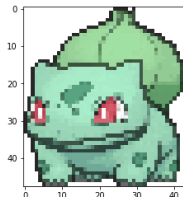Create an Object detection application for detecting Pokemon in an image using unsupervised learning it's mean not use a real target to perform a training dataset using tensorflow 2.0 and python.

*Project Overview:

1. Download a transparent Pokemon.png 3 classes of pokemon and any background for dataset generator.

2. Create model from transfer learning using VGG16 pre-trained model & weight from 'image net' , Input side of the model is a flatten dense from the last layer of VGG16 and output is 7 dense is [4 locations , 3 classes, 1 object appeared]
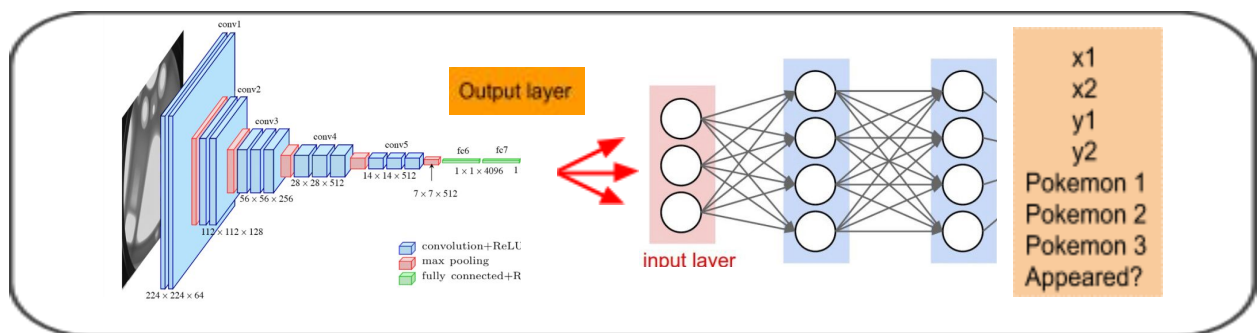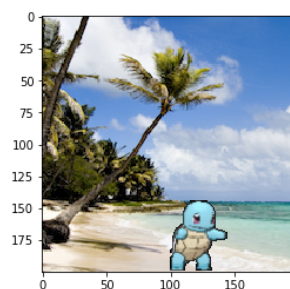

3. Create dataset generator using randomly pokemon image and placed it on the randomly background image.
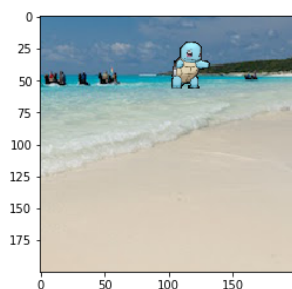
4. Training 50 image model for 5 per epoch. epoch and

5. Finally, Try to predict the location of Pokemon in the image and define it by red rectangular.