

User-Guided Sketch Colorization Interface with Conditional Generative Adversarial Network

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Overview

- Paints 2 Sketches with XDoG Algorithm
- Sketches 2 Paints with U-net & CGAN
- Web & Android under one backend
- Q & A

Paints 2 Sketches

XDoG: An eXtended difference-of-Gaussians compendium
including advanced image stylization[☆]

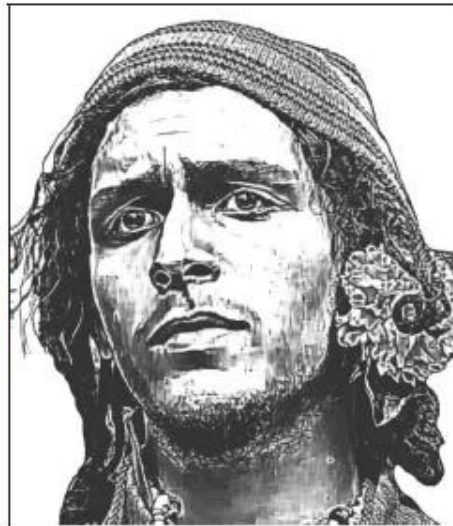
Holger Winnemöller^a, Jan Eric Kyprianidis^b, Sven C. Olsen

^a*Adobe Systems, Inc.*

^b*Hasso-Plattner-Institut*



(a) Source



(b) XDoG



(c) XDoG Thresholding



(d) XDoG-Hatching

Figure 1: *Style variations*: All of these images are produced based on slight modifications to a *difference-of-Gaussians* operator. Source © Andrew Calder

Paints 2 Sketches



original



openCV
high-pass algorithm



PaintsChainer
Inet
(Deep Method)

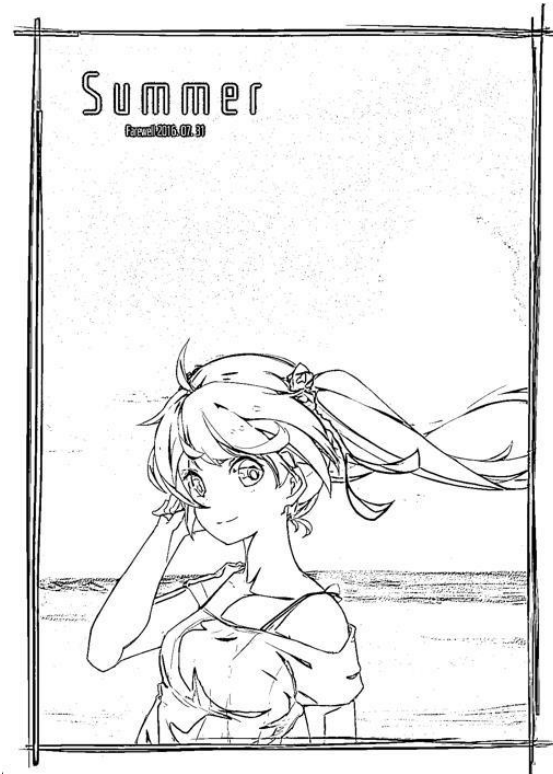


sketchKeras
(Deep Method)



Ours with XDoG
(sig=0.55,
tau=0.95
phi=10000)

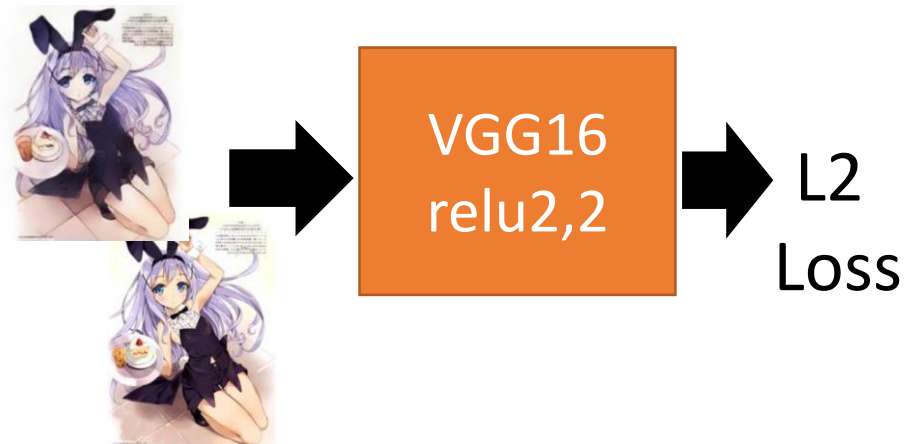
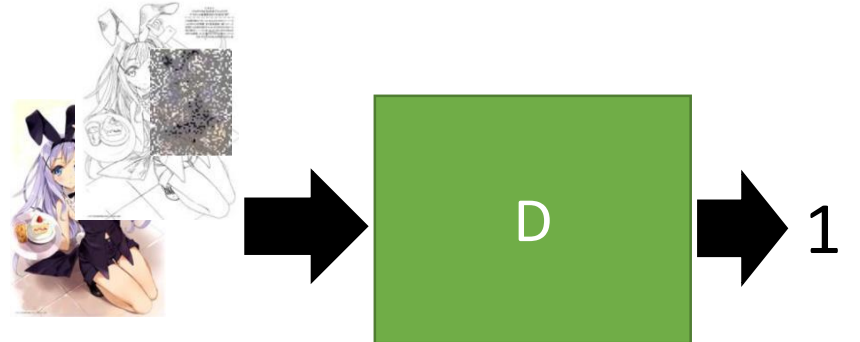
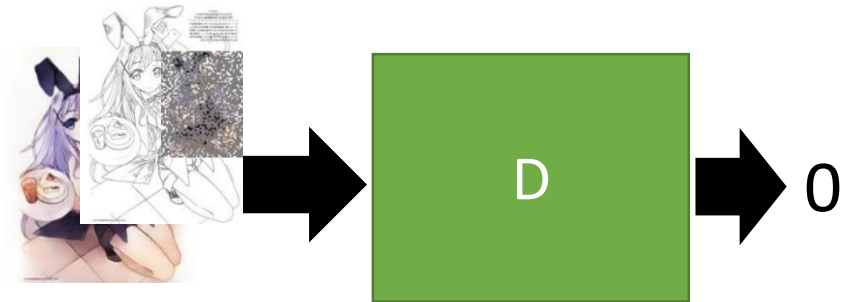
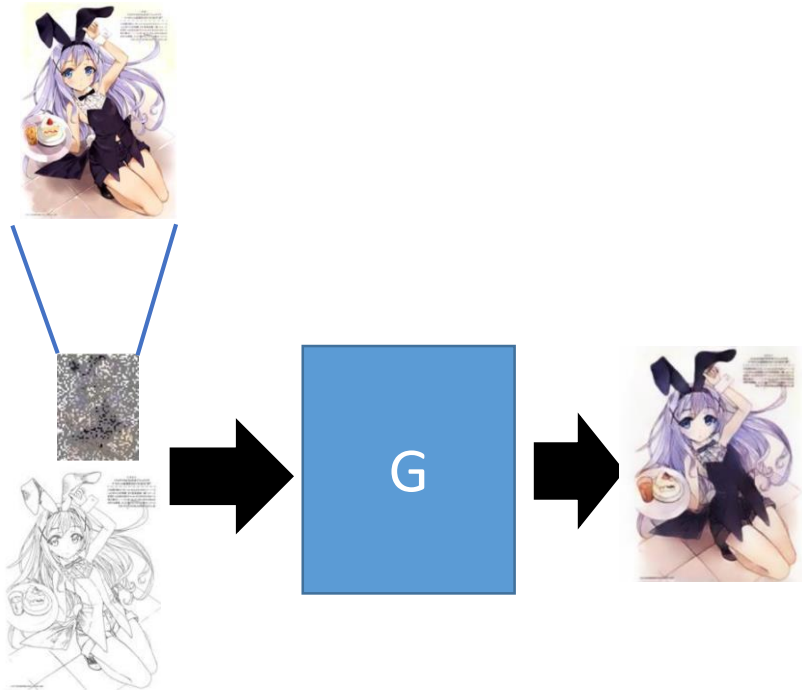
Paints 2 Sketches



