

Workbook for Marvin Cazeau

January 13, 2022 Thursday

Was not here at beginning of semester due to family reasons

January 18, 2022 Tuesday

Met with the group in class and was notified of all the changes that needed to be made for this semester. Focusing on changing the ML AI to a neural network and increasing our database by adding more faces. Current task is to conduct research on these elements.

January 20, 2022 Thursday

Everyone had conducted some research but nothing conclusive as of yet. Still unsure of what exactly we're trying to achieve so asked questions to clarify to the group

January 24, 2022 Monday

Wrote the product vision and had a meeting with the team

January 25, 2022 Tuesday

Rewrote the product vision and created the product backlog on Zenhub and added several tasks to it.

January 27, 2022 Thursday

Product owner gave us more tasks and milestones for our project, still confused on some aspects of certain tasks but after asking for clarification was giving a better understanding of what we're trying to accomplish.

February 1, 2022 Tuesday

Met with Jared before class to talk about the face clusters. Concluded that helping Maree research GANs was the best course of action for me at this time.

February 1-3, 2022 Thursday

Conducted research on GANs and found several GANs that were not applicable and few that might've been what we were looking for specifically 3DGAN but decided after Thursday meeting with our product owner that we should use the GANfit that he provided to us.

February 4, 2022 Friday

Completed v1 for this semester of the SRS/SDD

February 7, 2022 Monday

Using the table with different facial landmarks that was given to us by our product owner we wanted to rewrite the ratios being used in our code. I researched several academic pieces on this topic, and I found that the ratios we were using were already what was considered, the most important landmarks already (the green landmarks). Therefore, no changes to the code needed to be made

February 10-March 1, 2022

For the majority of February this time period can be summed up as essentially trying to find different GANs to be used to find something suitable to covert 2D images into 3D images. GANFIT, TBGAN, DCGAN, ACGAN, and many more GANs were tried, tested, and ultimately failed. It was until March 1st that a group member found a solution using face gen

March 1-March 11, 2022

Utilizing face gen, me and Maree started creating faces to fill up the database and handing them over to our other members. We plan to create 500 faces. We'll be making a wide variety of faces including old, round, droopy, non-symmetrical and vice versa.

March 14-March 18, 2022

Spring Break

March 24, 2022

Starting on creating faces on my end. Created and uploaded 15 faces on this day for the group. Faces were mostly male and varied with black, south Asian, Arabic, and white.

April 07, 2022

Created 22 more faces and uploaded them for the group. Also, mostly male and varied in race. Emphasis was made to make the faces as varied as possible.

April 08, 2022

Worked on the SRS and SDD documents. Filled out the missing sections. Clarified details and definitions. Also, fixed some formatting issues.

April 14, 2022

Created and uploaded 12 more faces. Focused more on female faces to equal out the male faces created prior.

April 15, 2022

With our project finished up we were able to come up with an accurate and complete test plan to assess how consistent and competent the program is in a live environment.

April 19, 2022

Set the framework for the Wiki and uploaded the raw data of faces on the Github. Fleshed out part of the Wiki section on FaceGen.