

Hello!



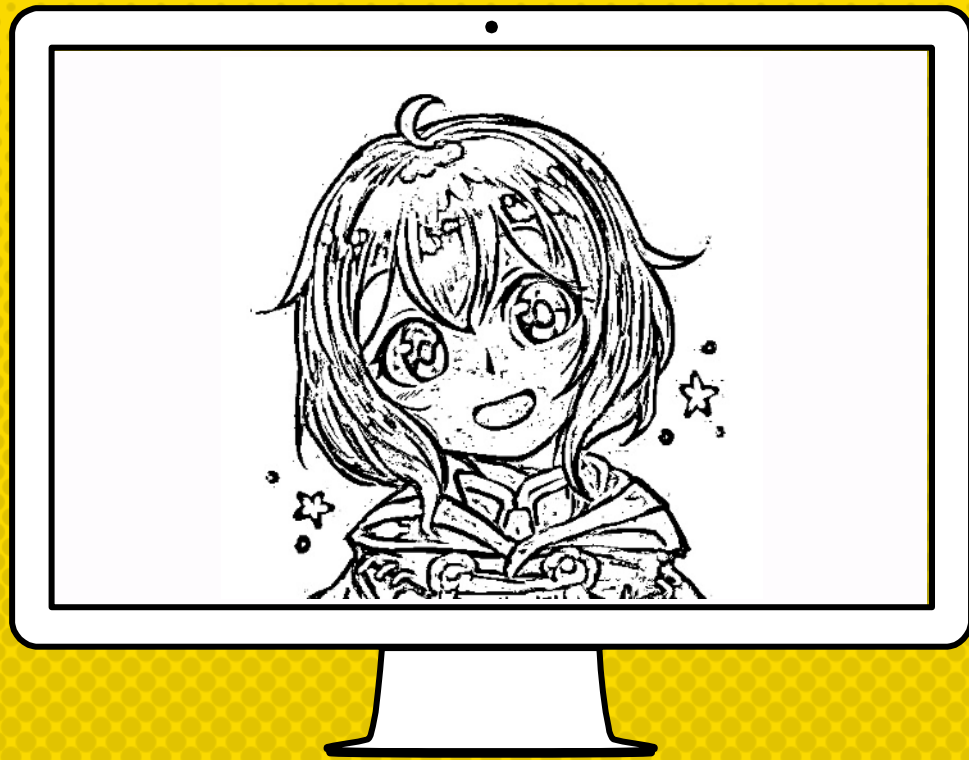
MANGAN



by Felipe Coelho
+ Paulo André
+ Hélio Ricardo
+ Ernesto Marujo



COLORIZATION
IS HARD



COLORIZATION **IS HARD**



light

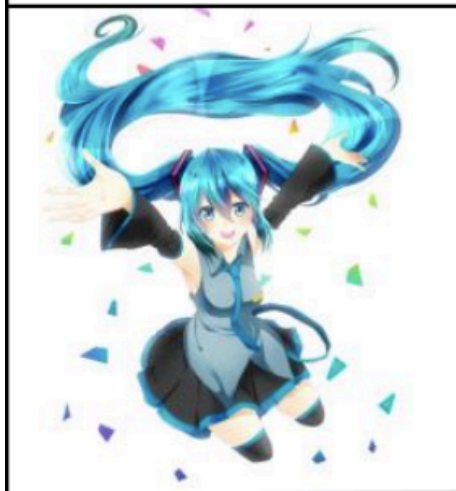
texture

details

STYLE TRANSFER!



+



=



***NO PRIOR
EXAMPLES!***

AND WHEN
DESIGNING
FROM
SCRATCH?

