

The Devil in the detail



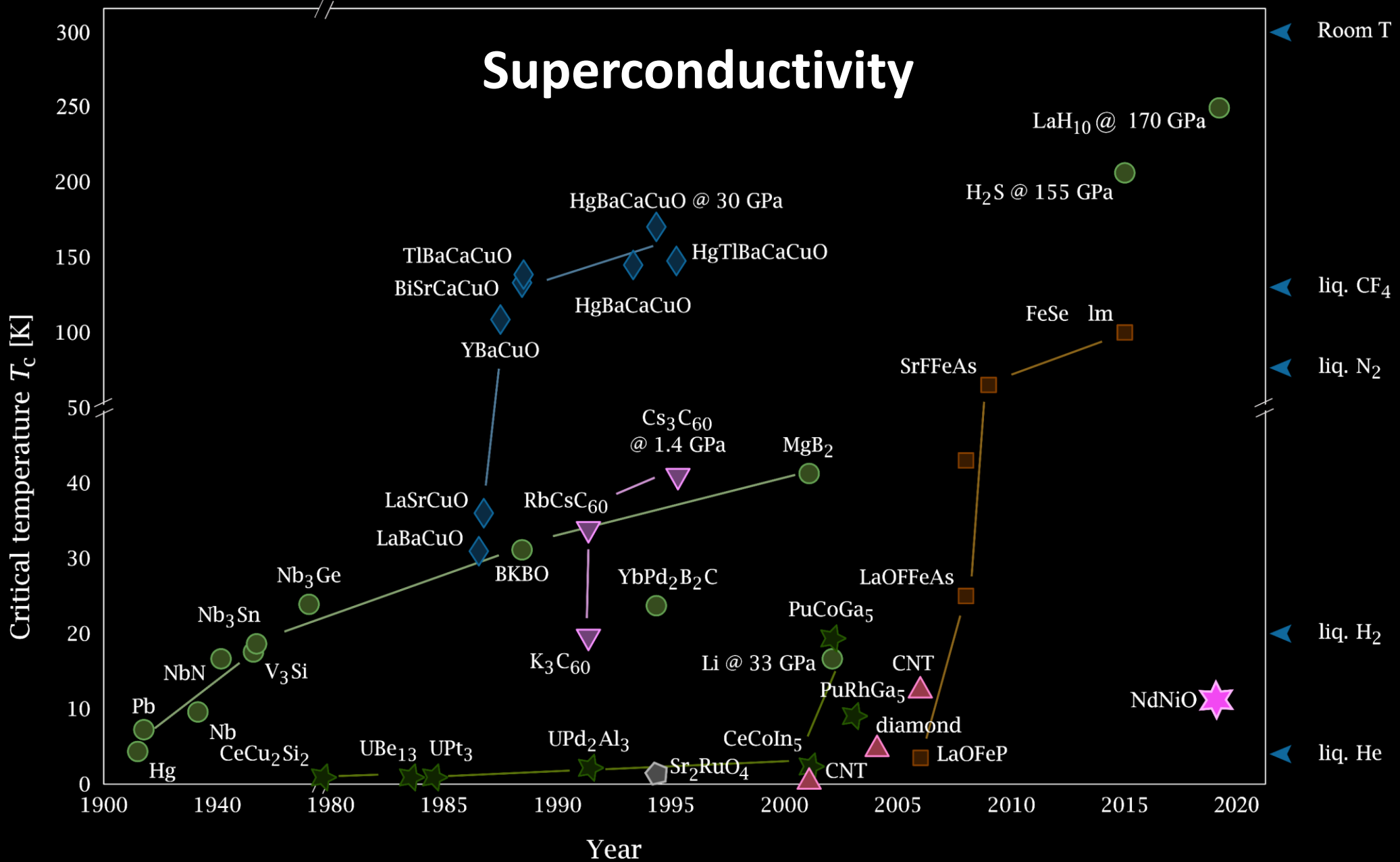
Breaking Through GenAI's Quality Ceiling

