CS 523: Multimedia Systems

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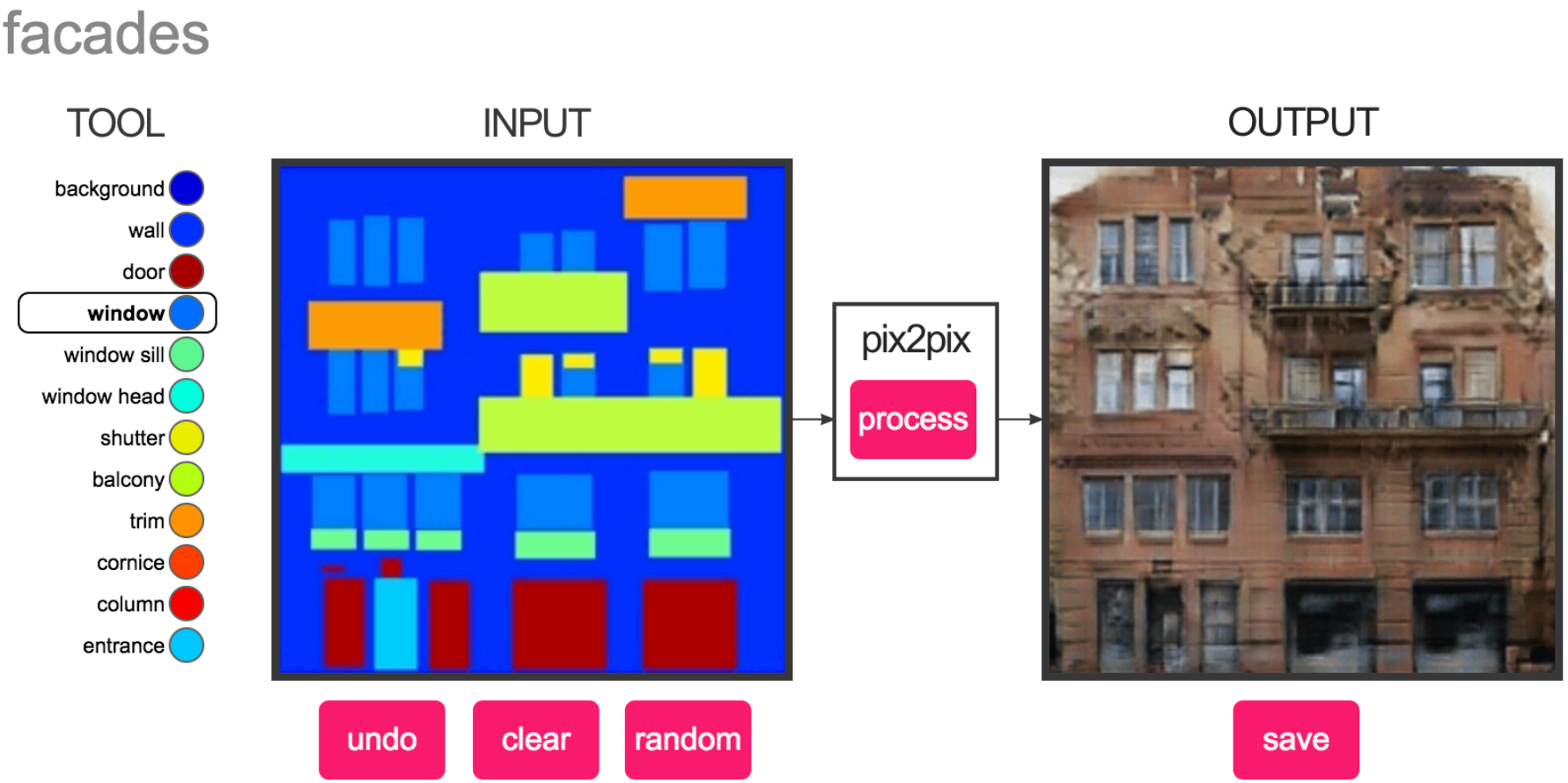
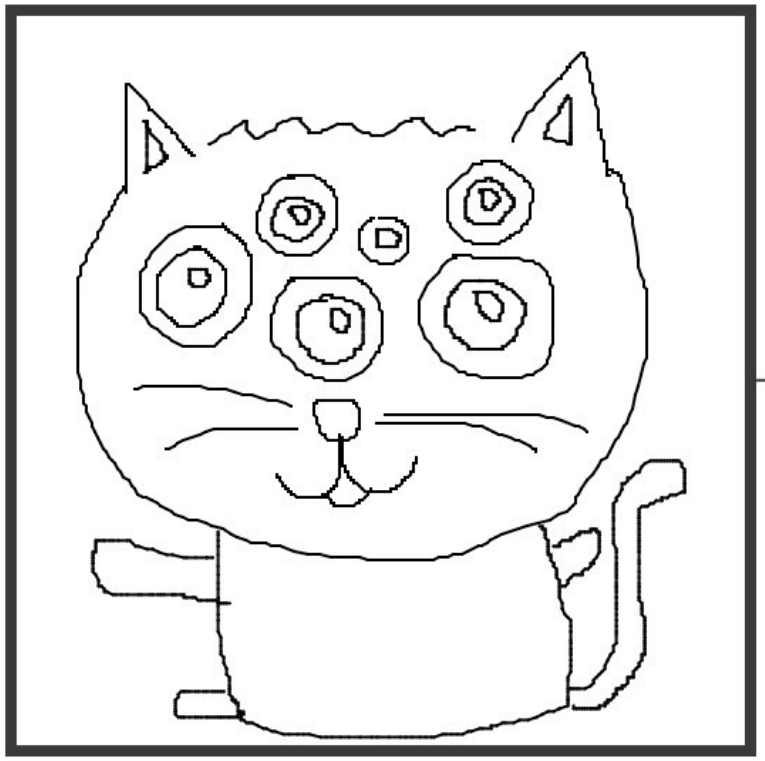
creativecoding.evl.uic.edu/courses/cs523

