Status update 3-24-23 for LOGO-istics

Over Spring break I was not able to accomplish as much as I wanted due to some factors outside of my control but I was able to get access to Champlain's creative assets. From the website where the assets are stored I was able to pull around 40 images of different Champlain logos for various organizatioins within the college. Unfortunately, Chauncey the Beaver is not a Champlain asset and therefore I'm going to need to be a bit more creative with training with Chauncey. To do this I started using my base model to generate images of animated beavers and then from those select the ones that look the most like Chauncey and train with those. The next step after setting up the finetuned dataset would be to blip the dataset to generate captions. With these captions I'm going to need to get a lot more descriptive with the questions I prompt blip because these images are what I'm trying to generate alternative logos for.

As far as my final paper has gone, I have made a bit of progress with revising my work as my knowledge on the subject of image generation has grown exponentially since I wrote the first draft. For the results section of the paper I will have to research and employ some analytical tests for stable diffusion outputs to measure the quality of the image compared to the prompt. As far as timing goes I think that a good stopping point for the project would be setting up the output directory and query system and then combining all my colab notebooks into one python project that runs the entire pipeline.