MANGAN:

*ASSISTING COLORIZATION
OF MANGA CHARACTERS CONCEPT ART*
using Conditional GAN

DATASET

30K -> 13K

Safebooru

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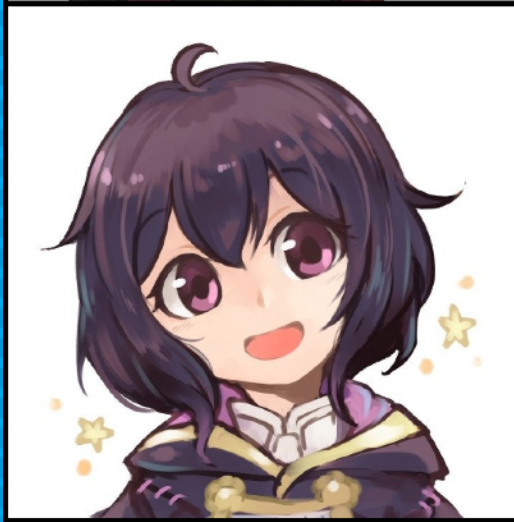
Tags

- + - 2girls 240100
- + - \m/ 2203
- + - artist name 48774
- + - asterisk kome 28
- + - baton 920
- + - belt 67774
- + - black eyes 55053
- + - black footwear 15113
- + - black neckwear 7121
- + - blonde hair 471058
- + - boots 134914
- + - bracelet 42391
- + - brown hair 443445
- + - brown wings 136
- + - cape 69323
- + - cosplay 42419
- + - costume switch 2622
- + - earphones 2972
- + - full body 102825
- + - gradient hair 19444
- + - grey background 28684
- + - hat 424221



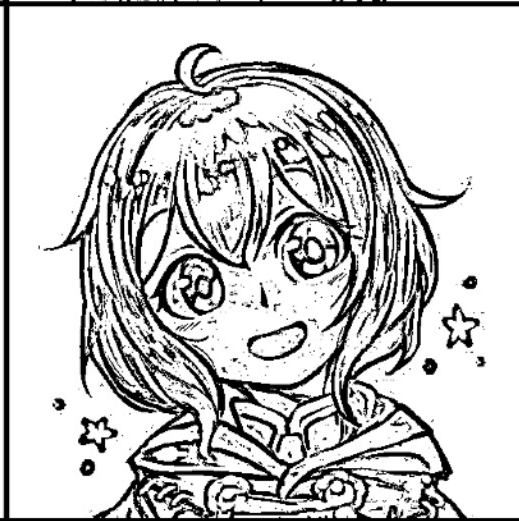
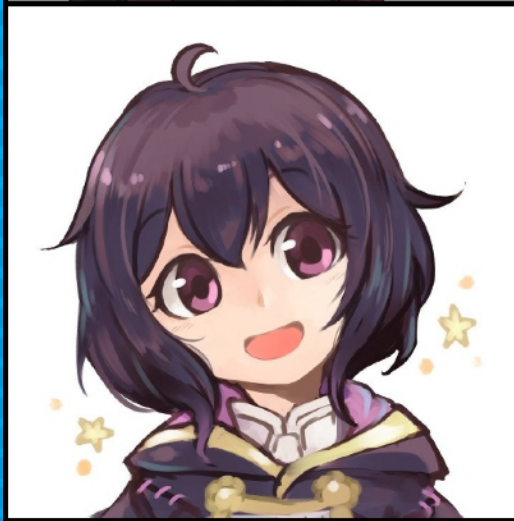
**LINE-ART
EXTRACTION!**

**ADAPTIVE
THRESHOLDING**



LINE-ART EXTRACTION!

ADAPTIVE
THRESHOLDING



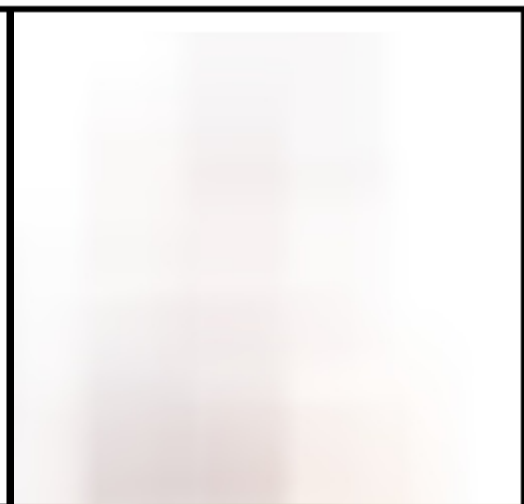
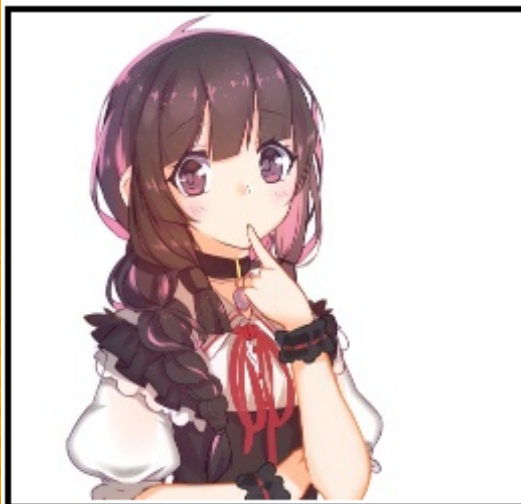
COLOR-HINT!