Ours with XDoG
(sig=0.55,
tau=0.95
phi=10000)

Sketches 2 Paints

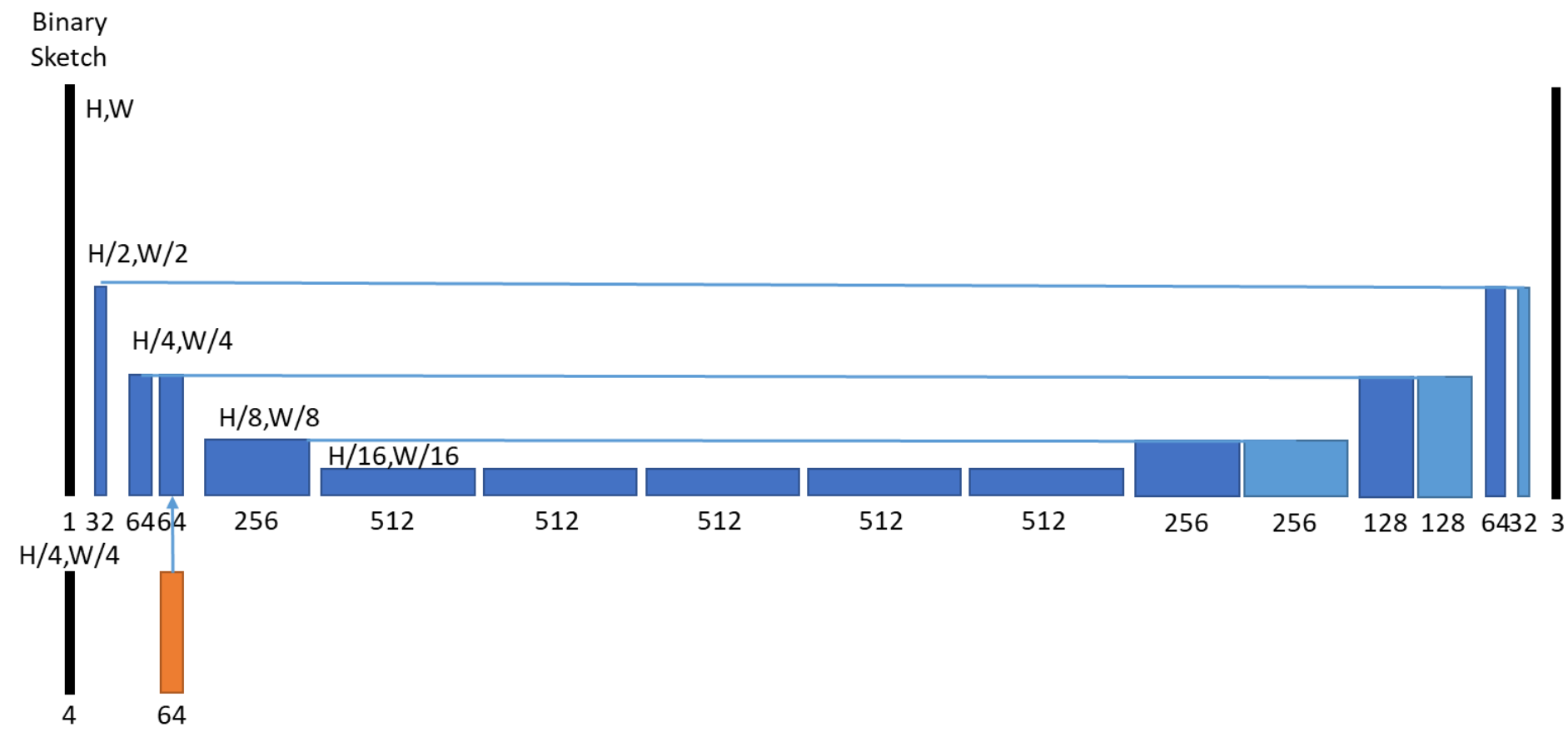
UCGAN (proposed)



UCGAN (proposed)

