GANnima: Generative Adversarial Networks for Animation - A Revolutionary Technique for Lifelike Animated Content Generation

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Abstract

We present a novel application of Generative Adversarial Networks (GANs) designed to revolutionize the process of animated content generation. Traditionally, producing animation involves resource-intensive techniques that require substantial manual input and computational resources. Our work introduces a pioneering method that utilizes the power of GANs to generate high-resolution, lifelike animations with far greater efficiency.

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