Department of Computer Science and Engineering Mini-Project Abstract – NM1009 - Generative AI for Engineering

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Project Title : Explorating Film Names Using Generative AI

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ABSTRACT:-

In the modern entertainment industry, finding an appealing and memorable film name is a critical aspect of marketing and branding. However, the process of generating unique and captivating film titles can be challenging and time-consuming. Exploring Film Names Using Generative AI presents a novel approach to address this challenge by leveraging artificial intelligence techniques to automatically generate new film names.

This paper introduces the concept of using generative AI models, such as Markov Chains, Recurrent Neural Networks (RNNs), or Transformers, to learn patterns and relationships within a dataset of existing film names. These models are trained on the dataset to understand the linguistic structure and stylistic elements of film titles. Once trained, the models can generate new film names based on the learned patterns, offering a creative and efficient solution for brainstorming ideas for new films.

Key features of this approach include model flexibility, creativity, customizability, scalability, and real-time generation capabilities. The generated film names exhibit a balance between familiarity and novelty, providing filmmakers, screenwriters, and marketers with a diverse range of options to explore. Additionally, the iterative improvement process allows for continuous refinement of the generative AI models, leading to enhanced performance and more realistic outputs over time.

Overall, Explorating Film Names Using Generative AI offers a valuable tool for the entertainment industry, enabling professionals to generate compelling and memorable film titles efficiently and effectively, thus facilitating the creative process and enhancing the success of film projects.