Generator: **Unet**

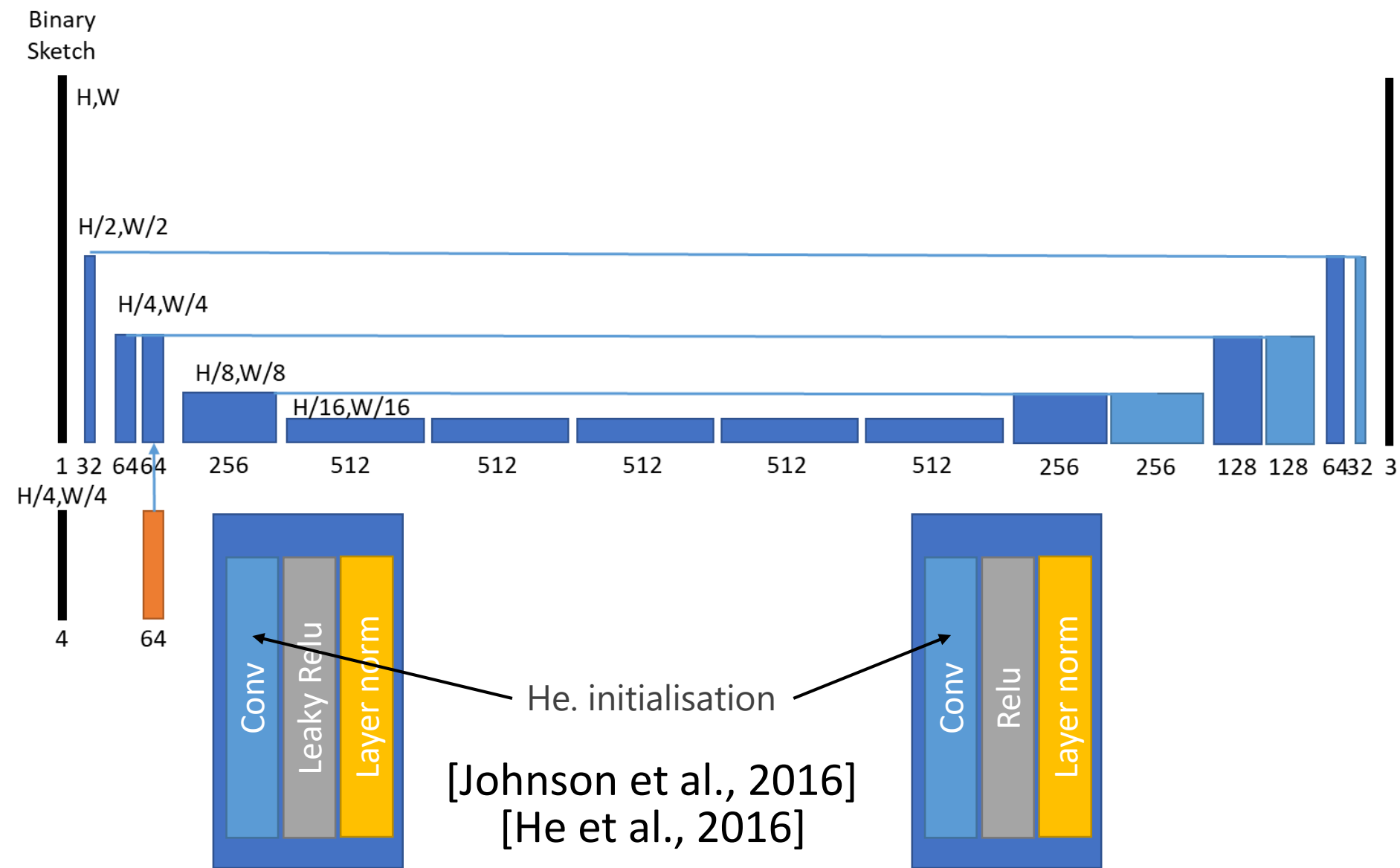
[Zhang et al., 2017]



UCGAN (proposed)

Generator: Unet

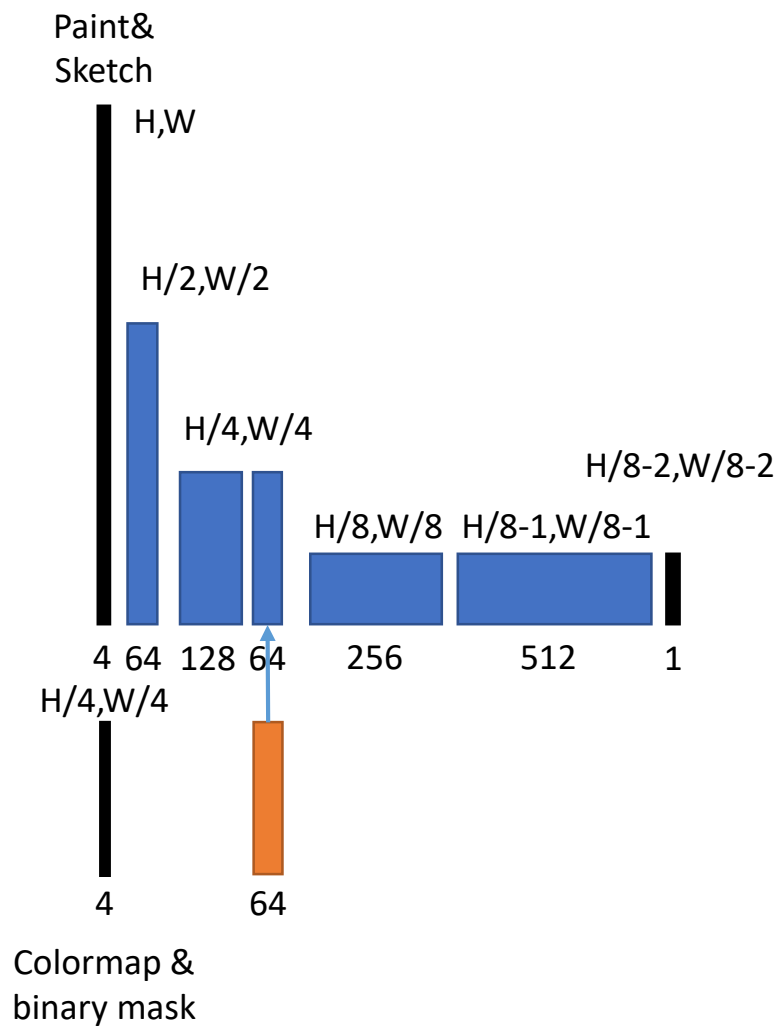
[Zhang et al., 2017]