Image-to-Image Translation with Conditional Adversarial Networks, Isola et al. 2016

https://affinelayer.com/pixsrv/
https://arxiv.org/abs/1611.07004



INPUT

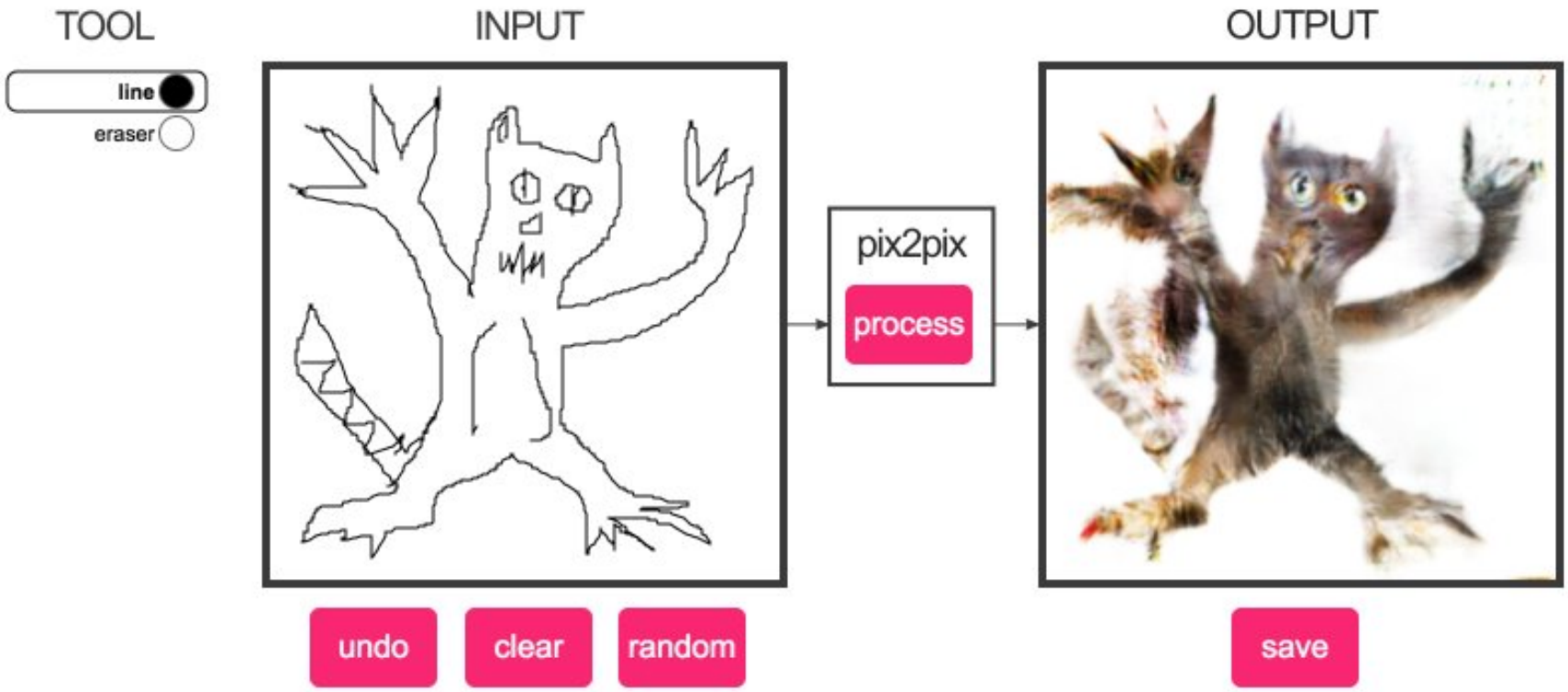


pix2pix

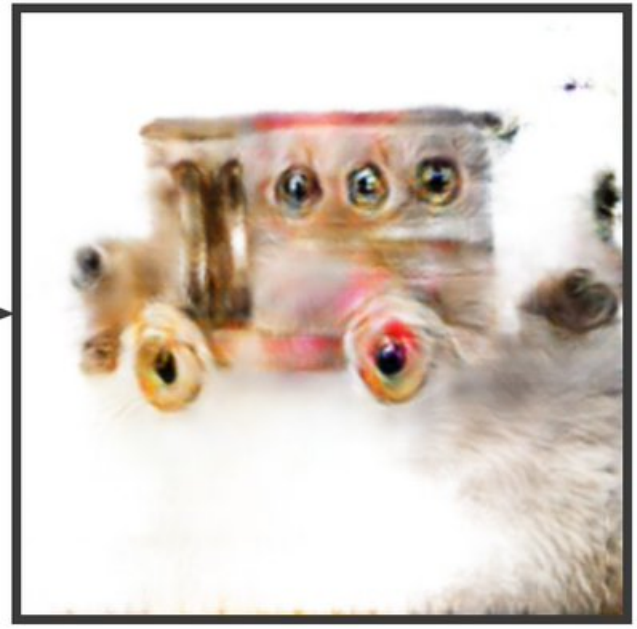
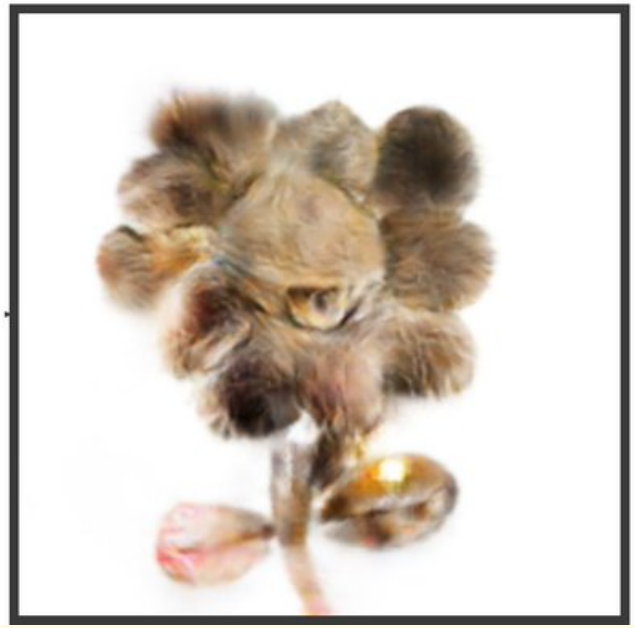
process

