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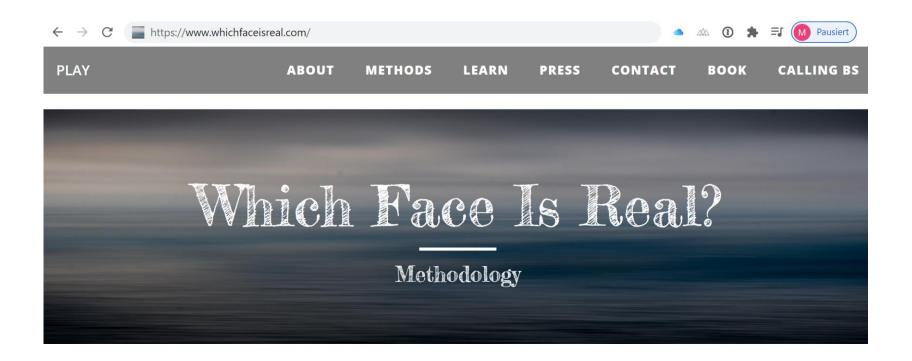# Which Face Is Real?

Methodology

Methods

Because this seems to be a persistent source of confusion, let us begin by stressing that we did not develop the phenomenal algorithm used to generate these faces. The StyleGAN algorithm used to produce these images was developed by Tero Karras, Samuli Laine, and Timo Aila at NVIDIA, based on earlier work by Ian Goodfellow and colleagues on Generative Adversarial Neworks (GANs).

In February 2019, graphics hardware manufacturer NVIDIA released open-source code for their photorealistic face generation software StyleGAN. The software uses

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