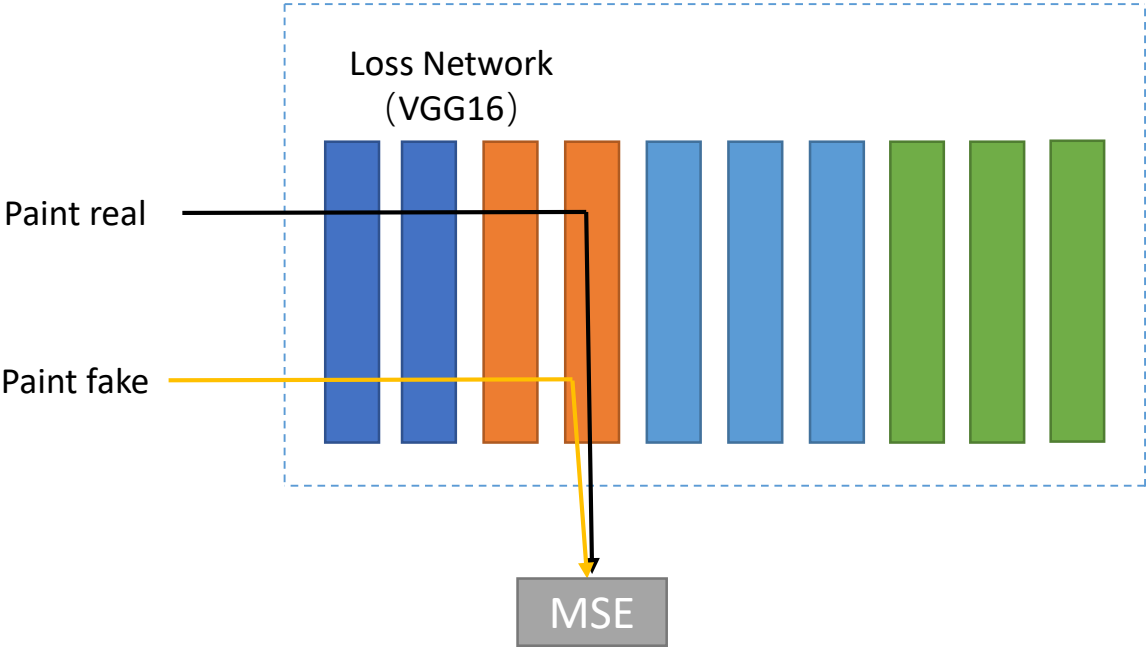
UCGAN (proposed)

[Isola et al., 2016]

