

WorldGAN: 3D Environment Generation Using Deep Adversarial Networks

Tim Whitaker

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1 Abstract

2 Introduction

2.1 Objectives

3 Background

4 Methodology

Building the UI app.

Building the training set.

First round of training for pix2pix and cycleGAN.

Augmenting the training set.

Second round of training for pix2pix and cycleGAN.

Building the test set.

Visualizations of results with 3d software.

5 Results

6 Conclusion