1) GENERIC

2) INCOMPLETE

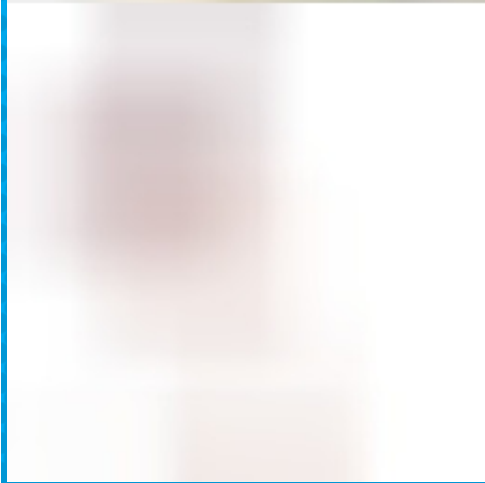
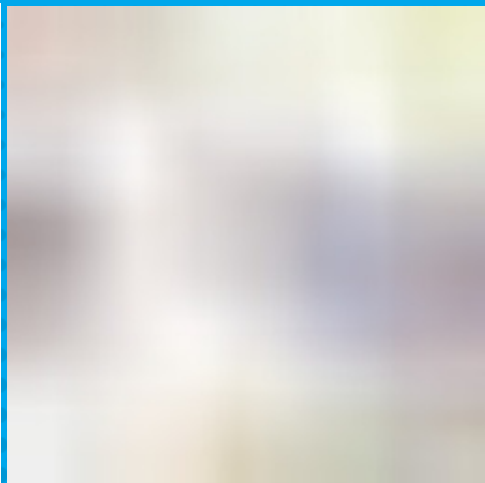
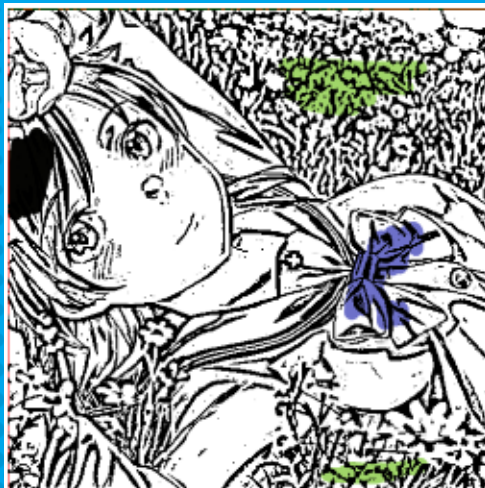
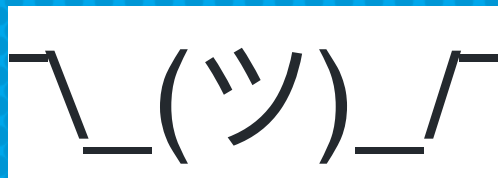
- Remove Patches
- Blur