OUTPUT

edges2cats

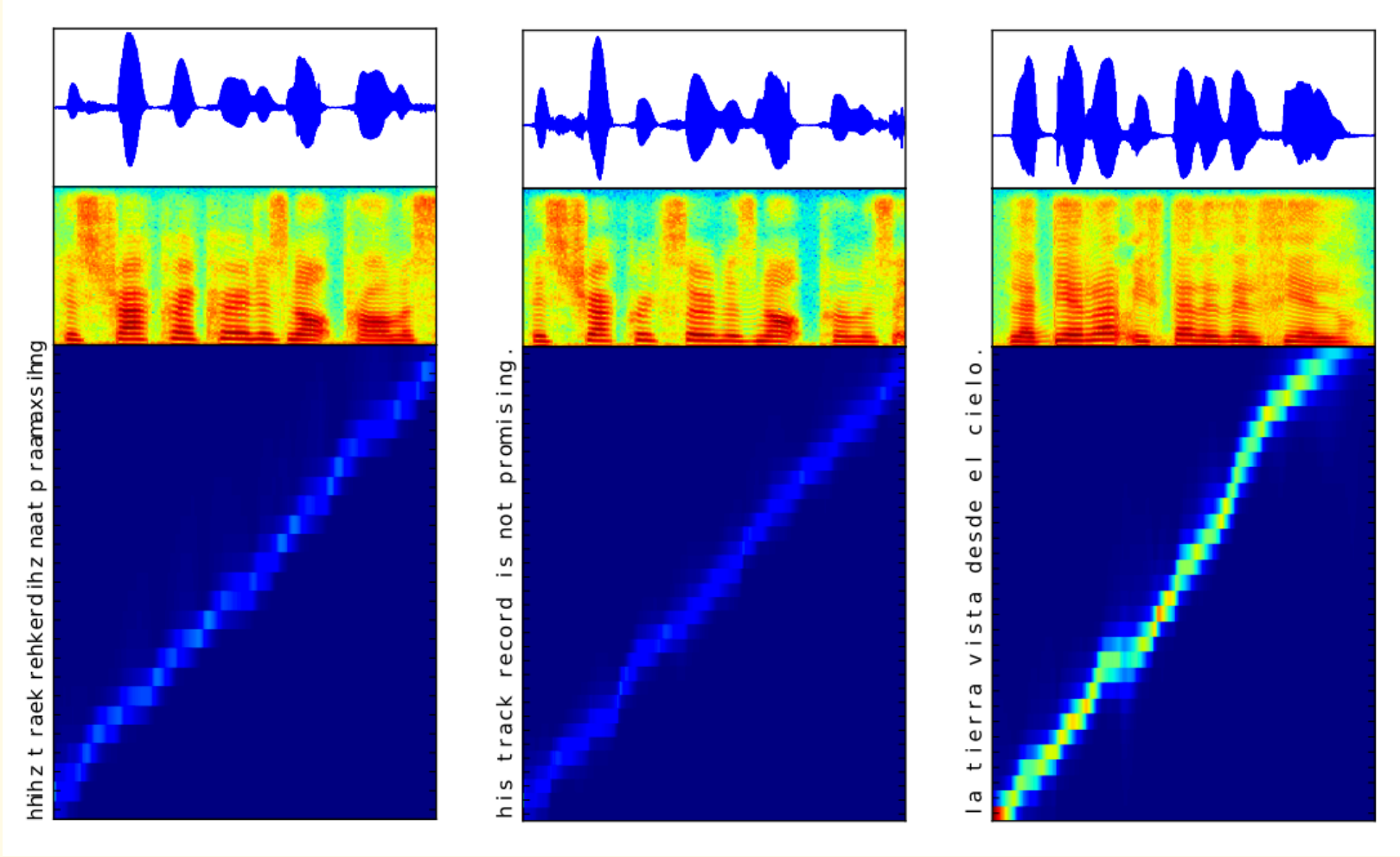

TOOL
line
eraser
INPUT
pix2pix
process
OUTPUT
undo
clear
random
save



