Capstone: Magic card generation.

Card explanation

Card Name (User input)

Mana cost(not input)

Card type/subtype (User input)

Power(if creature) (User input)

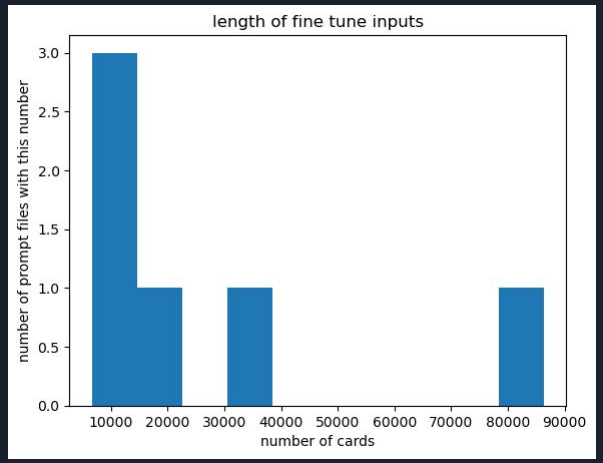
Toughness(if creature) (User input)

Creature abilities(Model output)

Flavor text(not input)

GPT 2 fine tuning

Chat gpt 2 allows fine tuning of a model given text input. We've made a prompt that replaces names in the abilities with [CARDNAME] the standard convention for an unnamed magic card. We feed that to gpt2



Capstone vs models

My goal was to not make the initial model better but make the text inputs good enough to trick an initially accurate model. So for this project closer to the baseline model is better.

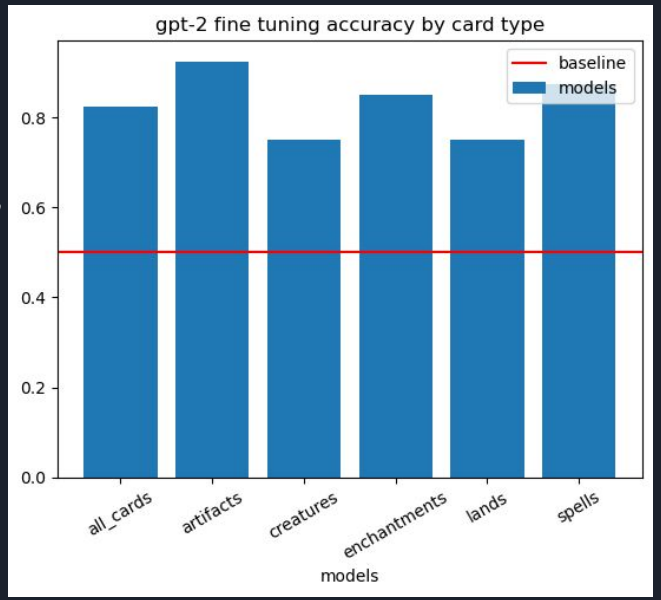
Card type results

So I ran a pretty simple countvectorizor

Classification model to see if we could determine

Which cards are fake, with low hyperparameters,

The classification model can detect.



Gpt 2 models by type

Creature

Instant/Sorcery

Artifact

Enchantment

Land

Not accounted for

multi-type(ex: enchantment creature)

Example output

When everything is said and done a stable diffusion

Model comes in to make the image based on the

User's prompt, to get a final output like this from

Our initial inputs.

Make a Card

https://muted-overlooked-distribution.anvil.app/