$$K = \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

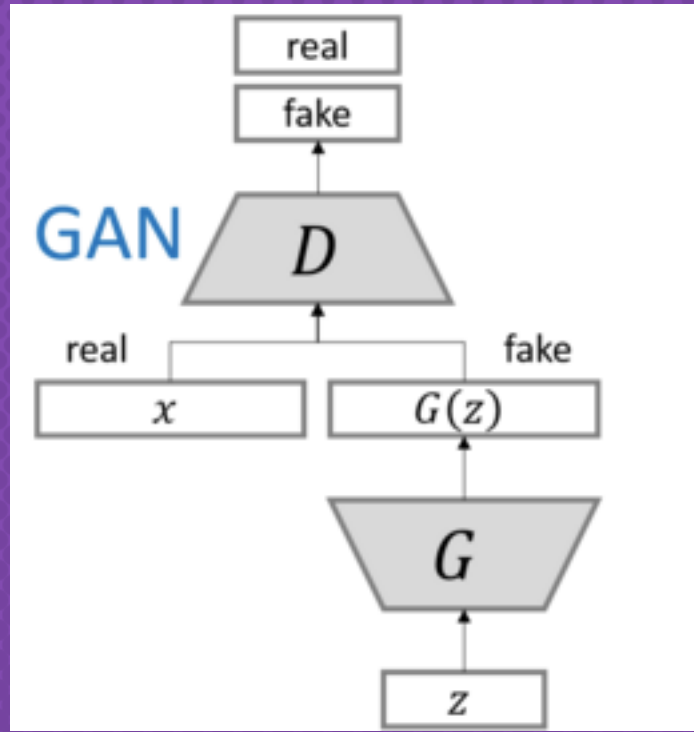


***COLOR HINT
FOR TEST-SET?***

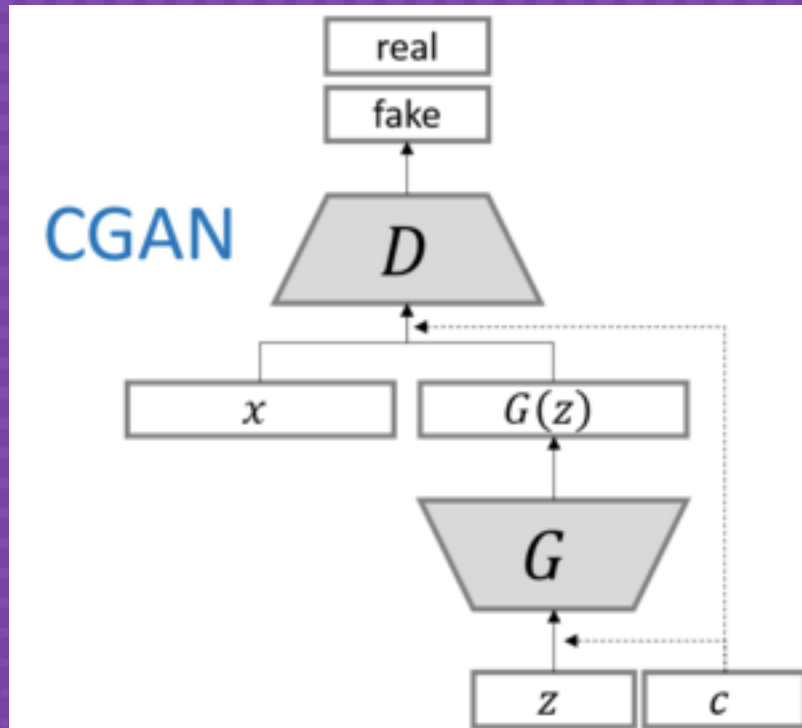
**JUST ✓
BLUR IT.**



ARCHITECTURE: GAN

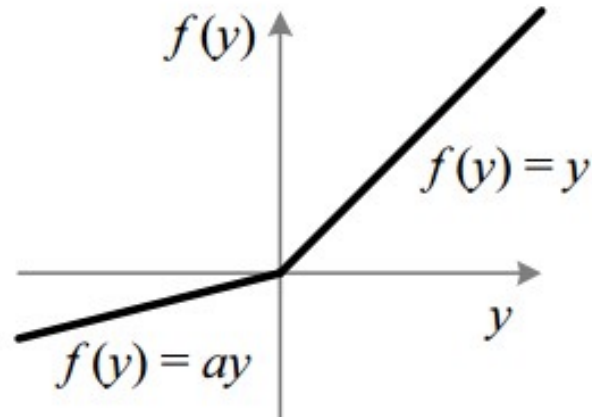
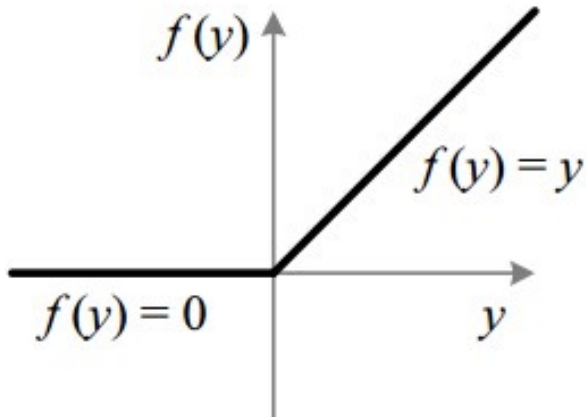


