# MAIS 202 FINAL PROJECT: DELIVERABLE 3

1. Final Training Results:

As previously stated in my previous deliverables. It is very hard to implement an object judging system for GANs, notably the Fréchet Inception Distance is very complex, and unfortunately, I did not have the time to implement one. However, in this problem we can use the human eye to give an approximate judgment of the model's performance, and I think it has improved a lot compared to the results of Deliverable 2:
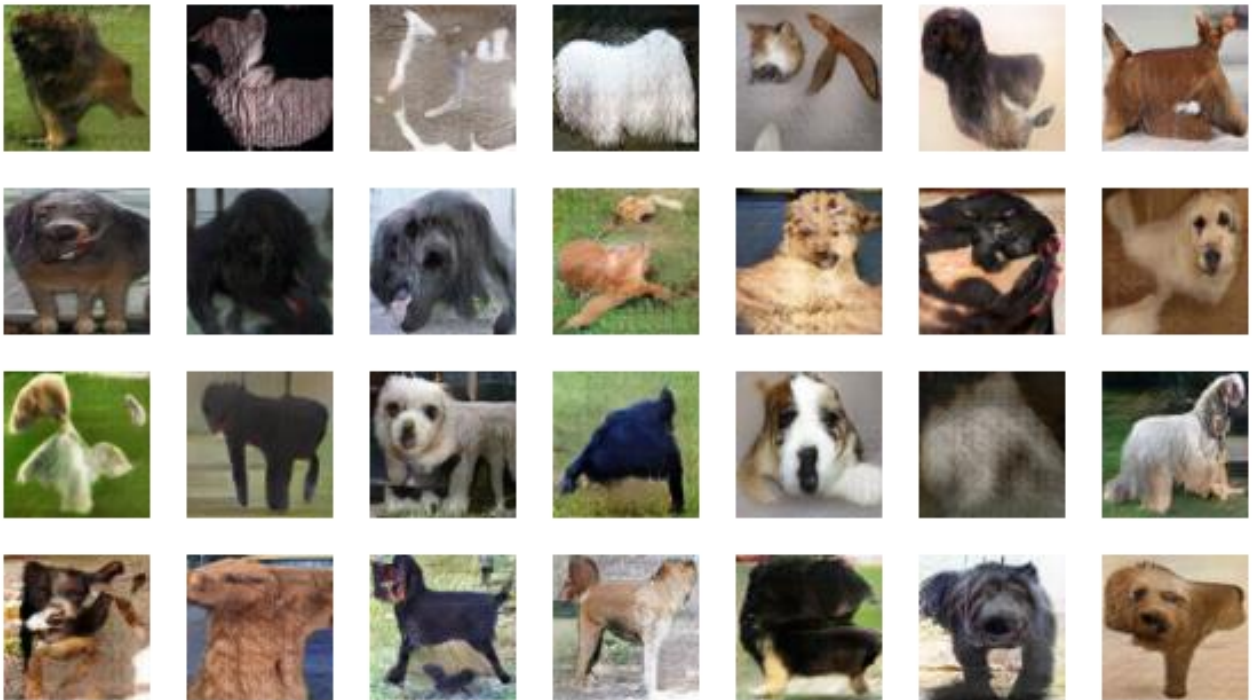
2. Final Demonstration Proposal:

   a. **Implementation:**
   My model with be put on a web app, and formatted as a visit to the art gallery, with my generated dogs as the art pieces.

   b. **Presentation:**
   i. **Problem:** I wanted to know how well a computer can create and generate original pieces of content.
   ii. **Hypothesis:** I was convinced that it would be much easier for a hobbyist like me to create a model that could generate something extremely realistic.
   iii. **Results:** It turns out that this field is much harder than I thought, and you need a lot of computing resources. I know understand why GANs are notorious for being hard. I ended up being happy that my generated images at least slightly resemble dogs.
   iv. **Applications:** The applications for GANs are countless, yet the technology is still very young, and we have yet to reach the limits of what it can do. I hope I can work on GANs beyond as a hobbyist, and to be able one day to create realistic computer-generated content. As of right now I'm curious on how well it can be applied to videogames and virtual reality.