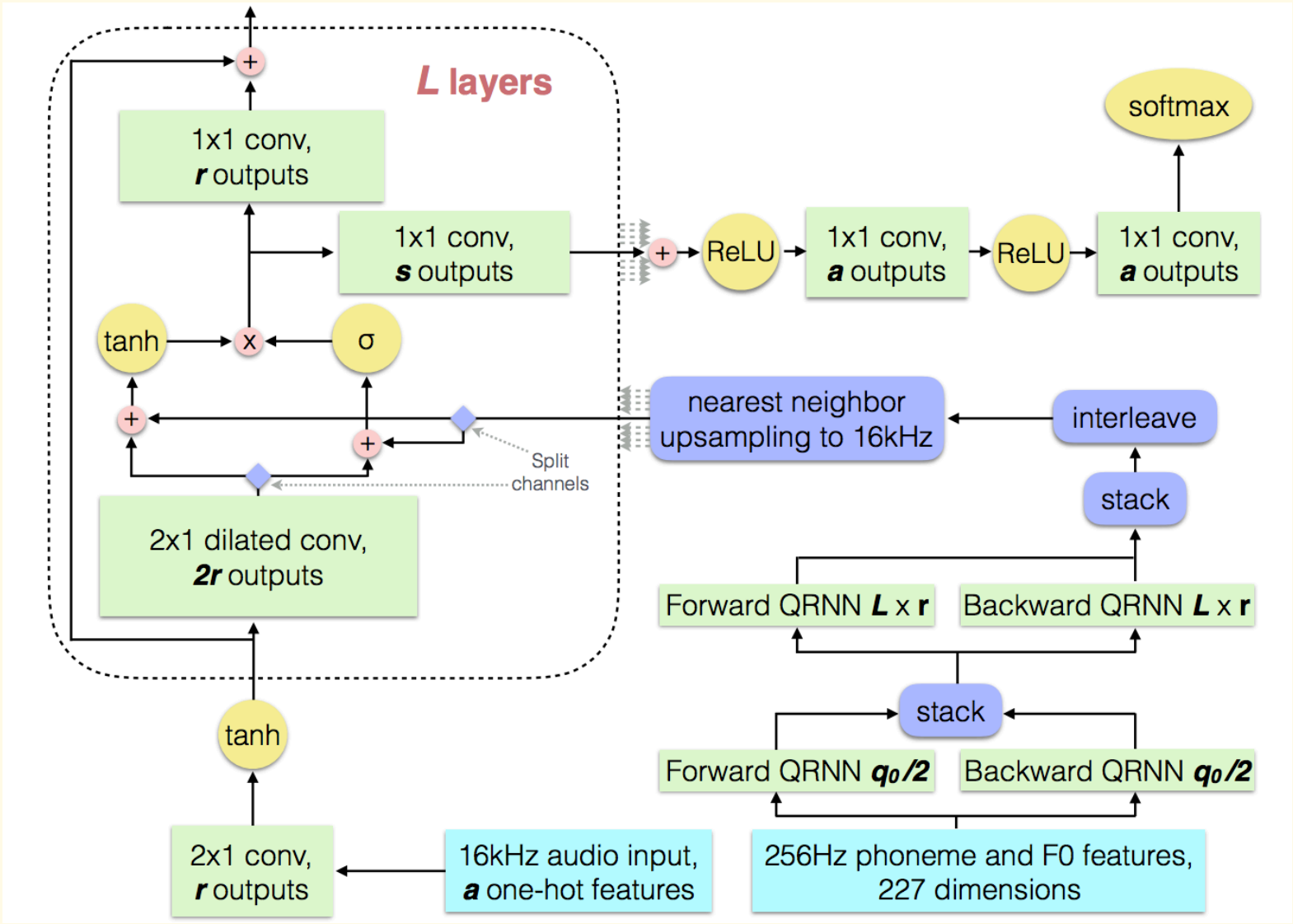





Char2Wav: End-to-End Speech Synthesis
Sotelo et al., 2017

https://openreview.net/forum?id=B1VWyySKx
http://josesotelo.com/speechsynthesis/



