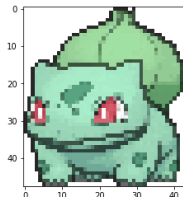


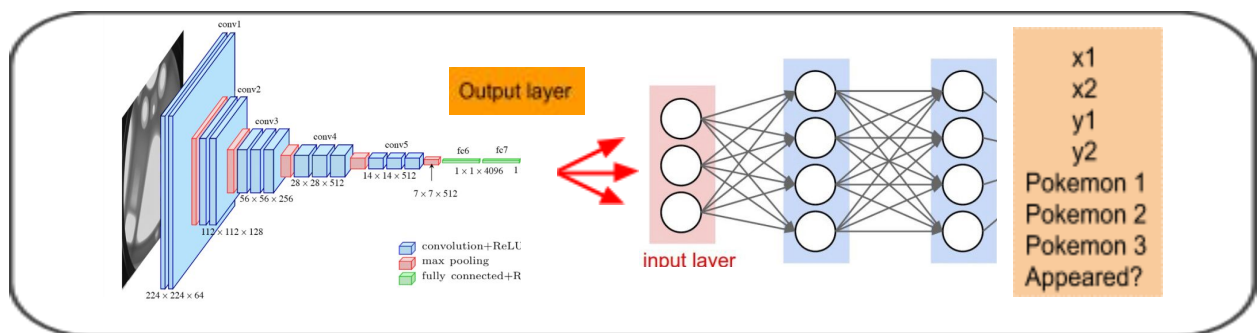
Create an Object detection application for detecting Pokemon in an image using unsupervised learning it's mean not use a real target to perform a training dataset using tensorflow 2.0 and python.

***Project Overview:**

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

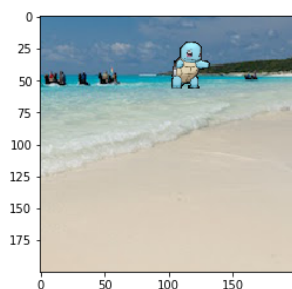


2. Create model from transfer learning using VGG16 pre-trained model & weight from 'image net', Input side of the model is a flatten dense from the last layer of VGG16 and output is 7 dense is [4 locations , 3 classes, 1 object appeared]

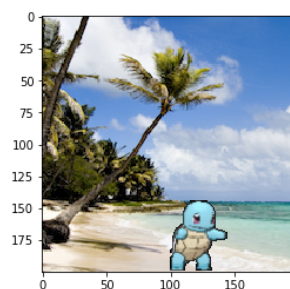


3. Create dataset generator using randomly pokemon image and placed it on the randomly background image.

4. Training 50 image



model for 5 per epoch.



epoch and

```

↳ Downloading data from https://github.com/fchollet/deep-learning-models/releases
58892288/58889256 [=====] - 2s 0us/step
Epoch 1/5
50/50 [=====] - 5578s 112s/step - loss: 0.7823
Epoch 2/5
50/50 [=====] - 5644s 113s/step - loss: 0.4209
Epoch 3/5
50/50 [=====] - 5700s 114s/step - loss: 0.4182
Epoch 4/5
50/50 [=====] - 5689s 114s/step - loss: 0.4067
Epoch 5/5
50/50 [=====] - 5682s 114s/step - loss: 0.4150
<tensorflow.python.keras.callbacks.History at 0x7fed45da4710>

```

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