Daniel Sýkora

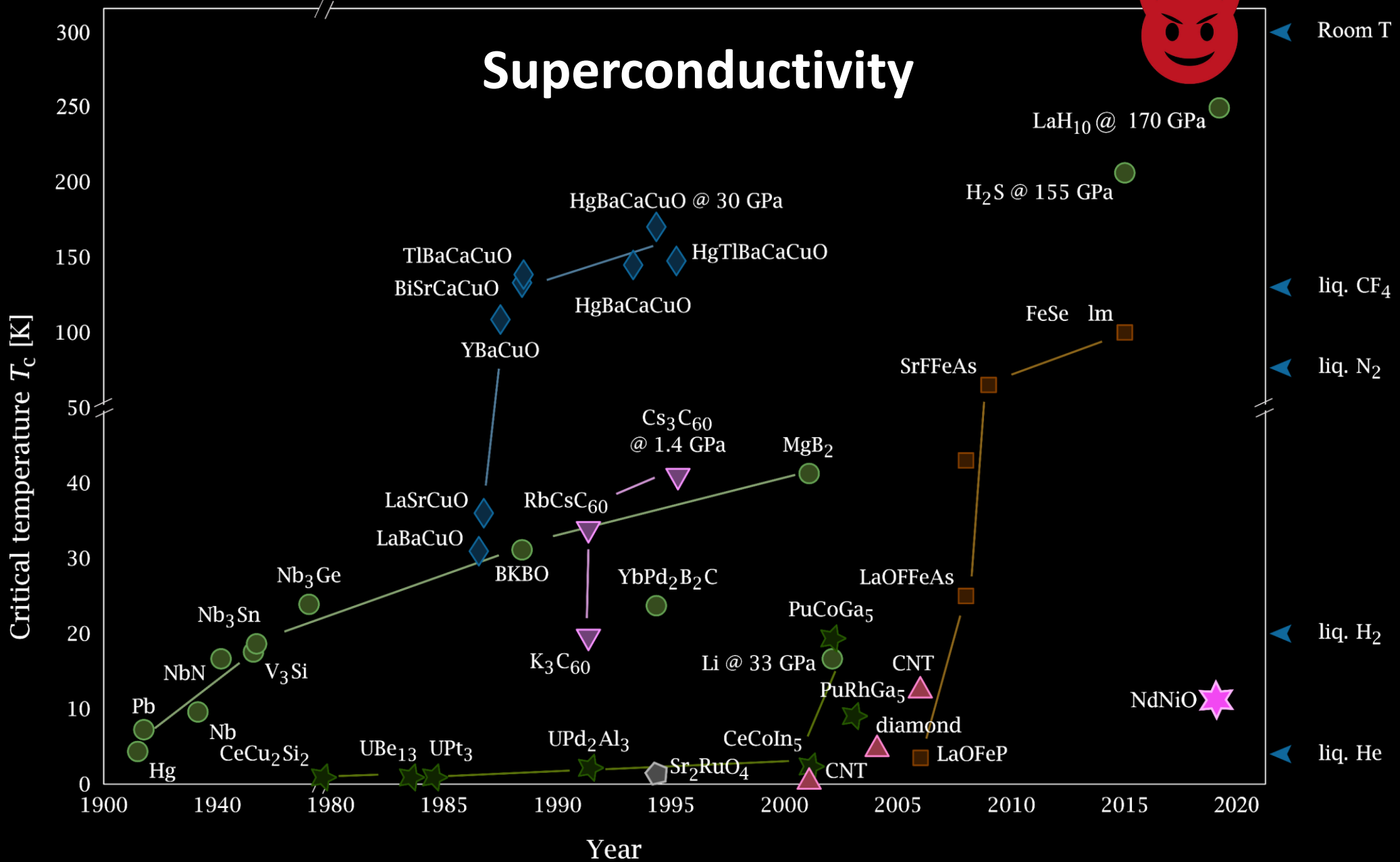
Superconductivity



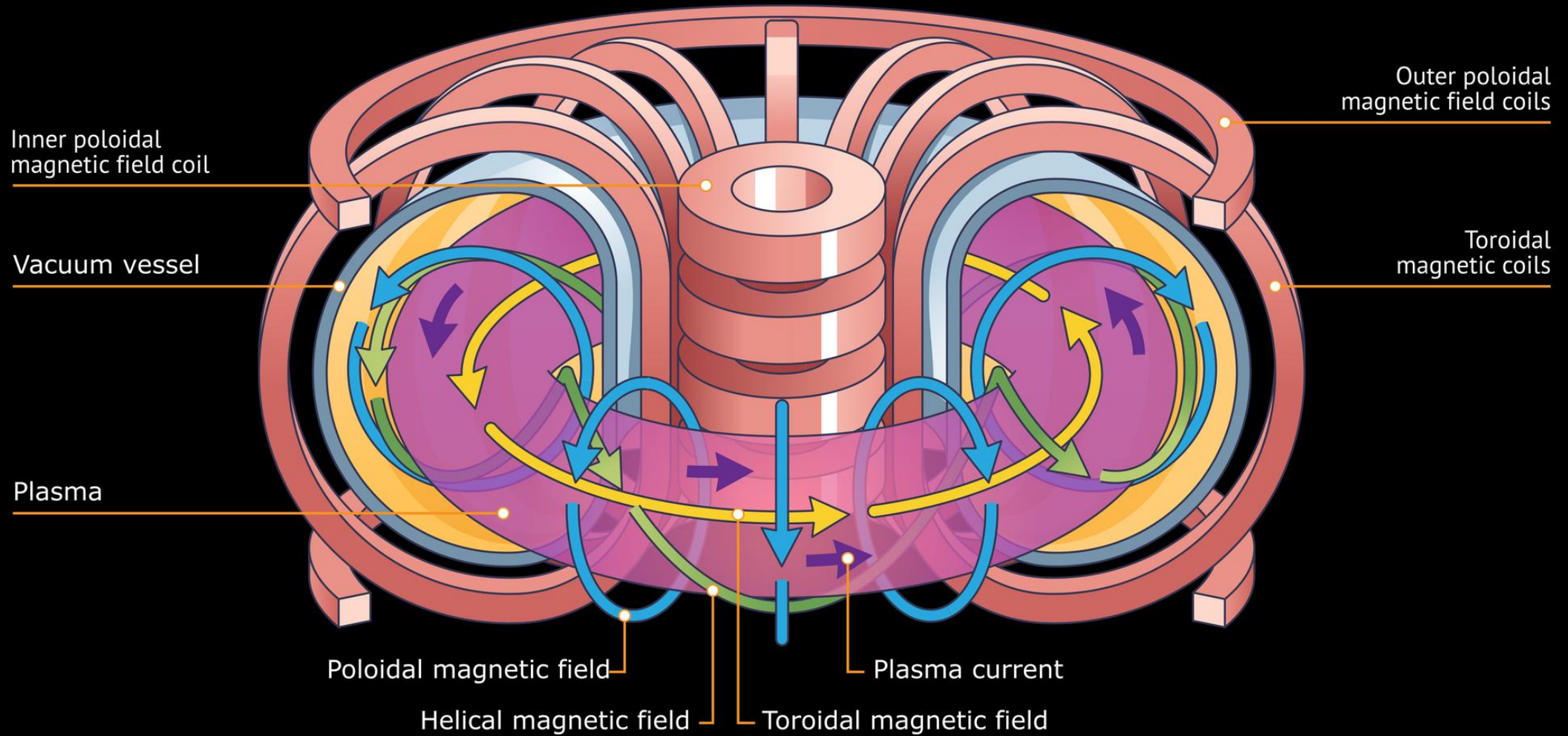
Superconductivity