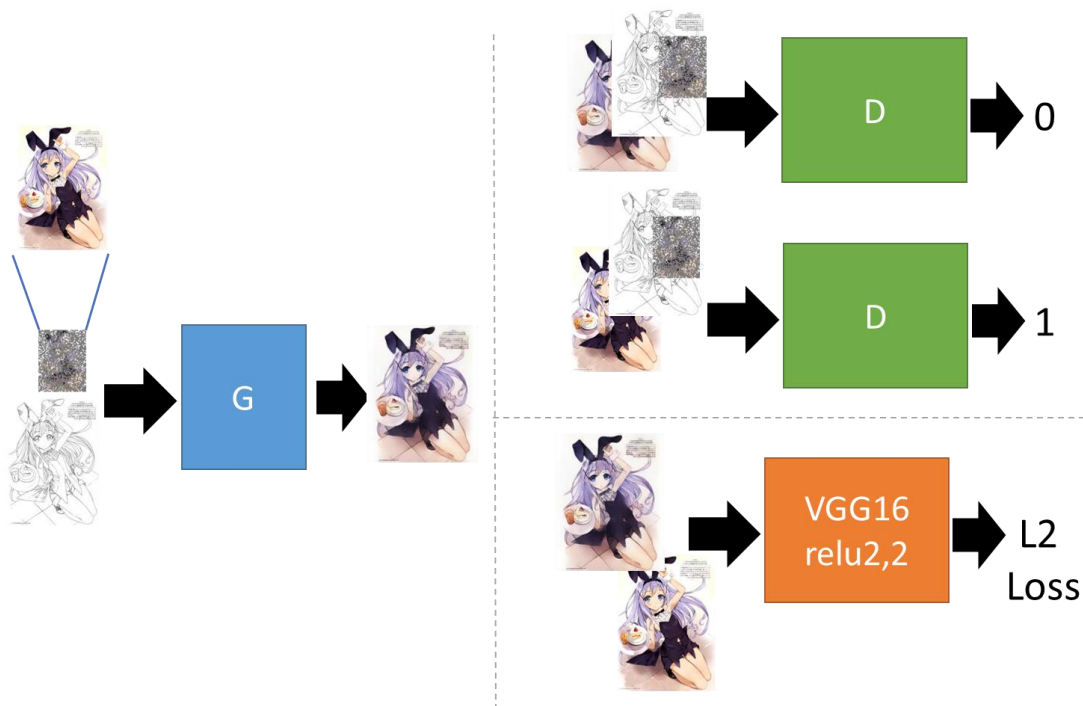
Discriminator: 70x70 PatchGAN



UCGAN (proposed) VGG Loss



UCGAN (proposed) Loss Function

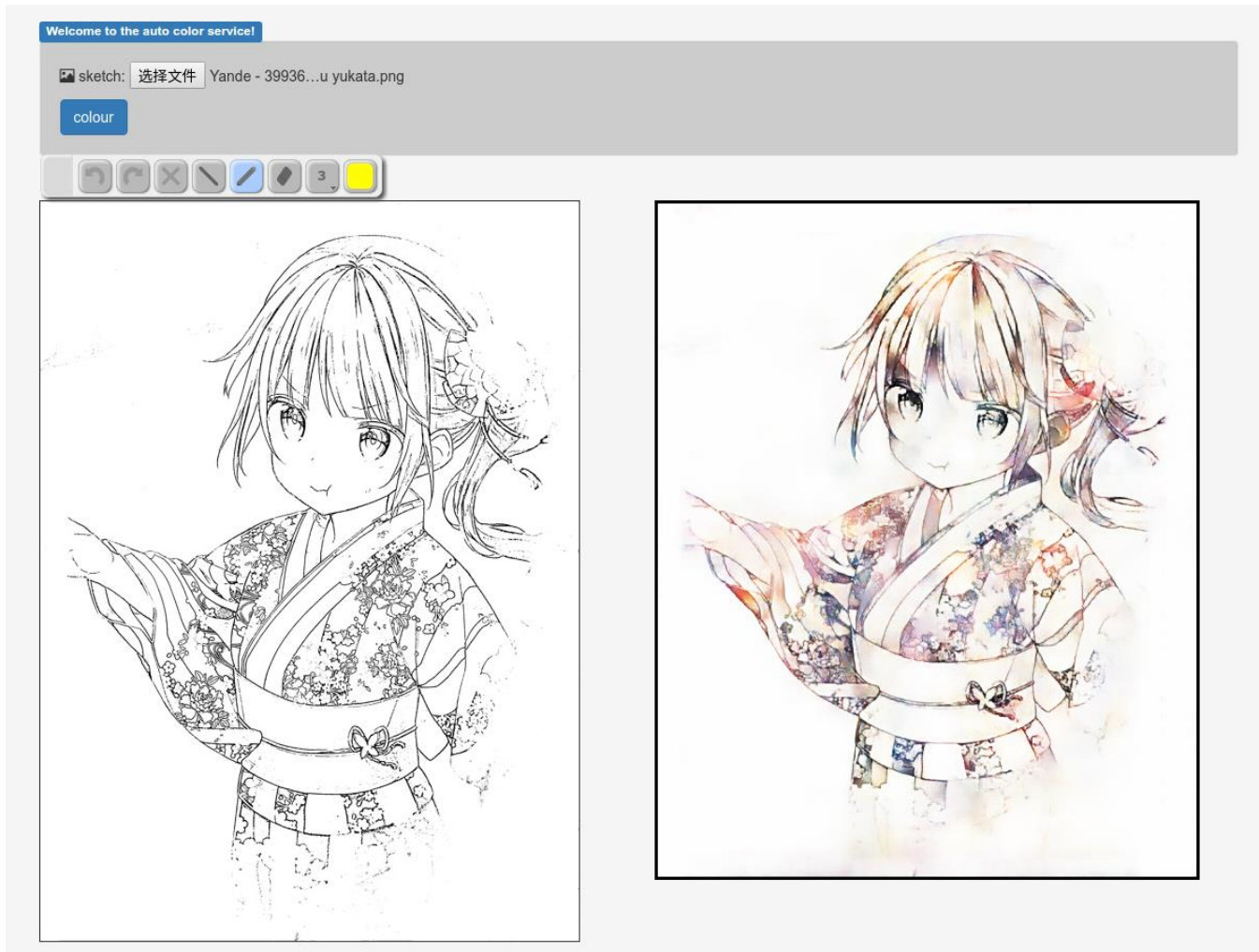


$$\begin{aligned} L_G &= E_{x \sim P_{sketch}} [\|D(G(x)) - 1\|_2] \\ &+ E_{x \sim P_{sketch}, y \sim P_{paint}} [\|VGG16_{22}(G(x)) - VGG16_{22}(y)\|_2] \end{aligned}$$

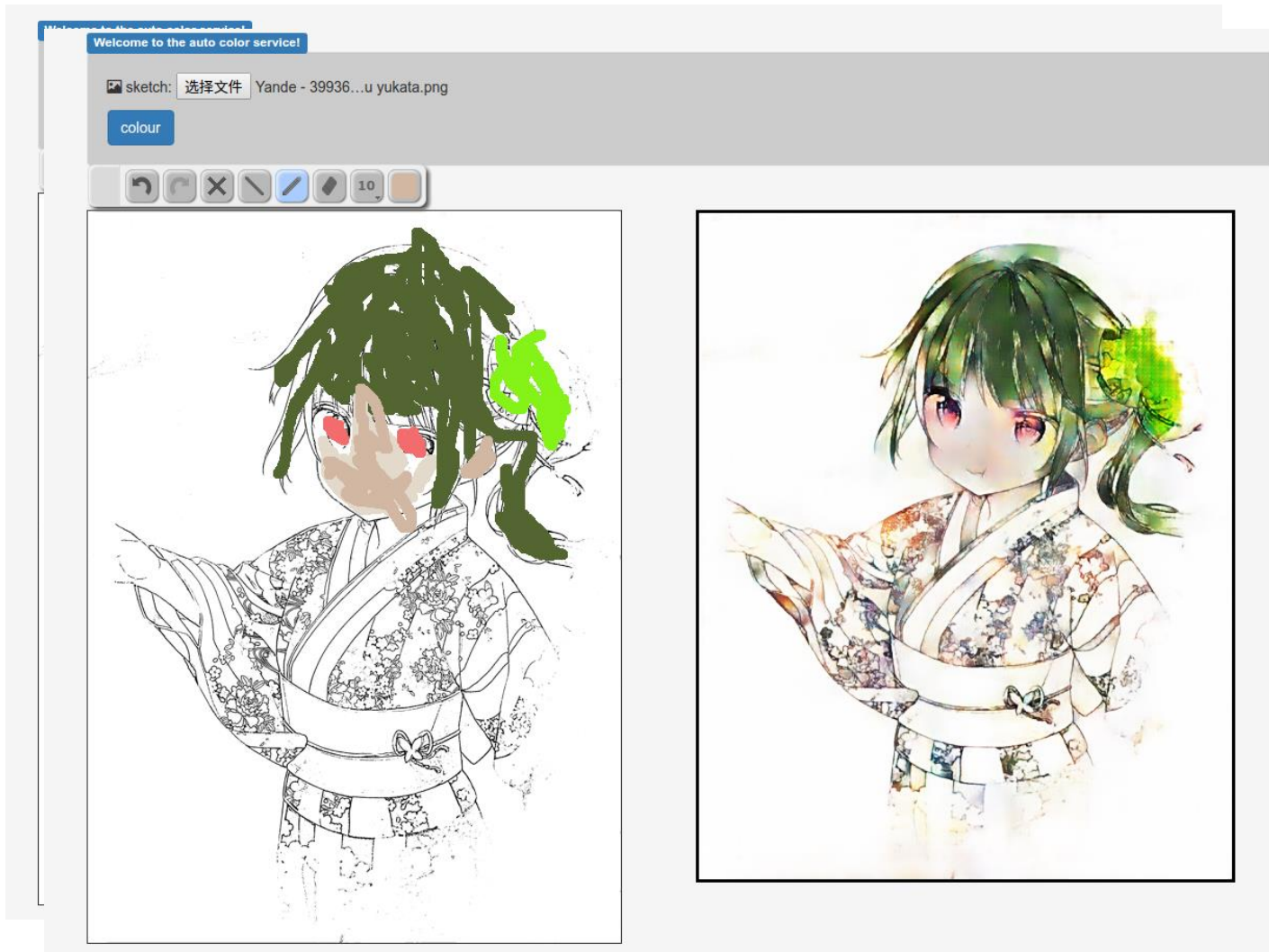
Sketches 2 Paints (White)



