

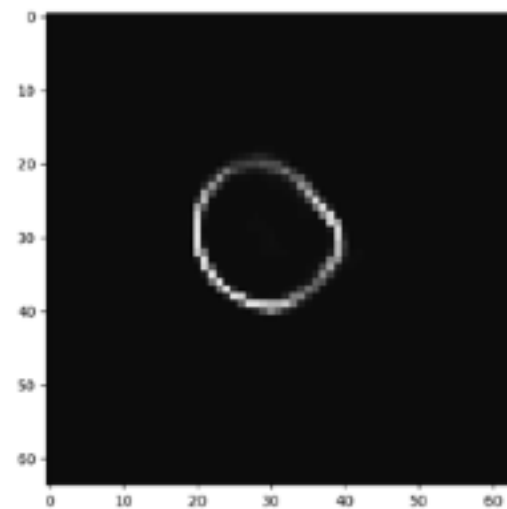
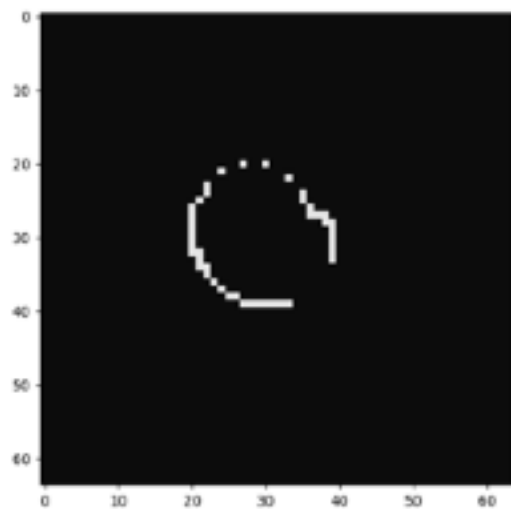
Generative Manipulation on the Mechanism Image Manifold

- Find Feature Vectors z , Based on User Input Recognition
- Additional constraints can be used for local search in z space with following objective :

$$z = \operatorname{argmin}_z (\underbrace{L(z_0, z)}_{\text{Distance from } z} + \underbrace{c(z)}_{\text{Pixelwise Constraint Loss}} + \underbrace{D(z)}_{\text{Discriminator Loss}})$$

path-VEA Preliminary Results

Denoising + Inpainting



Shape Transformation

z_1



$$z = (t)z_1 + (1 - t)z_2$$



z_2

