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Nowadays, icons are widely utilized in banners, signboards, billboards, homepages, and mobile apps. In object-oriented design, the most frequently used programming methodology, it primarily relates to the definition of classes and methods that cannot be instantiated. Rather than training a discriminator to recognize whether an icon is man-made or machine-generated, we train two discriminators to determine whether paired images are similar in structure and color. Moreover, the categorization of perceptual ambiguity in art is very preliminary and much work remains to be done to expand upon and refine it. 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.