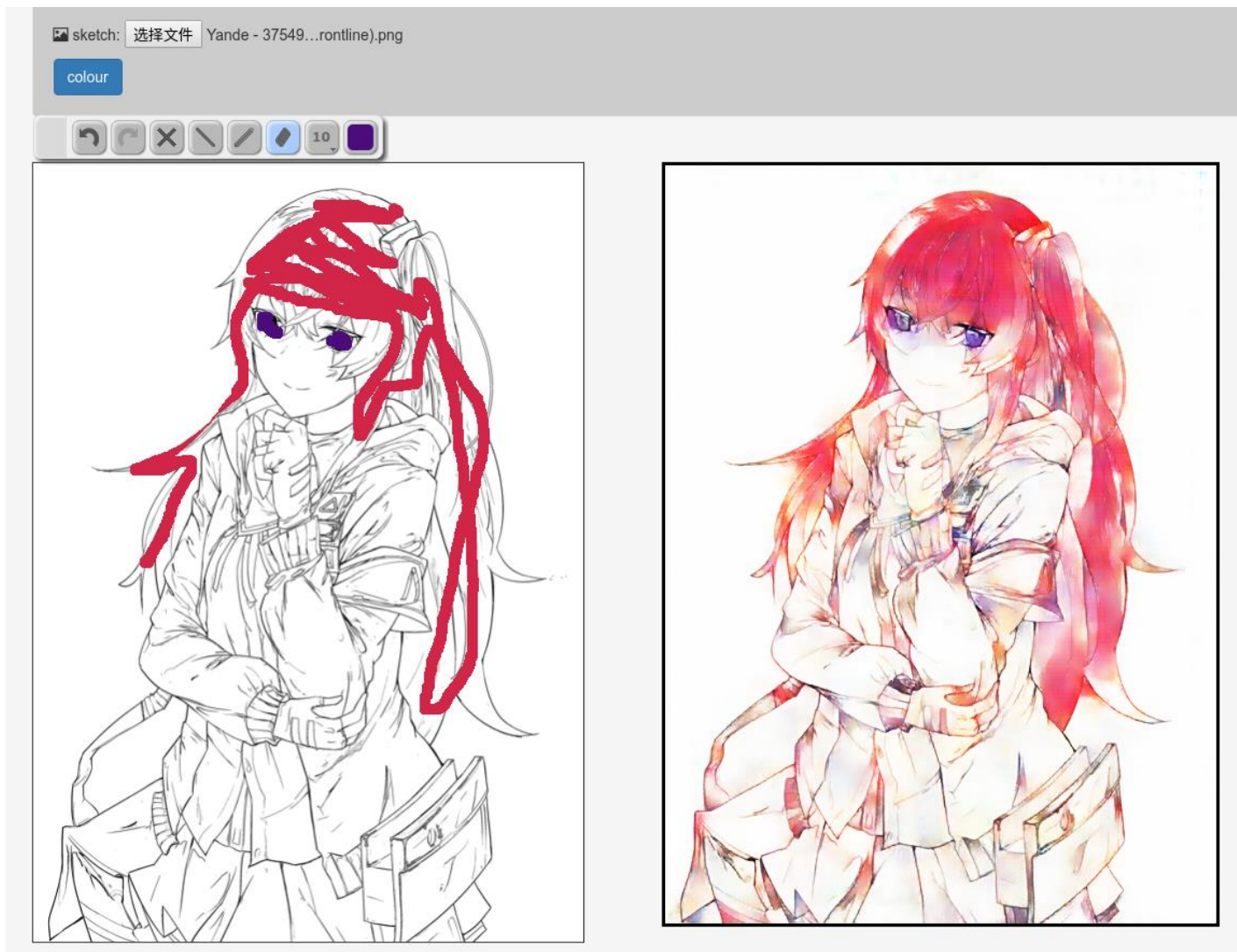
Sketches 2 Paints (Web interface)



Sketches 2 Paints (Web interface)



Sketches 2 Paints (Web interface)



Paints 2 Sketches (Web interface)

Start to use

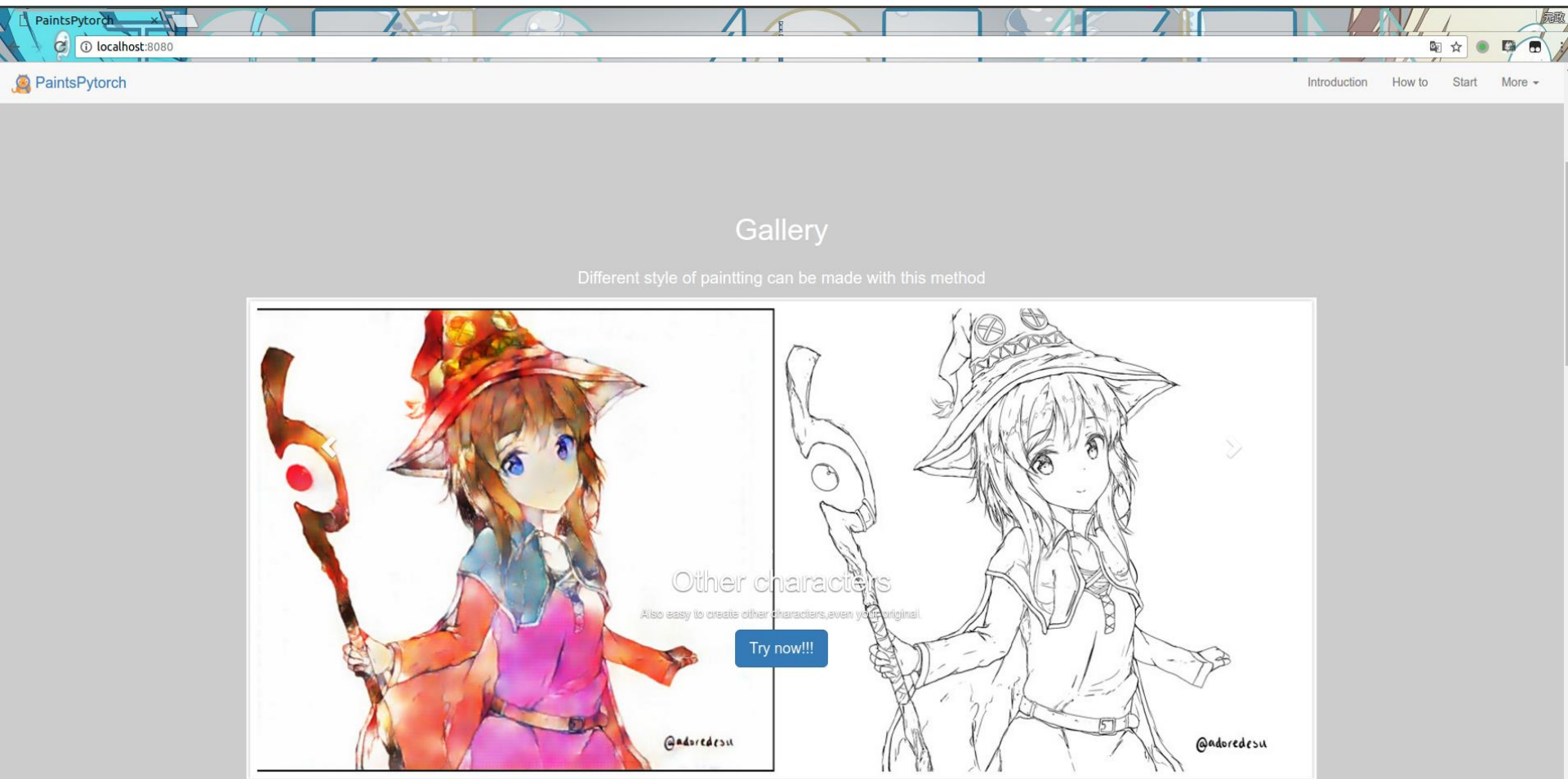
What the hell is this part?