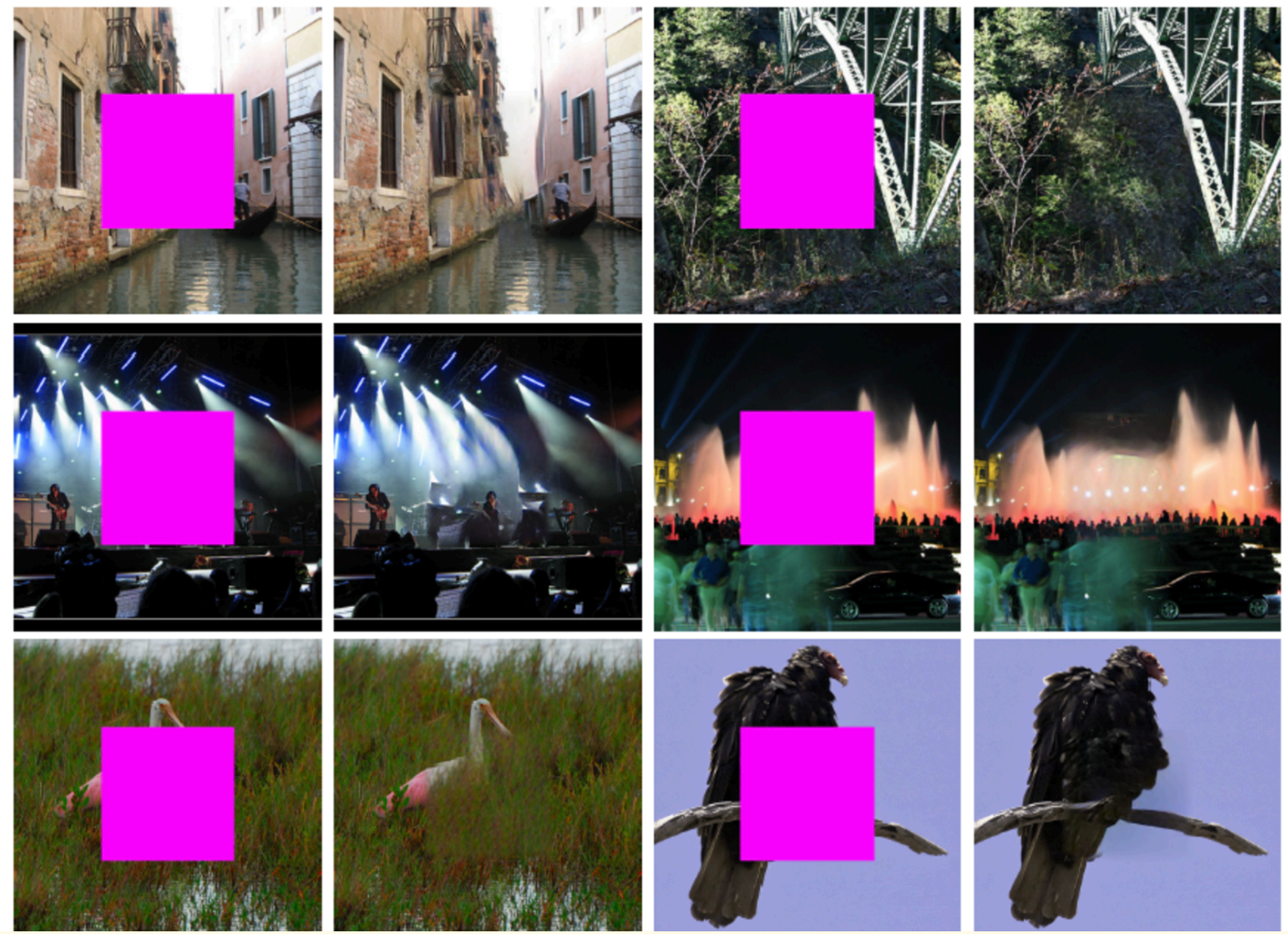
Deep Voice: Real-time Neural Text-to-Speech, Arik et al. 2017 https://arxiv.org/abs/1702.07825



