Machine Learning for Art Reconstruction

Use Case: Escher's Print Gallery
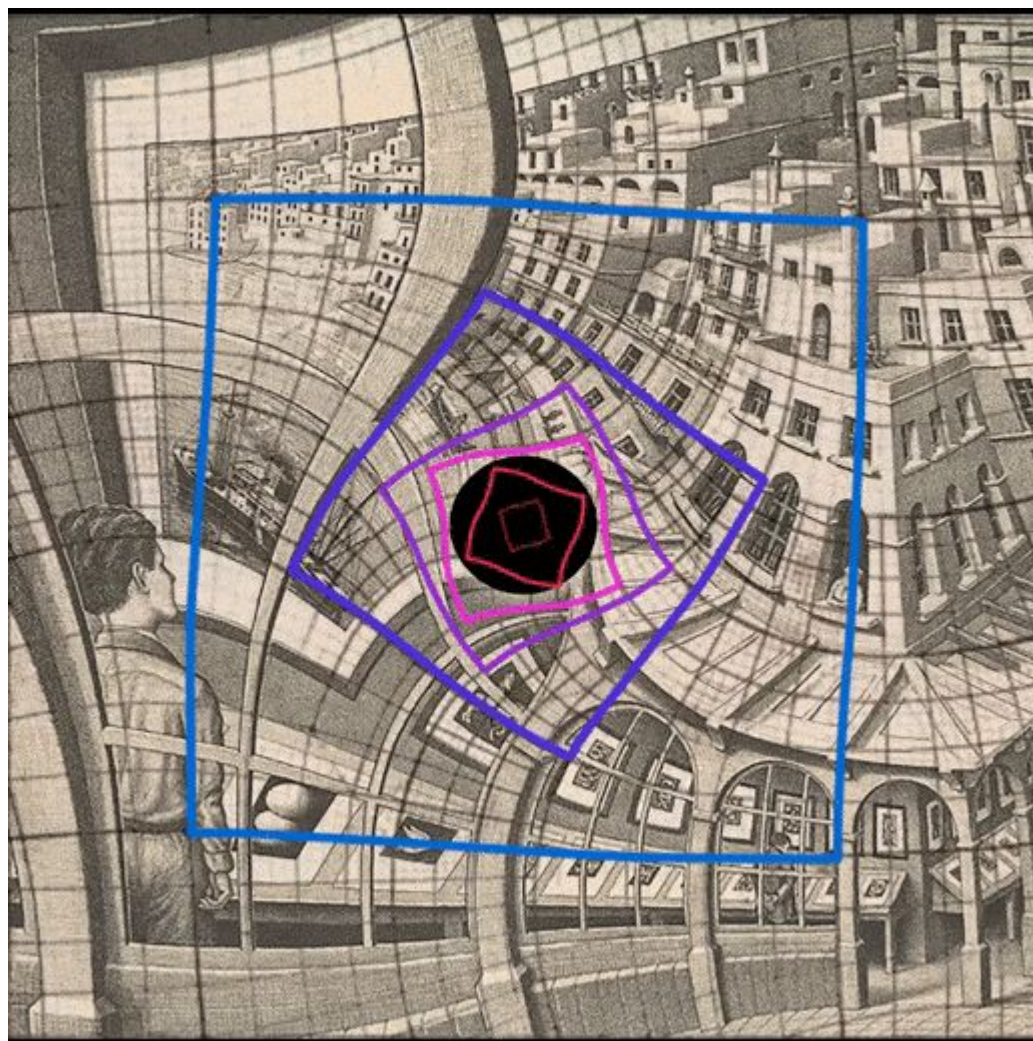
Lucia Cipolina-Kun
Simone Caenazzo
Gaston Mazzei
Aditya Menon

