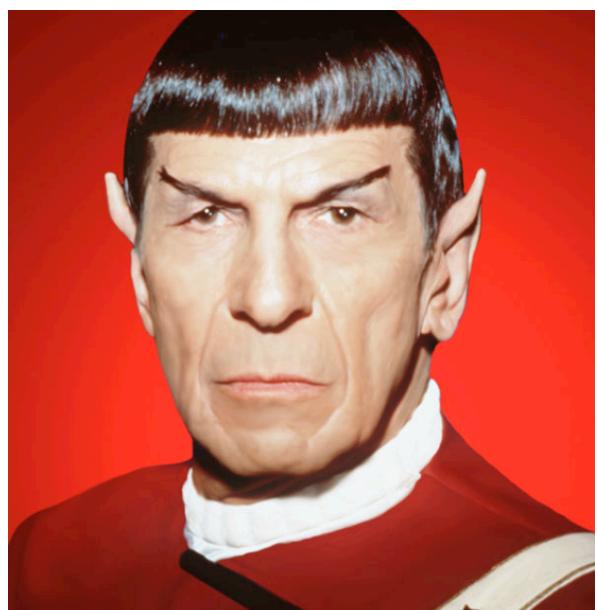
Request permission/access to the rock repository <https://drive.google.com/drive/folders/177RTXxlouApHy-3tDqsgIHhOJcM2fz7f>

1. As you peruse the repository, identify rocks that resemble like someone. This can be a celebrity or a relative. The key is to find a photo that strongly resembles the rock (in your opinion of course). Note the id of the rock. You will need to label your human matches with this number.
2. Google to find the closest face position of this person to this rock. For example, get as close to 'the expression' of the rock to an image on the internet as you can. Also, if the rock is facing to the right or to the left, try to find a corresponding image. You can always flip, skew the photo too. Try to avoid high-contrast photos (deep shadows, obscured face, etc)

Example:



**EXPRESSION AND POSTURE (FLIPPED)
MATCH**



POSTURE (3/4 VIEW) MATCHES

NOte: cartoon characters are ok, but are best if also paired with a human element
(Face Net is trained on human face features so we want it to detect necessary landmarks)

For example, this rock looks to me like the Little Prince:



TYPE TO ENTER A CAPTION.

But it's best if I have a human face too. So I thought of that little boy in A.I. (2001), Haley Osment.



Not a bad match, right? But, there is deep shadow on Haley's face, and trying to lighten it up only gets so good. Is there another one I can find?



ok, so none exactly match what I want with the right contrast, face position, etc. however, the more pictures we feed the model, the more likely our face recognizer will match someone who looks like Haley Osment and that person will then be matched to our original rock.

3. Name these files `human_<name>_<a...z>_<id>.jpg`. Utilize the id of the rock- that is how we will correlate between the human face and the rock face. 3-5 image files with a range of matches are very helpful, but 1 is ok too.
eg: `human_spock_a_539.jpg`
4. EXTRA CREDIT: Copy your human file, remove the 'celebrity name' and this time label it with an expression. `human_<expression>_<a...z>_<id>.jpg` that best surmises the expression/emotion of the rock face
please keep the expressions to 3 descriptors or less
eg: `human_solemn_a_539.jpg`
5. EXTRA EXTRA CREDIT: Make a corresponding file `human_<geometry>_<id>.jpg` that best surmises the geometric features of the rock face
please keep the expressions to 4 descriptors or less
eg: `human_round_head_big_eyebrow_a_539.jpg`

You ROCK!