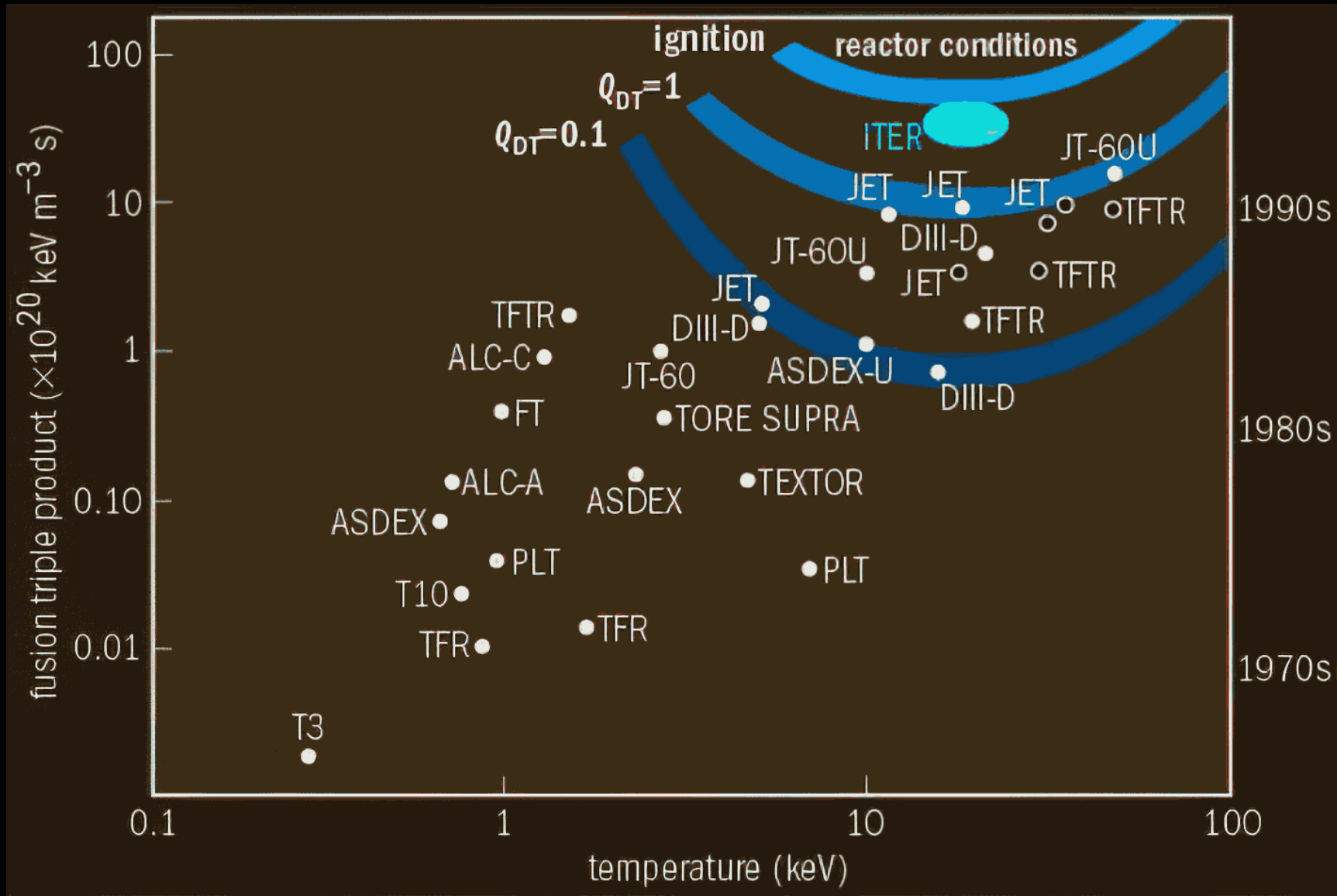
Superconductivity



Nuclear Fusion



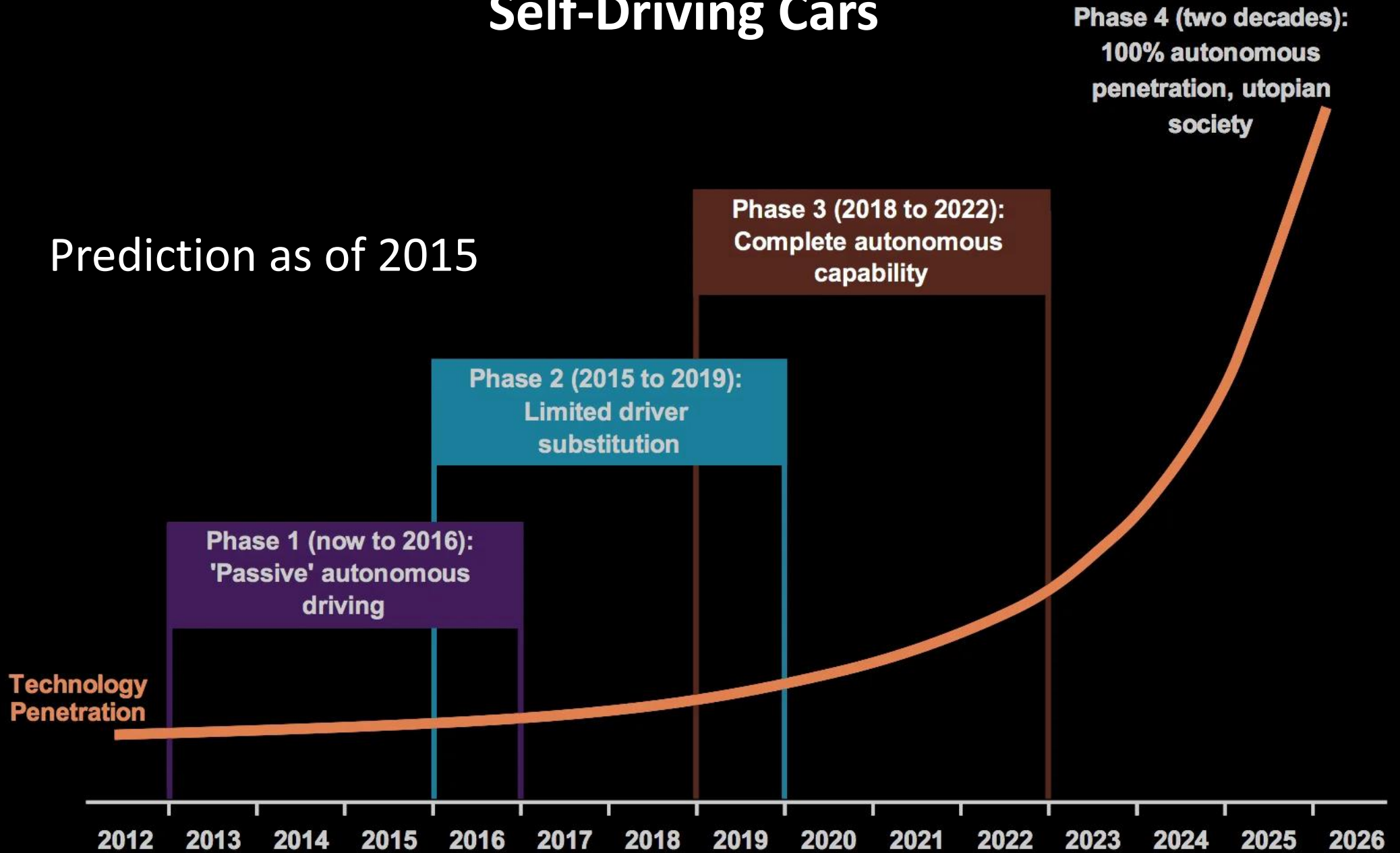
