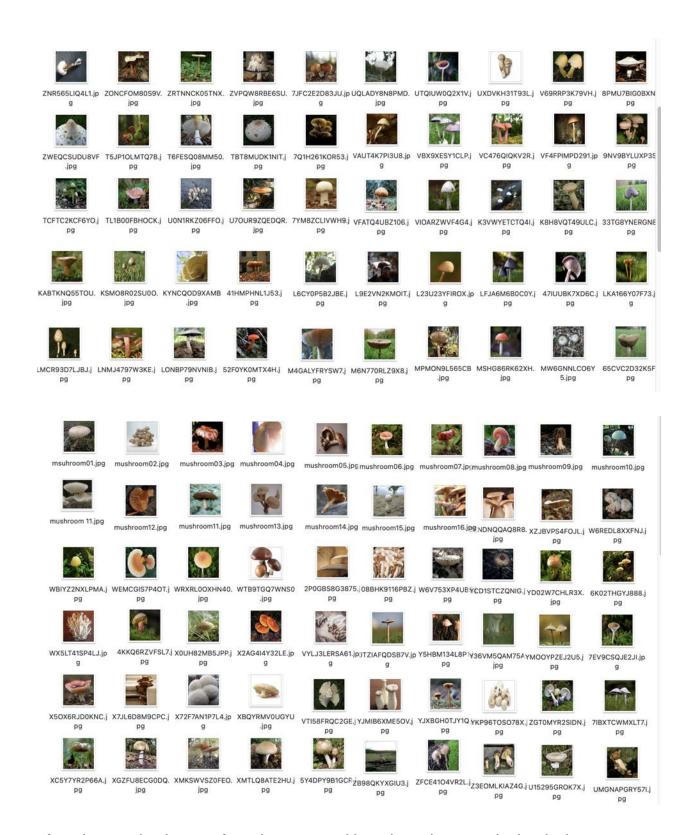


Start Testing (July- August)

The purpose of this stage

- 1. Organize the dataset (mushrooms)
- 2. Blender builds the female body
- 3. Complete the fusion of the female body with the mushroom
- 4. Display of final results
- 5. Design the mushroom women style

1. Organize the dataset (mushrooms)



I found some databases of mushrooms, and in order to better style the design, I cropped each picture and displayed it to a 512X512 specification

Start Testing (July- August)

The source of mushroom image:

https://www.kaggle.com/datasets/uciml/mushroom-classification

https://images.cv/dataset/mushroom-image-classification-dataset

https://archive.ics.uci.edu/ml/datasets/mushroom

https://nautil.us/the-mushrooms-small-stature-and-subtle-strength-11060/

2. Blender builds the female body

I found Katie Tindle's artwork from the Internet discussing medical imaging techniques, through blender's female figure assets, pairs of images are rendered, each pair is resized and concatenated into a single image using PIL, and used Training pix2pix model on Tensorflow's Google Colab

I use it as an inspiration reference for technology, and I also create images of female bodies through the plug-in of HumGen with Blender, and I think that the female body created by the model is also the standard beautiful body of women under the consensus of human beings by technology, so it is more suitable for my theme.

I rendered the model of the female figure from Blender and cropped it to a 512X512

The reference:

image size.

http://doc.gold.ac.uk/compartsblog/index.php/work/they-were-expected-to-see-what-stuff-she-was-made-of/



body1.png



bodyphoto1.png



bodyphoto2.png



bodyphoto3.png



bodyphoto4.png



bodyphoto5.png



bodyphoto6.png



bodyphoto7.png



bodyphoto8.png





bodyphoto9.png



bodyphoto10.png



bodyphoto11.png



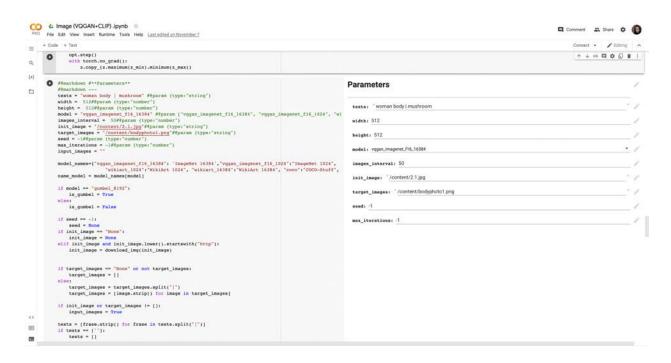
3. Complete the fusion of the female body with the mushroom

