0: 'To tackle this problem, it was proposed to perturb each word by adding adversarial noise to the word embedding. We propose a method leveraging the naturally time-related expressivity of our voice to control an animation composed of a set of short events. Discoveries about the visual cortex led to natural image statistics analysis, which led to texture synthesis algorithms which led to style transfer algorithms. The use of extreme point distance criterion to determine feature points. Visualization is a process that is intended to be a meaningful visual abstraction process. The effective recognition and enhancement of ridge-valley features are important topics in point cloud processing. They then attempt to output a transformation that results in higher visual quality, removal of noise, or addition of effects. ',

1: 'Natural image models, vision neuroscience, and image synthesis have long been tightly-coupled fields. These approaches start by taking as input a scene rendered from the final camera’s viewpoint. Furthermore, this gradually unfreezing schedule also prevents a pretrained model from catastrophic forgetting. Also, the use of more than one soundtrack allows us to control different characters with overlapping actions. ', 2: 'This would provide artists with higher-level controls to explore artistic creation. The features extracted from both contour and style images will be fused and used for the colorization. ',

3: 'Observing that an icon can be well defined by color and structure conditions, we present a dual conditional GAN to colorize icons. Abstraction uses a concept of point-of-view, which determines which aspects of source thing should be preserved in its sign thing and which should be suppressed. ',

4: 'Alongside fostering creativity, the process is designed to question the growing interaction between humans and machines. This method shows very good performance and quality, although it is limited to point light sources and requires pre-baking of the Radiance Regression Function for each scene. A visualization is a process that transforms data representations of a thing from reality into visual representations. In object-oriented design, the most frequently used programming methodology, it primarily relates to the definition of classes and methods that cannot be instantiated. ',

5: 'The output frames can be looped like cinemagraph, and also be controlled directly by specifying latent codes or indirectly via visual annotations. Visualization is a process that is intended to be a meaningful visual abstraction process. At its rounds, the computer partially completes the drawing using machine learning algorithms, and projects its additions directly on the canvas, which the artists are free to insert or modify. The lowest entities are more tangible, while the higher levels of the abstraction hierarchy are further removed from tangibility and become more mental constructs and concepts that, in one way or another, allow humans to recognize certain characteristics clearer than the lower-level representations. In professional industries such as visual effects and video games, trained modelers are still required to meticulously create non-realistic geometric assets. Natural image models, vision neuroscience, and image synthesis have long been tightly-coupled fields. ',

6: 'Ideally, after applying a perturbation function to a sentence, the noisy output should still represent a proper sentence and carry a similar meaning. City road layout modeling is an important problem with applications in various fields. The experimental results demonstrate that our approach provides improvements when compared to state of the art methods especially on short texts. Recently, GANs put a spotlight on the creative power of neural networks. They then attempt to output a transformation that results in higher visual quality, removal of noise, or addition of effects. ',