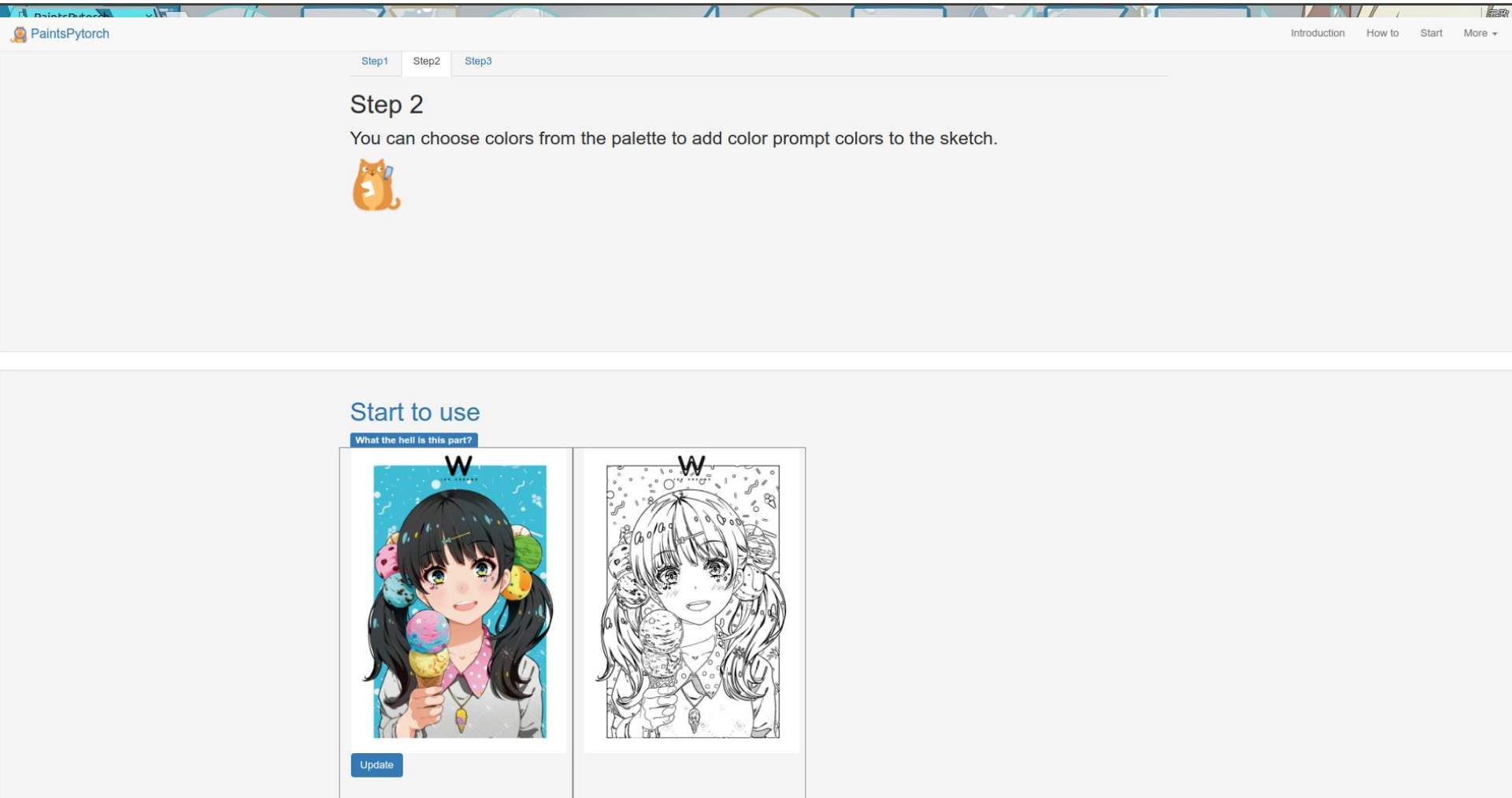
Update



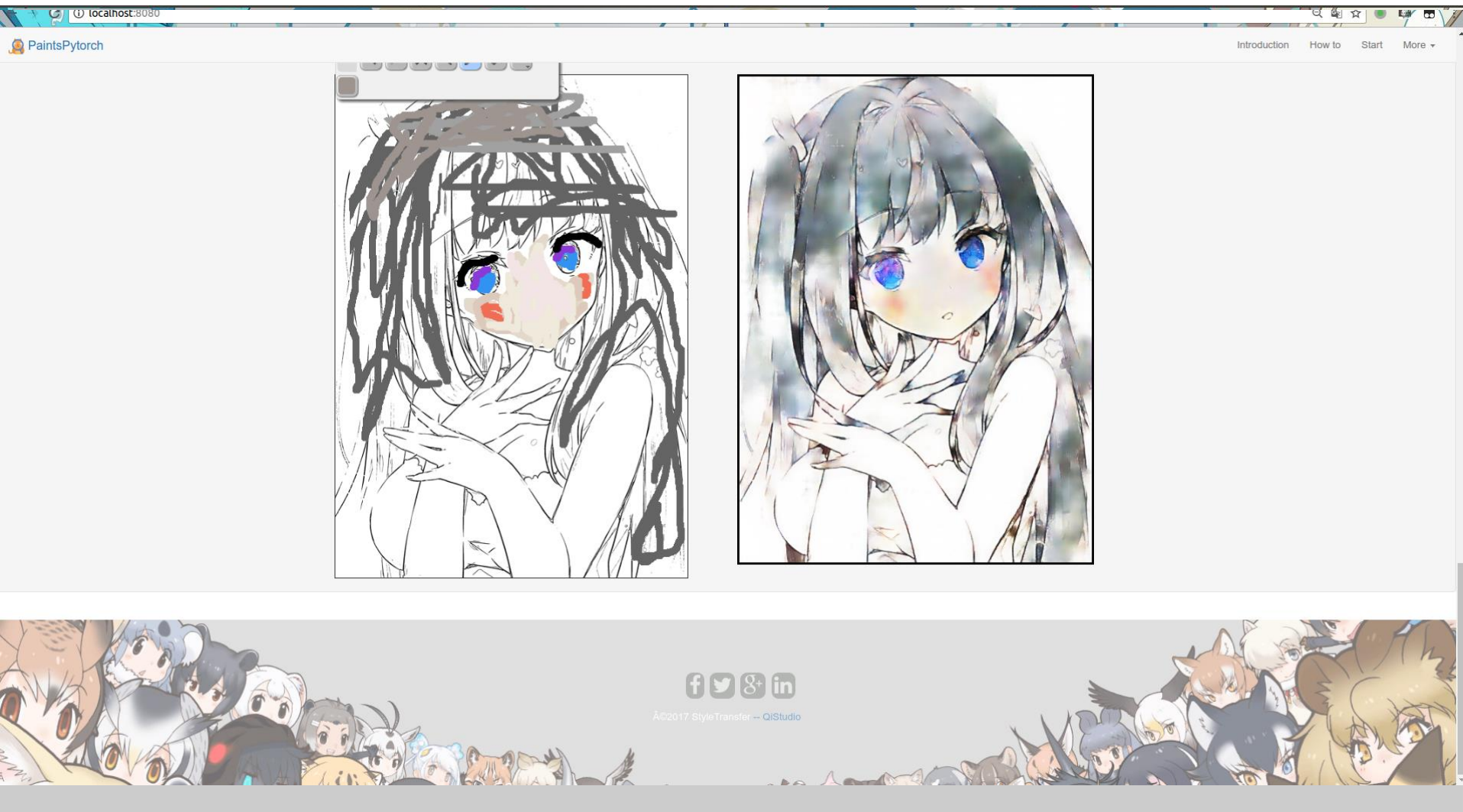
Web interface



Web interface



Web interface



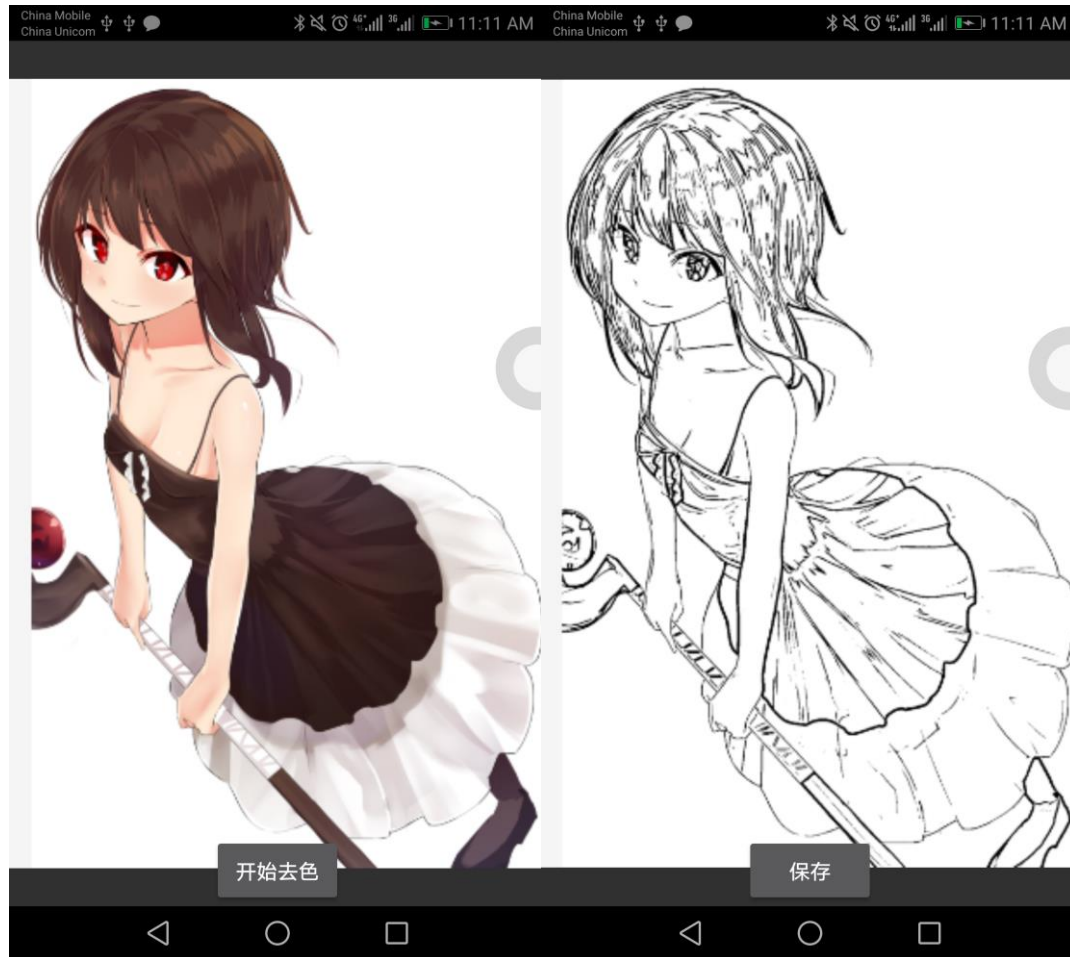
Android interface



Android interface



Android interface



Architecture

XDoG : OpenCV、lime

Training Details : PyTorch, Visdom, 1676 images random rotated、resized and cropped (256*256) , on NVIDIA TITAN X trained for 1day

Web/Android Backend : Spring+SpringMVC+Mybatis+Apache Tomcat

Web : Bootstrap+Ajax+wpaint

Android : Android Studio

IDE : PyCharm, IntelliJ Idea, WebStorm

Future Work

- Picture Prior
- Support higher resolution
- Enhance model
- Train longer with more data

Thank you!

Q&A