Comparing different machine learning models, I chose VQGAN+Clip model and combined the photo of mushroom with some rendered image of female body on tensorflow

I also chose "Woman Body | mushroom", this texts to better help my final machine learning video present the effect which combined with the mushroom images and woman's body images

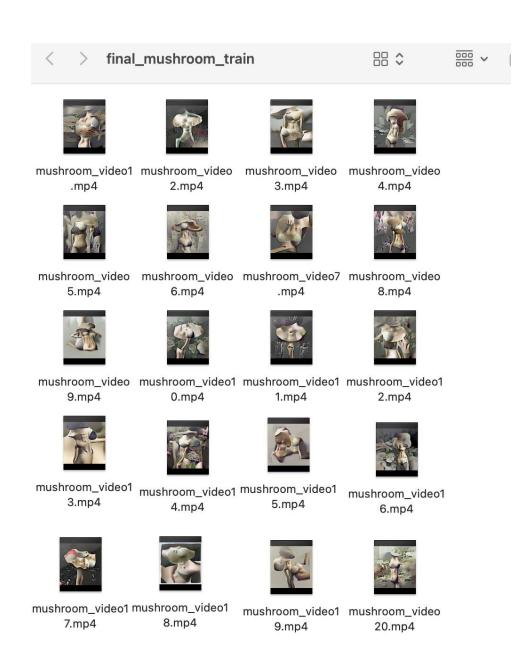
The source of VQGAN+Clip model:

https://colab.research.google.com/drive/1GvcWpWBiuw21XH0xhuCmxfAcj9xDOkwM



4. Display of final results

I have created almost 20 machine learning video after training



5. Design the mushroom women style

I found some reference about the mushroom woman style and then create the moodboard



Amanda Hewitt sculptures.jpg



Fantasy Woman Mushro...abay.png



Generated by DALL · E.webp



Intuition by youreye...ntArt.jpg





Mushroom Forest MUSHROOM GIRL Set On...ration.jpg High Qu...rway.jpg



Mushroom girls.jpg



Mushroom Lady Matte Vi...er A.jpg



Photo.jpg



Sexy mushroom girl Digit...ixels.jpg



The Mushroom by cennie o...tArt.jpg



This contains an image of 2.jpg



This contains an



This contains an image o...rblog.jpg image o...h Mu.jpg



This contains an image of.jpg



Wang Xiao Charles...Anne.jpg

And i am big fan of Xiaojing Yahn ,she create 《Lingzhi Girl》 , the appearance of that artwork let me have some inspiration



The source:

https://www.artnews.com/art-in-america/features/mushrooms-as-metaphors-urbonas-studio-tj-shin-xiaojing-jan-1234614585/

https://www.youtube.com/watch?v=XapPJWbs4rM

And i have created it by blender 👇



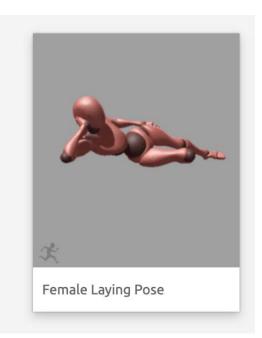
I also find one video which taught me how to grow some plants on one object , so i decided to make my mushroom women with the growing flowers and mushroom on her body





And i also through Mixamo to find my favorite pose, which i can put into my two video scene





Then i have created my mushroom women style 👇 😊