Nuclear Fusion



Self-Driving Cars

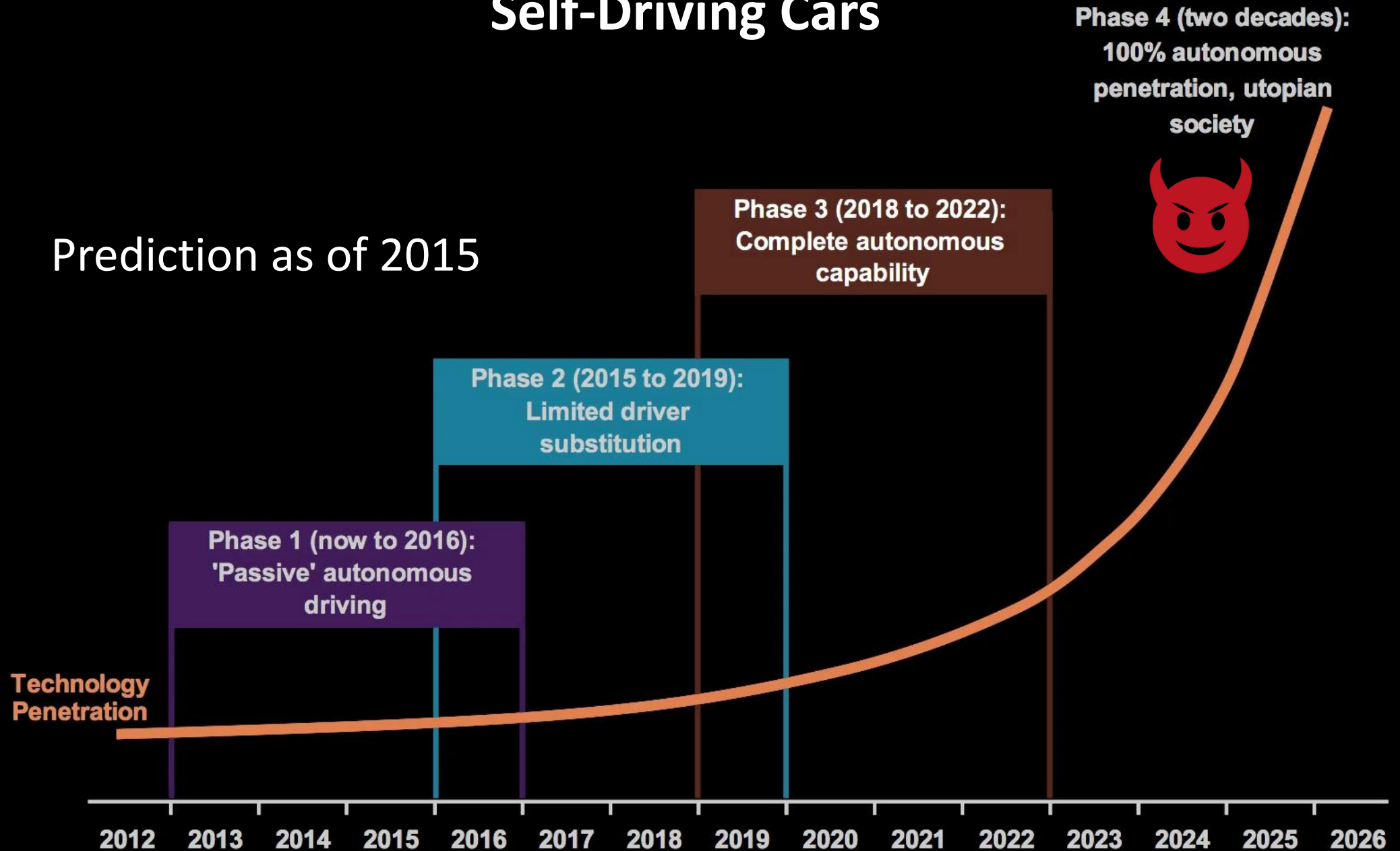


Self-Driving Cars

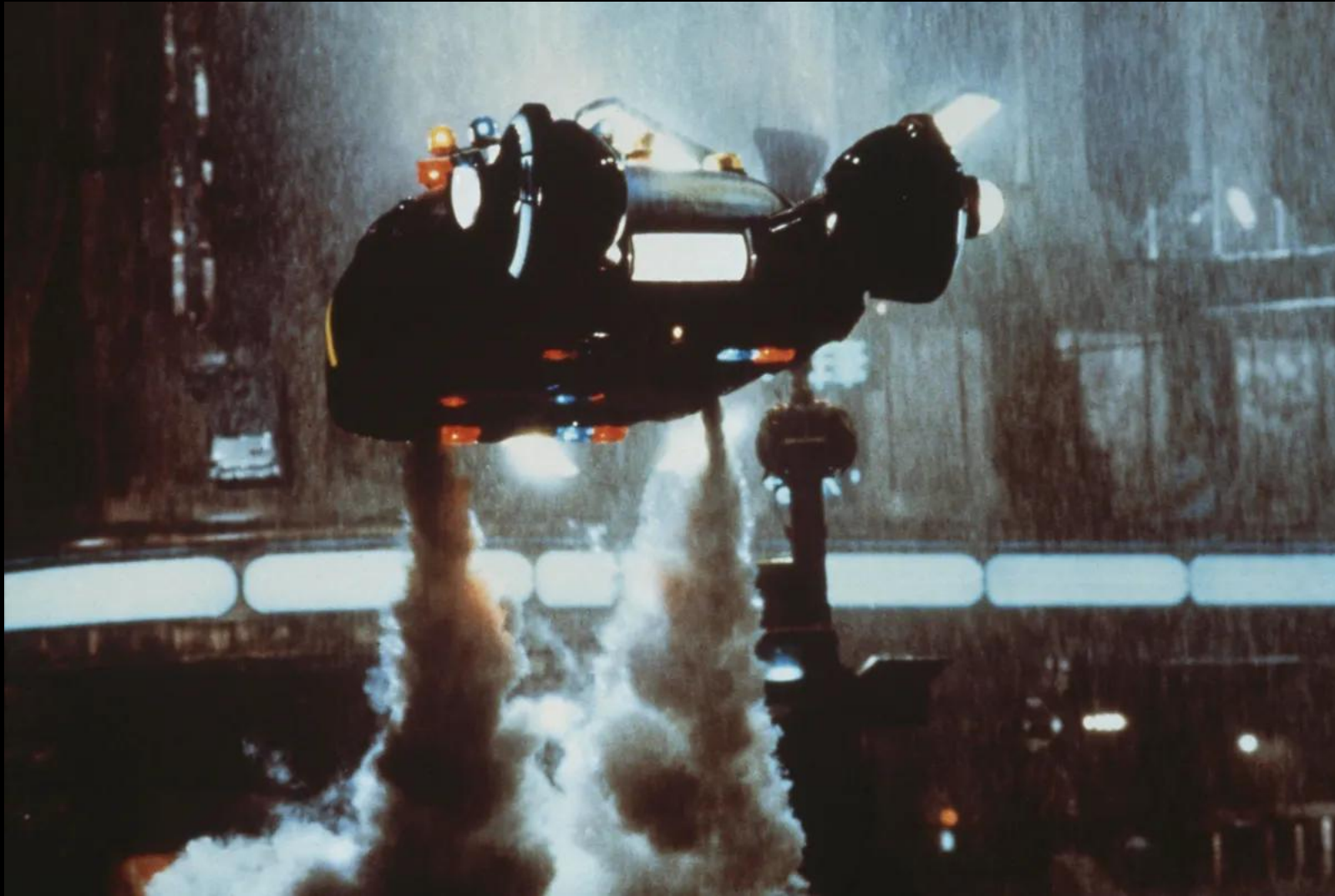


Self-Driving Cars

Prediction as of 2015



Blade Runner (2019)



Prediction as of 1982



Text-Based Image Generation

DALL·E

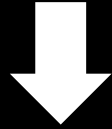


Midjourney

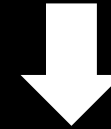
Stable Diffusion

...