ARCHITECTURE: CGAN ?



HOW TO TRAIN YOUR GAN

- LEAKY RELU



HOW TO TRAIN YOUR GAN 2

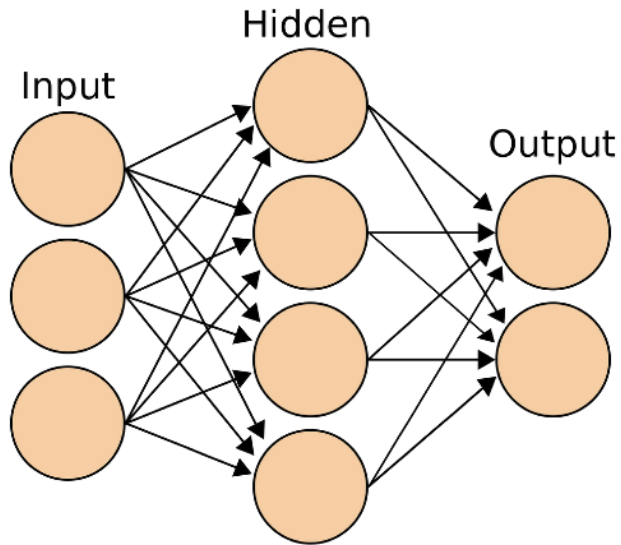
- ONE-SIDED LABEL SMOOTHING

PENALIZE
CONFIDENT
OUTPUT!

$[1, 0, 0] \rightarrow [0.9, 0, 0]$

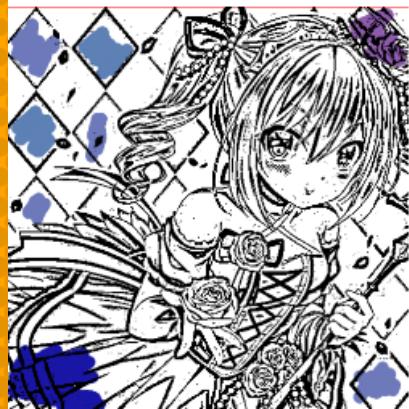
HOW TO TRAIN YOUR GAN 3

- BATCH NORMALIZATION

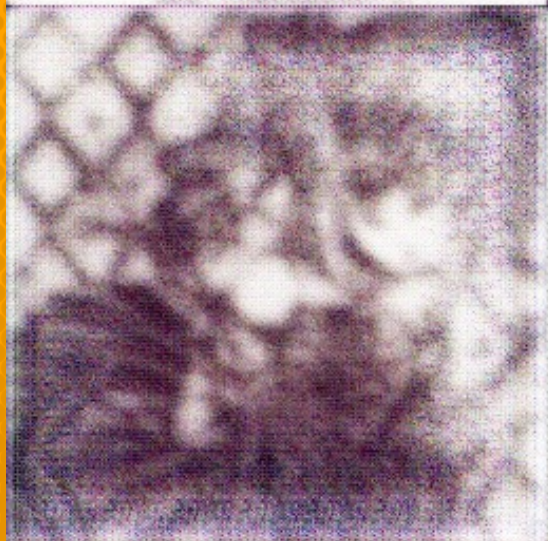
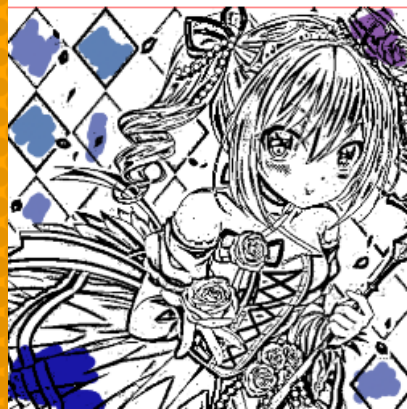


**- AVOIDS
GRADIENT
EXPLOSION**

TRAINING RESULTS!



