

Animated Character Face Generation using Deep Convolutional Generative Adversarial Networks(DCGANs)

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Team_GAN

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ABSTRACT

Face generation in animation industry is lot harder work to do and involve lots of human intervention and creativity. It is very time consuming and also required lots of research for the creator to understand the previous used animated character in the series which also increase the cost as well.

We are trying to make this thing autonomous, using DCGANs i.e (deep convolution generative adversarial Network)

With the recent development in Generative adversarial network(GAN) we feel that we can produce exceptionally accurate animated visual images. In the project we will using “ANIMATED CHARACTER DATASET “ from kaggle, and will get the bottleneck features extractions of the characters using autoencoders and finally we will train these features to GAN to produce accurate visual animated images.

Keywords: Deep Learning , GANs , DCGANs , tensorflow, keras, Autoencoders

