

# DeepToon: Cartoonization of Reality using Deep Learning

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#### **Problem Settings:**







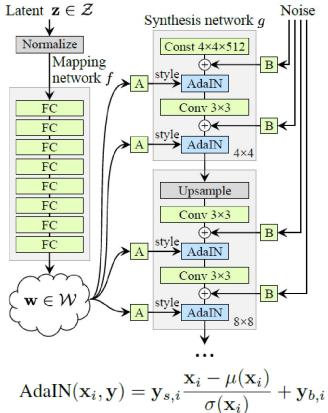


#### **Challenges:**

- Image to Image Translational Problem
- Transfer Real world photo to cartoonized image.
- No paired data available, all are unpaired.

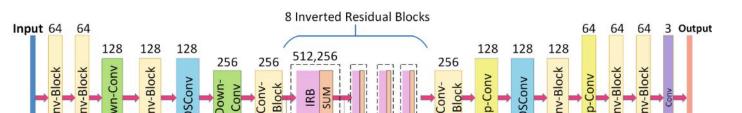
#### **Common Features of Cartoon Images:**

- Surfaces are smooth.
- Lines and Boundaries are major indicator of details in cartoon.



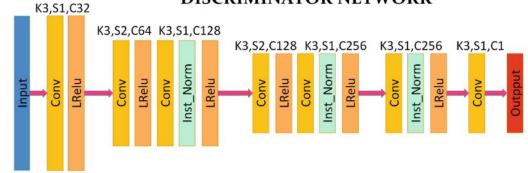
### $\sigma(\mathbf{x}_i)$

(a) StyleGAN



**GENERATOR NETWORK** 

#### **DISCRIMINATOR NETWORK**



(b) AnimeGAN

Karas *et al.* 2019 Chen *et al.* 2020

#### Dataset Description:

Selfie2anime

Training: 6800
Test: 200

Three different animation movie

Hayao: 1792 Shinkai: 1650

Paprika: 1553

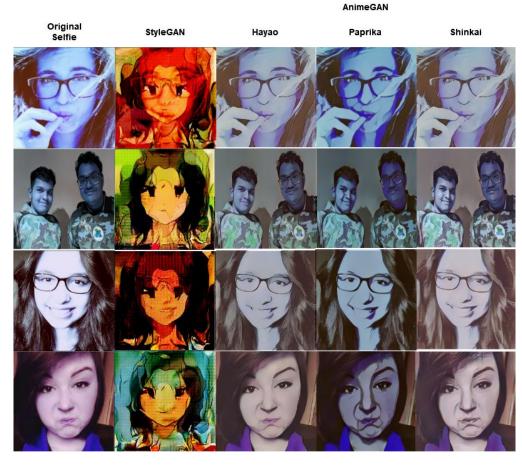
<u>Chen et al. 2020</u>

Dragon Ball Z cartoon movie

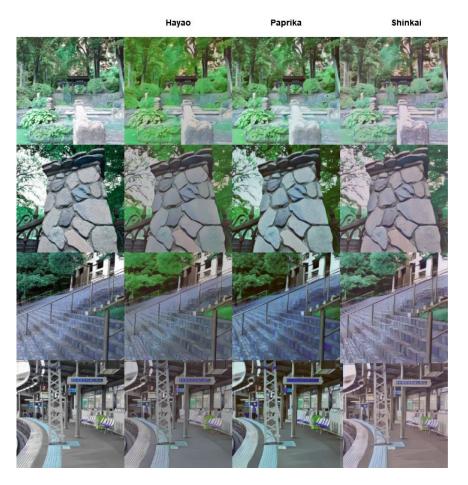
5288 Images

Kaggle

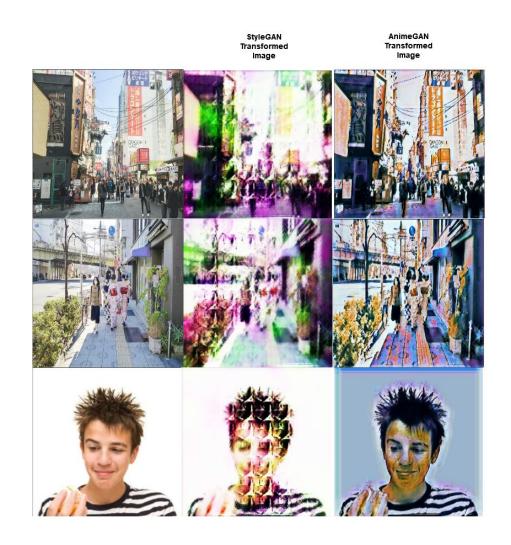
#### Comparison between styleGAN and animeGAN:

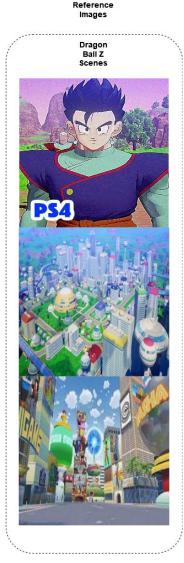


Selfie/ Human Face



Landscape





#### **Challenges:**

- Computational Resource
- GAN is hard to train
- Difficulties in quantitative performance measure.

#### **Future Work:**

- Faster animation style transfer to achieve real time applications on mobile device
- Extend the idea into video processing pipeline.



## **Thanks**