Mody University of Science and Technology

School of Engineering and Technology

Project Synopsis

**Project Title: Image into Caricature**

**Mentor Name: Dr. Praneet Saurabh**

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| **Enroll No** | **Name** | **Mobile** | **Branch** |
| 190078 | Saloni | 7424906556 | CSE(core) |
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**Year:** Third

**Abstract:**

Caricature is a comical representation of one’s image which emphasis on picturing the facial features boldly. In this minor project, we aim to transform images into cartoon. We will be using Python language on PyCharm. Conversion will be done by first uploading the image in the interface made by using Tkinter and then just by clicking on the Cartoonify Button. Hence, we get the caricature of the image ready to be saved in our devices. We will be using various libraries like OpenCV, Numpy, matplotlib, etc. we will put our knowledge of Machine Learning together to create this innovative program.

This application can be useful for people who are interested in comic and webtoon writing to create realistic characters. This can also be used by programmers/ hackers or other people who put their Bitmoji’s as their profile pictures as they don’t wish to their reveal faces for privacy purposes but they wish their DP to be unique. Graphic designers also use caricatures to escape their boring routine. It turns a simple hobby to lifestyle. Now a days caricatures are in trend. We can see several Snapchat and Facebook filters using similar techniques as well. People try using these techniques to see how different their friends or other famous people look like, once gone through the effect. Not only it is a great source of pleasure and entertainment for several people but also an interesting way to reach a milestone in learning technology for some. So, this application can be put to a good use!

**Tools / Technology Required:** Machine learning, Python

**Signature**

**Project Mentor**