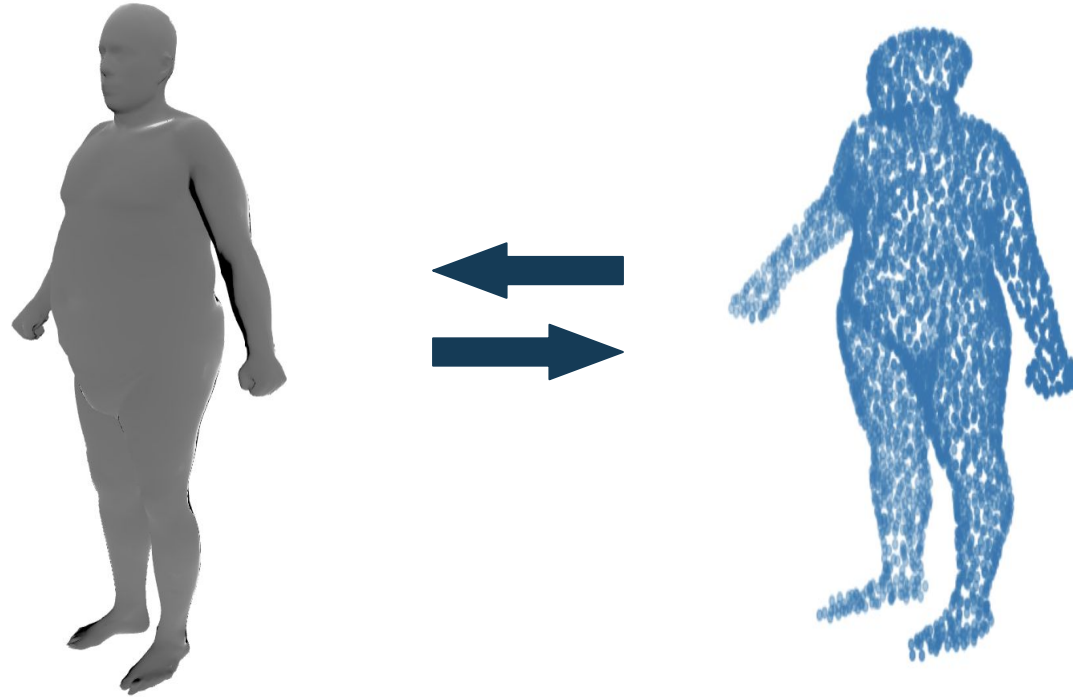




# DAIR 3D Human Body Shape Generation

Daniel Stewart, Noah Cabral, Spencer Hill, Ethan Bonnardeaux

# The Problem



# Our Solution

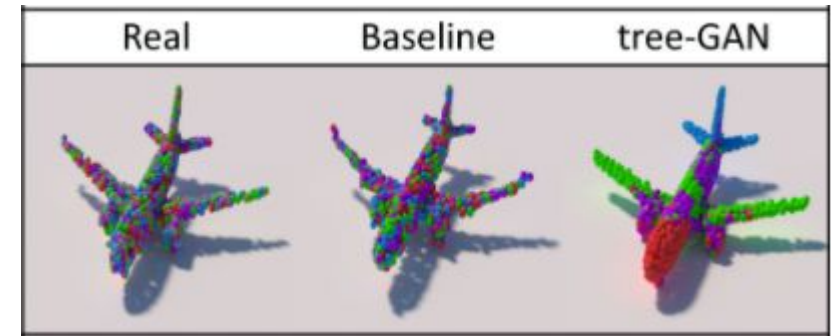


Image credit: <https://github.com/NVlabs/stylegan>

Image credit: <https://github.com/seowok/TreeGAN>

# Generative Adversarial Network Theory

- GANs train using competitive improvements between a generator and discriminator model
- Generator creates a novel image and discriminator determines whether it is real
- By also feeding the discriminator real images we want to replicate, both models learn what is real and fake

