ABSTRACT

AUTOMATED REALISTIC FACE GENERATOR-GAN

Generative adversarial networks (GANs) are algorithmic architectures that use two **neural networks**, pitting one against the other (thus the "**adversarial**") in order to generate new, synthetic instances of data that can pass for real data. They are used widely in image generation, video generation and voice generation.

Through this paper we shall design the realistic face image generation based on the Generative Adversarial Network (GAN).

We also create

1) Model
2) Discriminator Network
3) Generator network by eliminating the fully connected layer in the traditional network and applying batch normalization and deconvolution operations.

The Generator's job is to create realistic-looking fake images, while the Discriminator's job is to distinguish between real images and fake images. If both are functioning at high levels, the result is images that are seemingly identical real-life photos.

For measuring the quality of the generated image we use hyper- parameter

The results of the model on the CelebA dataset will show that the model has excellent performance in face image generation

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