Image-to-Image Translation with Memory Recall Drawings

Related Technical Paper - [Image-to-Image Translation with Conditional Adversarial Networks](#)
by Phillip Isola, Jun-Yan Zhu, Tinghui Zhou, Alexei A. Efros

Related Content Paper - [Drawings of real-world scenes during free recall reveal detailed object and spatial information in memory](#) by Wilma A. Bainbridge, Elizabeth H. Hall & Chris I. Baker

- What would you be interested in generating from the dataset mentioned in Bainbridge's article?
- In the related content paper, they found that "drawing from memory reveal the object and spatial information maintained." Think about how human memory is different from a computer's memory, do you think that we can train a computer model to extract similar information from a scene? How will we do that?
- What do you imagine the model would generate if we input a scene drawing then output a scene image, and then ask a person to draw that scene and input it as a new drawing. What scene would that image be like?