
XIAO YANG, Carleton University
A model for 2D art generation

Generative adversarial network architecture has been very successful in image generation, such as creating non-existent images of buildings and pets. However, most of images created are related to real-world objects, there are very few sophisticated networks for creating 2D art images, such as painting and virtual character designs. Because the vanilla GANs or its variants are notoriously hard to train, it's difficult to obtain satisfactory result with traditional structures, hence, we propose a modified generative adversarial network based on progressive training technique, which is well known for generating high quality human facial images, to automatically generate 2D art design using both originally collected and existing 2D art designs.