Since the last blog post, I have made substantial progress in reaching the prototype of LOGO-istics. I finally trained my logo dataset to set up the base model for which companies, organizations, and clubs to fine-tune can use with their creative assets to generate the final LOGO-istics model. This training was done using software called EveryDream which essentially creates training runs for stable diffusion that can be easily imported to RunPod, the cloud GPU hosting platform I used. The training set of logos was roughly 4800 logos of some of the largest companies, brands, and teams. The captions that accompanied the images were generated from Blip2 using questions that prompted Blip to try and capture as much of the logo in words as possible. Using some advice from people who have trained their own stable diffusion models I modeled my training run based on the best configurations for a general fine-tune run. An important note is that I used the 1.5 release of stable diffusion. After about nine hours of training the resulting checkpoint was published to a private model on HuggingFace. I then pulled my model into a local version of stable diffusion and tested it to see if it works. At first, I was a bit confused with the results I was getting and then I released that the model I trained needed to be combined with the 1.5 version of stable diffusion in order to have access to images beyond what I trained. It is very easy to combine checkpoints of stable diffusion with the base 1.5 model so once I am able to train stable diffusion on Champlain’s creative asset I can just very easily add it to the current base model.