**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 animals.

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

**Approach**

Data Analysis

Resources Used

Software Design

Source Code

Results

Conclusion

References

Appendix

Daniel Khalil

Luke Crump

Vivian Dang