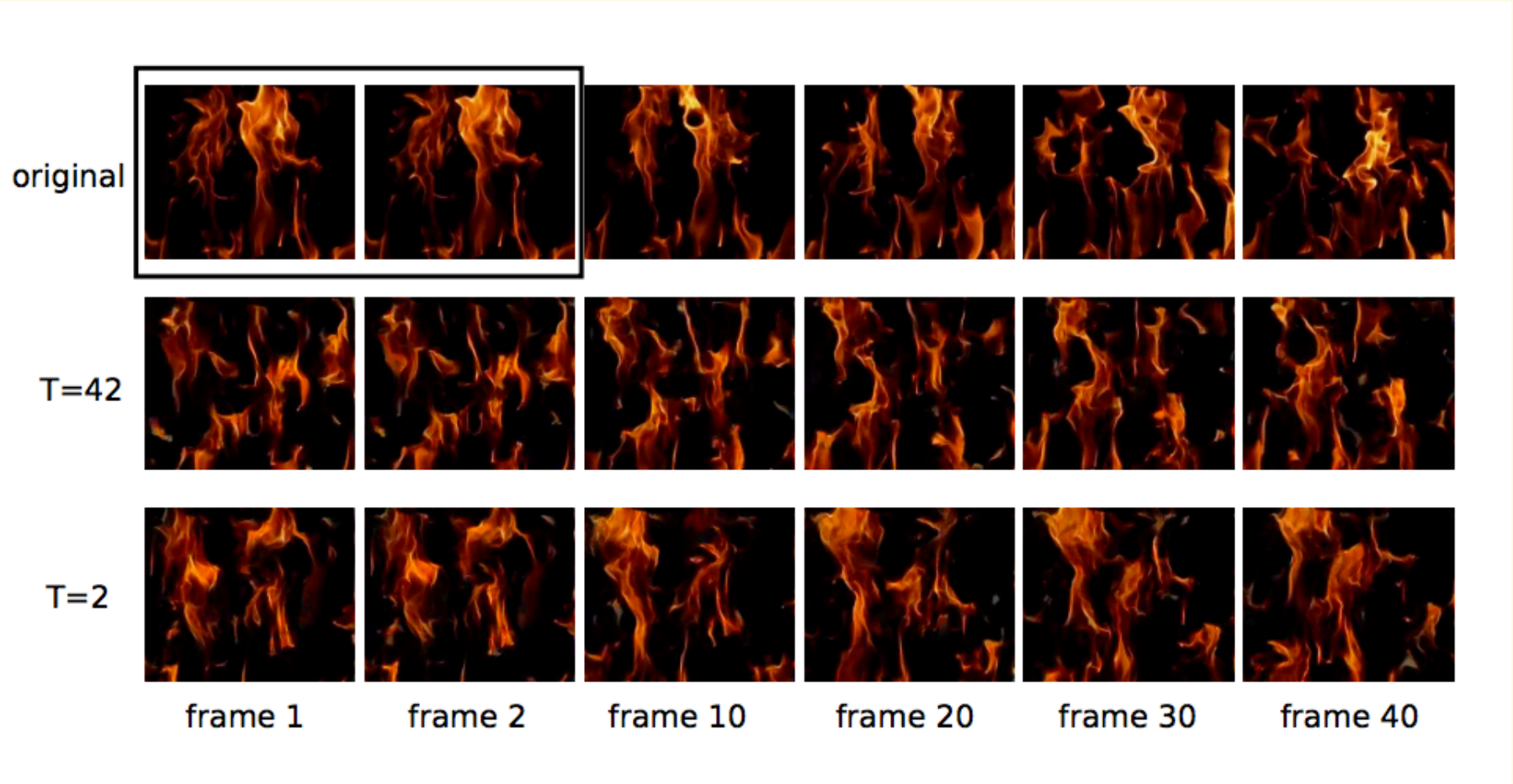
High-Resolution Image Inpainting using Multi-Scale Neural Patch Synthesis, Yang et al., 2017

https://arxiv.org/pdf/1611.09969.pdf

https://github.com/leehomyc/High-Res-Neural-Inpainting



Synthesising Dynamic Textures using Convolutional Neural Networks, Funke et al. 2017 https://arxiv.org/abs/1702.07006