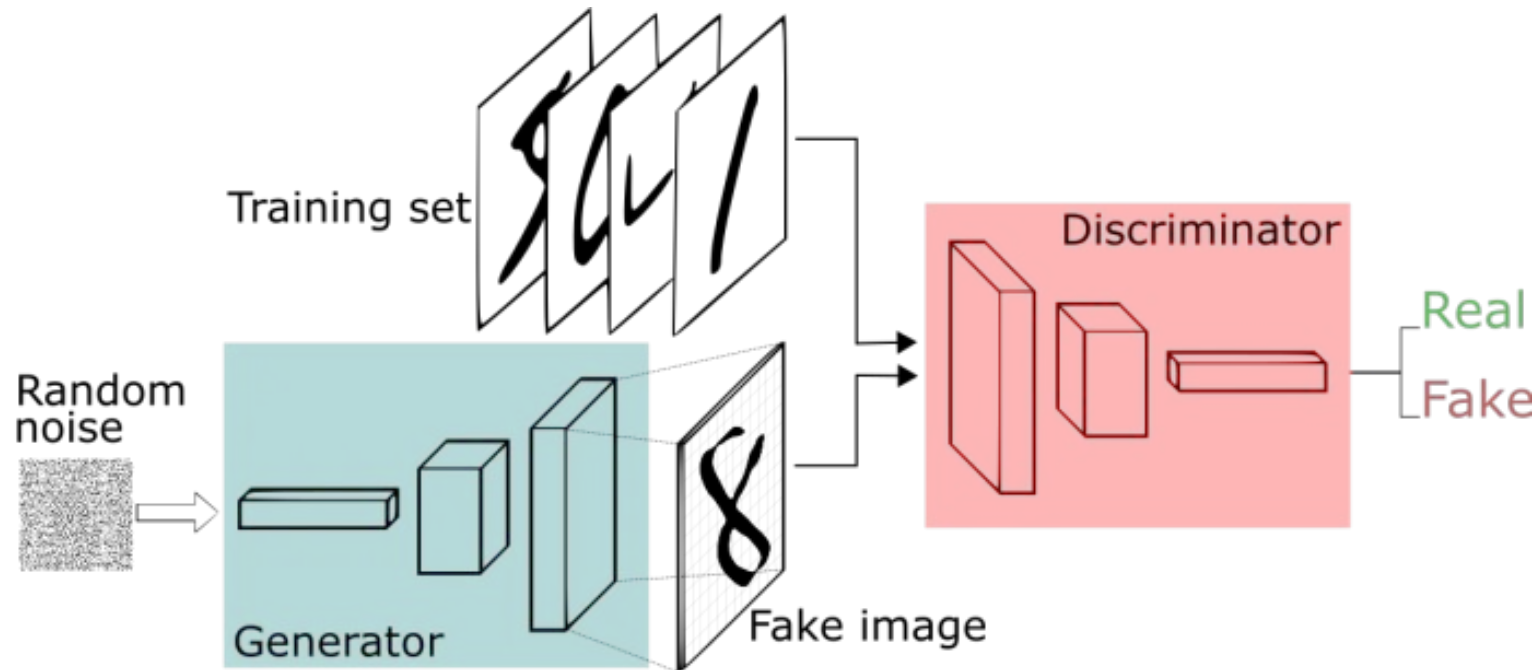
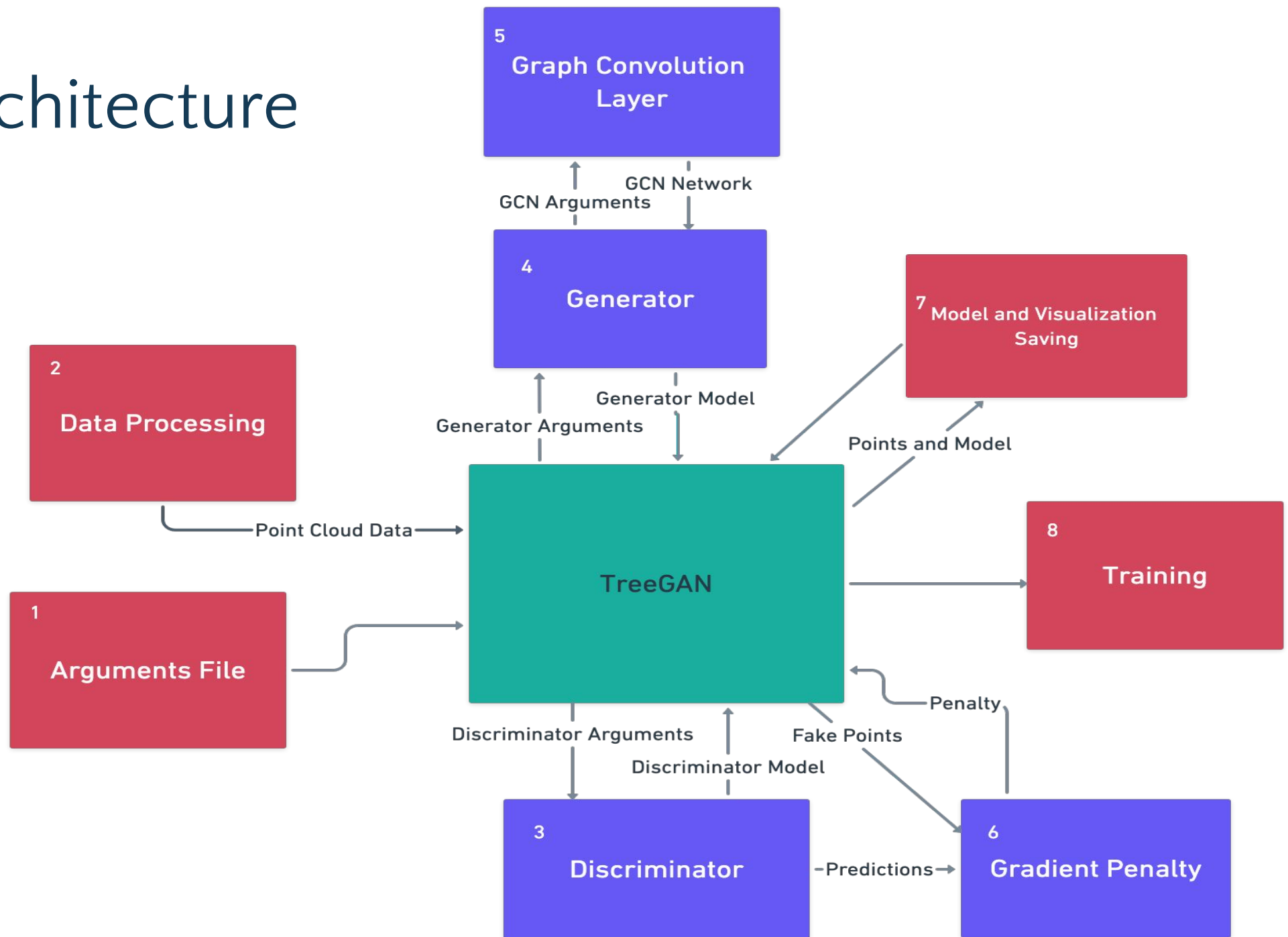


Image credit: <https://bdtechtalks.com/2018/05/28/generative-adversarial-networks-artificial-intelligence-ian-goodfellow/>

# Code Architecture



# Future Work

- Finish Model Training
- Release Open Source Code
- Publish Results in Conference Proceedings
- Control Element



# Thanks

Any Questions?

