Artificial Intelligence
Deep Learning

GAN Implementation
Generate Anime Characters

Figure 7: Generated samples

Paper :

Towards the Automatic Anime Characters Creation with Generative Adversarial Networks

https://arxiv.org/pdf/1708.05509.pdf

GAN Implementation
Generate Artist Face

Figure 5: 1024 × 1024 images generated using the CELEBA-HQ dataset. See Appendix F for a larger set of results, and the accompanying video for latent space interpolations.

Paper :

Progressive Growing Of GANS For Improved Quality, Stability, And Variation - NVIDIA

https://arxiv.org/pdf/1710.10196.pdf

Lab 01
Conv2D

model.add(Conv2D(32, (3, 3), padding='same', input_shape=img_train.shape[1:]))

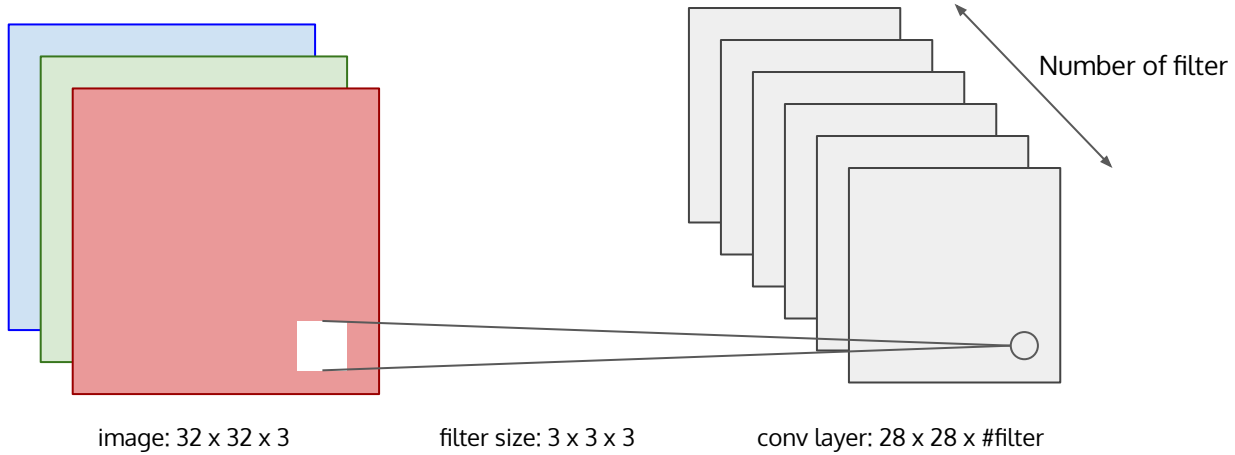
input_shape=img_train.shape[1:] → input size 32 x 32 x 3

number of filter → 32

kernel size → 3 x 3

stride 1 x 1

activation → relu



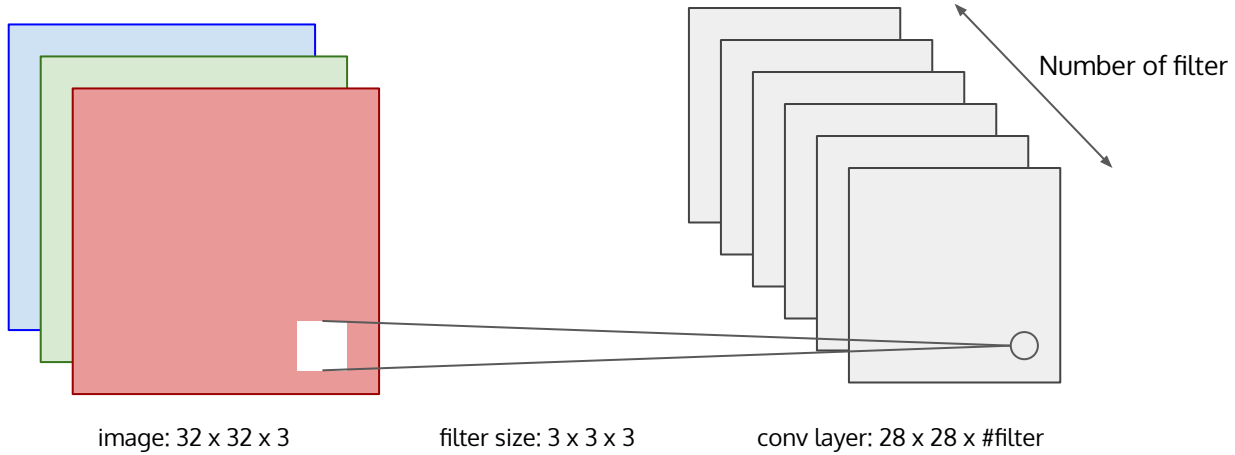
Lab 01
Pooling Layer

model.add(MaxPooling2D(pool_size=(2, 2)))

input → 28 x 28

pooling size → 2 x 2

stride → 2 x 2



Lab 01
Architecture