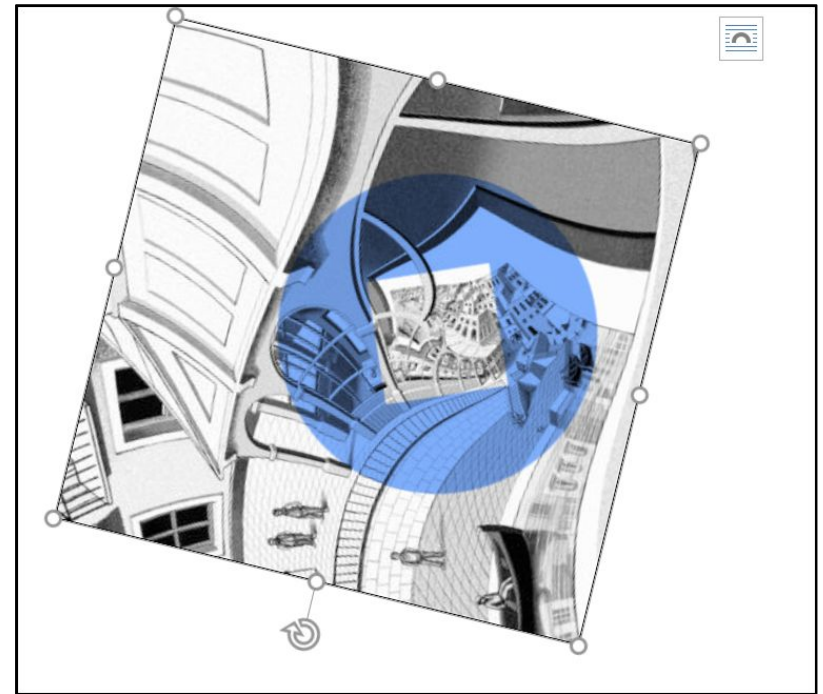# What is the Project About

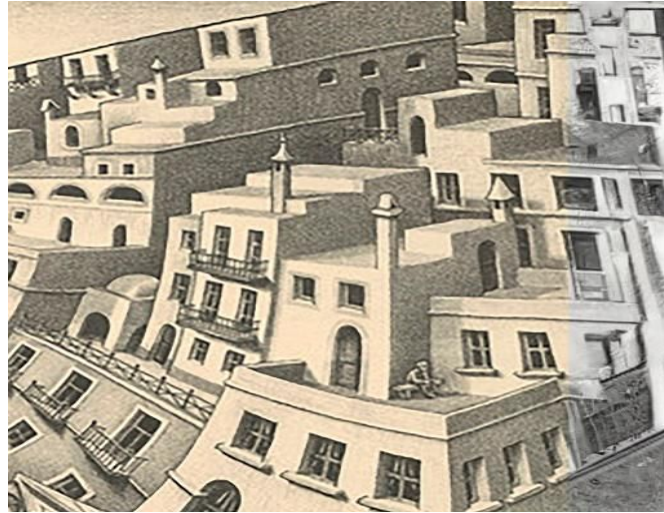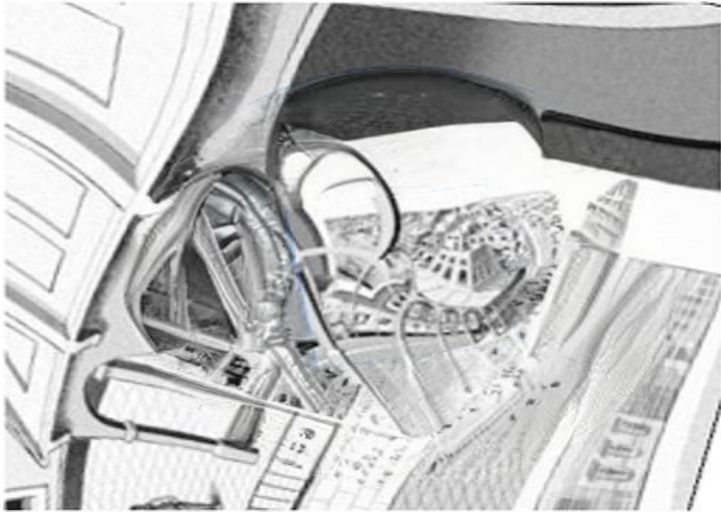# The Droste Effect….

The Center With the Droste Picture

Our solution so far, (this is what we need to complete)

Sample solution from [1]

Preliminary Results - zoomed in

Appendix - Bibliography

1. B. de Smit and H. W. Lenstra Jr. The mathematical structure of escher's print gallery, Notices of the AMS, 50(5):446–451, 2003.

2. P. Esser, R. Rombach, and B. Ommer. Taming transformers for high-resolution image synthesis, 2020

3. Mark Chen, Alec Radford, Rewon Child, Jeff Wu, Heewoo Jun, Prafulla Dhariwal, David Luan, Ilya Sutskever. Deep Generative Pretraining from Pixels, ICML, 2020

4. K. Nazeri, E. Ng, T. Joseph, F. Qureshi, and M. Ebrahimi. Edgeconnect: Structure guided image inpainting using edge prediction, IEEE International Conference on Computer Vision (ICCV) Workshops, 2019