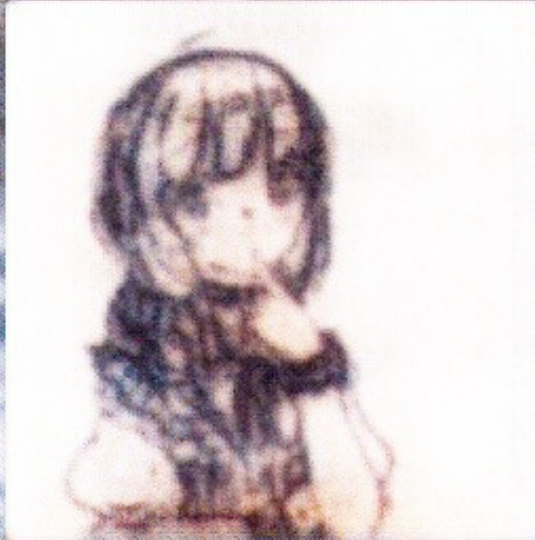
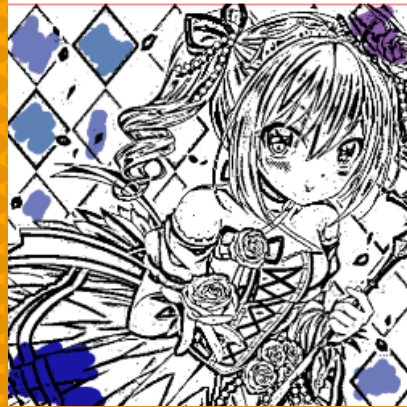
TRAINING RESULTS!



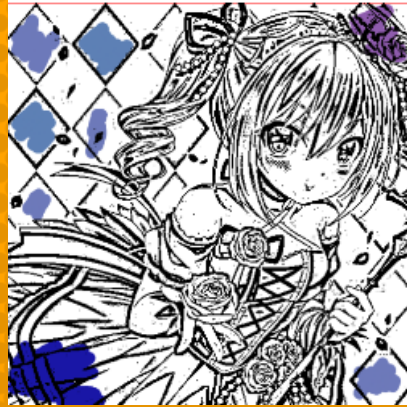
TRAINING RESULTS!



TRAINING RESULTS!



TRAINING RESULTS!



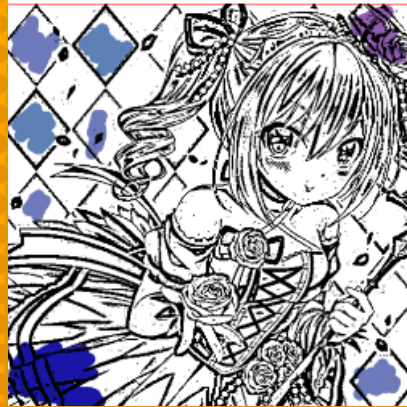
TRAINING RESULTS!



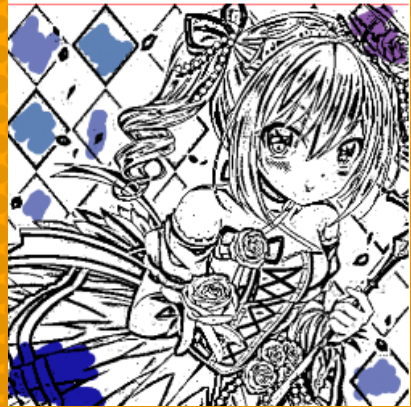
TRAINING RESULTS!



TRAINING RESULTS!



TRAINING RESULTS!



TRAINING RESULTS!



TRAINING RESULTS!