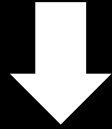
“a propaganda poster depicting a cat dressed as french emperor napoleon holding a piece of cheese”



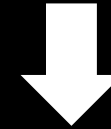
“an espresso machine that makes coffee from human souls, artstation”



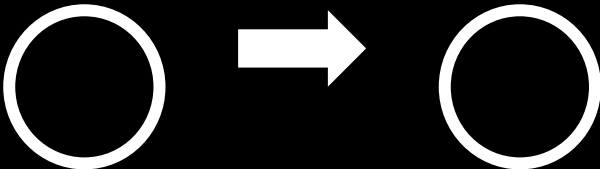
“teddy bears shopping groceries
in the style of ukiyo-e”



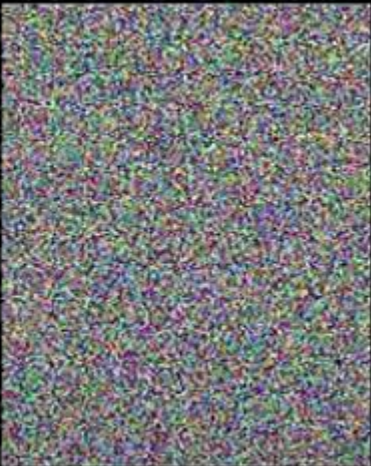
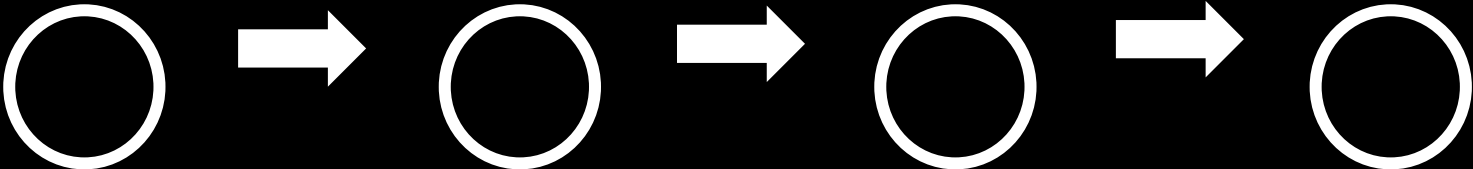
“a bowl of soup that looks like a
monster spray-painted on a wall”



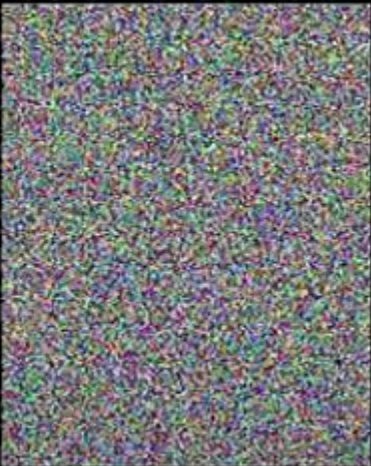
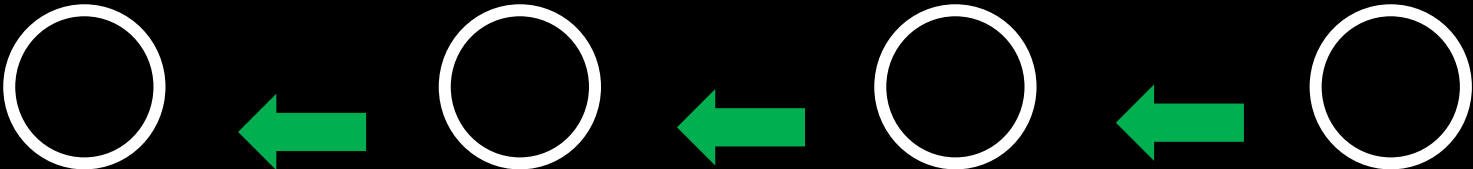
Diffusion Model



