**GANimals: A Study in Art using Artificial Intelligence**

**Introduction**

The challenge for this project was that there was a need to create monstrous animal faces based on a mixture of other animal faces.

This was achieved by utilizing Generative Adversarial Networks, otherwise known as GANs, to

A visual dataset, provided by Kaggle, comprising of \_\_\_\_\_ was the basis for which

Due to the dataset, the project was limited to creating only mammal-mixtures.

**Approach**

Data Analysis

Resources Used

As mentioned before, this project utilized a visual dataset comprised of

Software Design

Source Code

**Results**

Due to the nature of this project, the definition of “success” is a bit fluid.

**Conclusion**

Results were considered a success.

Technical lessons that were learned include the implementation of Generative Adversarial Networks.

References

Appendix

Daniel Khalil

Luke Crump

Vivian Dang