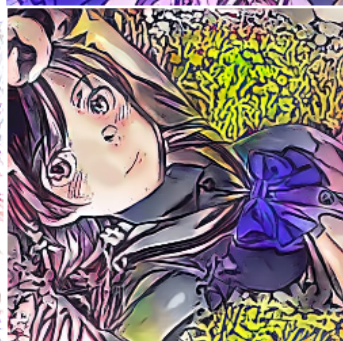
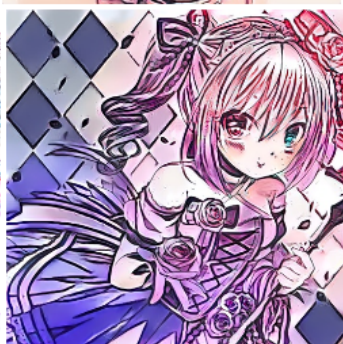
Raw Color Hint

DeepColor

PaintsChainer

ManGAN (Ours)

Original



SURVEY!

Image 1/8



1



2



3



4

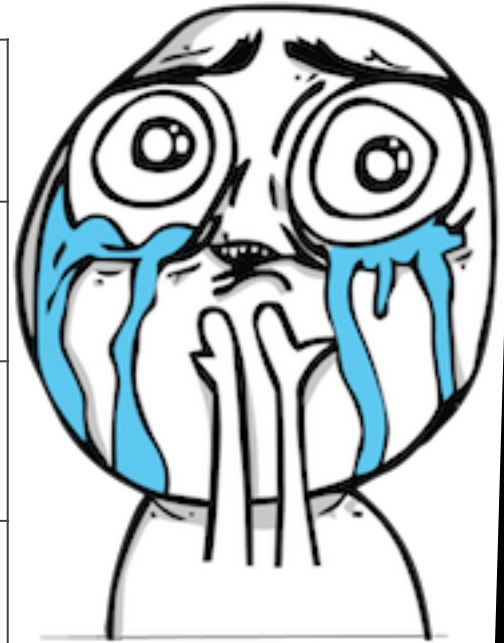
Please order the images according to the colorization quality, from best to worst. (example: 1, 3, 4, 2)

Short answer text

32 RESPOSTAS

RESULTS!

<i>COMPARISON</i>	<i>MANGAN (OURS) PREFERED</i>
ORIGINAL	8.98%
DEEPCOLOR	88.67%
PAINTSCHAINER	81.64%



CONCLUSIONS!

- GREAT FOR TESTING COLORS
- BETTER THAN OTHERS
- STILL MAKES MANY MISTAKES

FUTURE WORK!

- MULTI-STEP PROCESS
- ARCHITECTURES
- HYPERPARAMS TESTS

REFERENCES!

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[2] L. ZHANG, Y. JI, AND X. LIN, "STYLE TRANSFER FOR ANIME SKETCHES WITH ENHANCED RESIDUAL U-NET AND AUXILIARY CLASSIFIER GAN," CORR, VOL. ABS/1706.03319, 2017.

[3] T. YONETSUJI. (2018) PAINTSCHAINER. [ONLINE].
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[4] K. FRANS, "OUTLINE COLORIZATION THROUGH TANDEM ADVERSARIAL NETWORKS," CORR, VOL. ABS/1704.08834, 2017. [ONLINE]. AVAILABLE: [HTTP://ARXIV.ORG/ABS/1704.08834](http://arxiv.org/abs/1704.08834)

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[6] S. IOFFE AND C. SZEGEDY, "BATCH NORMALIZATION: ACCELERATING DEEP NETWORK TRAINING BY REDUCING INTERNAL COVARIATE SHIFT," ARXIV PREPRINT ARXIV:1502.03167, 2015.

[7] A. L. MAAS, A. Y. HANNUN, AND A. Y. NG, "RECTIFIER NONLINEARITIES

IMPROVE NEURAL NETWORK ACOUSTIC MODELS," IN PROC. ICML, VOL. 30, NO. 1, 2013, P.

THANK YOU ALL!!

Paulo

Hélio

Felipe



Marujo





QUESTIONS?

THANKS!

I AM FELIPE



you can find me at
lodur.com.br