PixelNet: Representation of the pixels, by the pixels, and for the pixels, Bansal et al. 2017

https://arxiv.org/abs/1702.06506

(a) Semantic Segmentation **(b) Surface Normal Estimation** **(c) Edge Detection**

Figure 1. Our framework applied to three different pixel prediction problems with minor modification of the architecture (last layer) and training process (epochs). Note how our approach recovers the fine details for segmentation (left), surface normal (middle), and semantic boundaries for edge detection (right).

Diversified Texture Synthesis with Feed-forward Networks, Li et al. 2017

https://arxiv.org/pdf/1703.01664.pdf

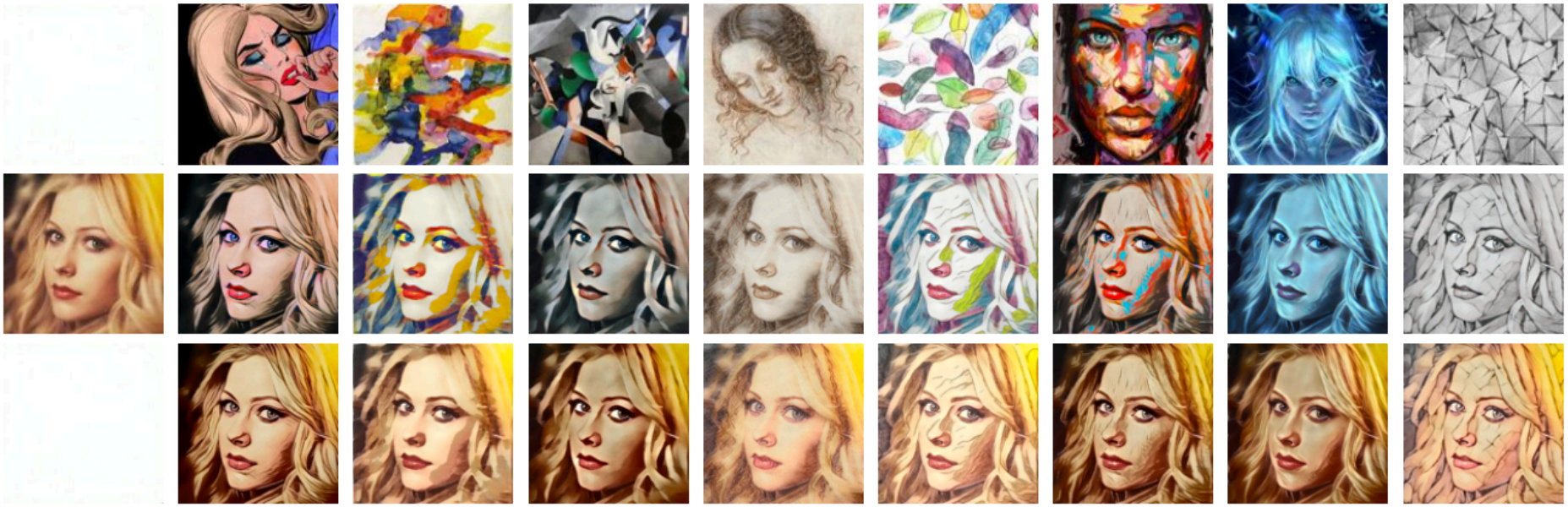


Figure 13. Transferred results on *test* content images of a 16-style network. We show results of 8 (out of 16) styles as examples. Top: style images, Leftmost: content image, Middle: transferred results. Bottom: color-independent transferred results.

Creating photorealistic images with neural networks and a Gameboy Camera, Meertens 2017 http://www.pinchofintelligence.com/photorealistic-neural-network-gameboy/