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Generative adversarial networks (GANs) have been proven to be able to generate realistic images in many applications and could constitute a solution to help designers colorize icons. The scarcity of tools to generate artistic geometry remains a major roadblock to the development of geometric stylization. In addition, subsequent processing, such as resampling and smooth filtering, may further damage these features. While for most of these classes it is possible to create instances, an abstract class is a construct that itself cannot be instantiated but which organizes the functionality into a comprehensive representation.