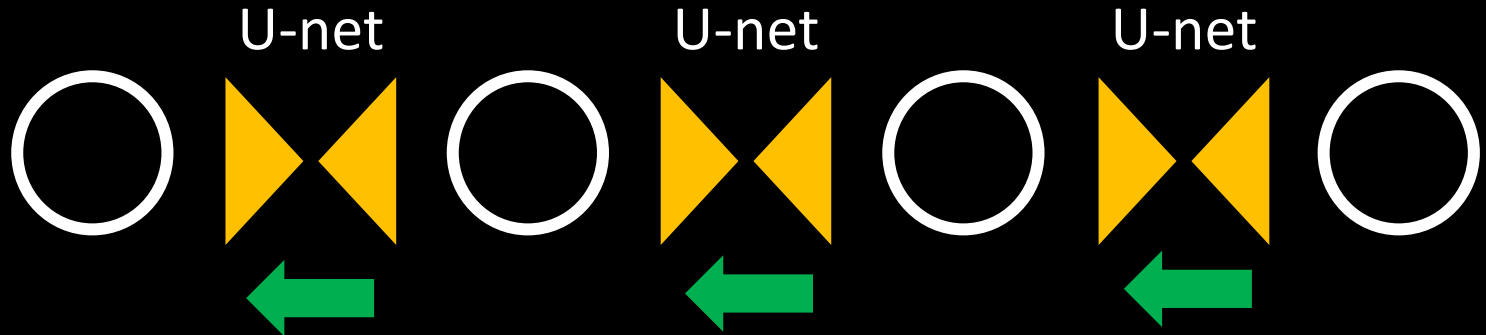
Diffusion Model



Diffusion Model



Diffusion Model



Diffusion Model



CLIP: Contrastive Language-Image Pre-training



= dog

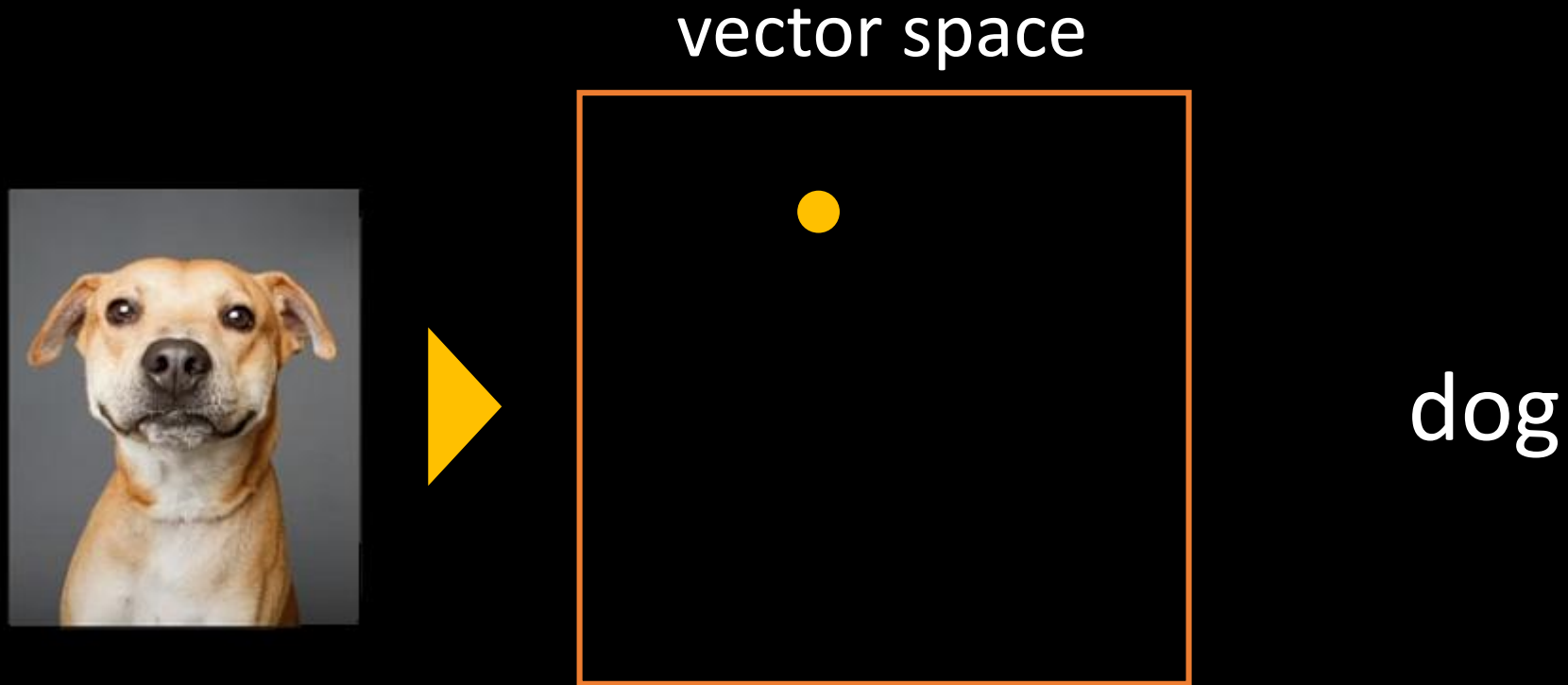
CLIP: Contrastive Language-Image Pre-training

vector space

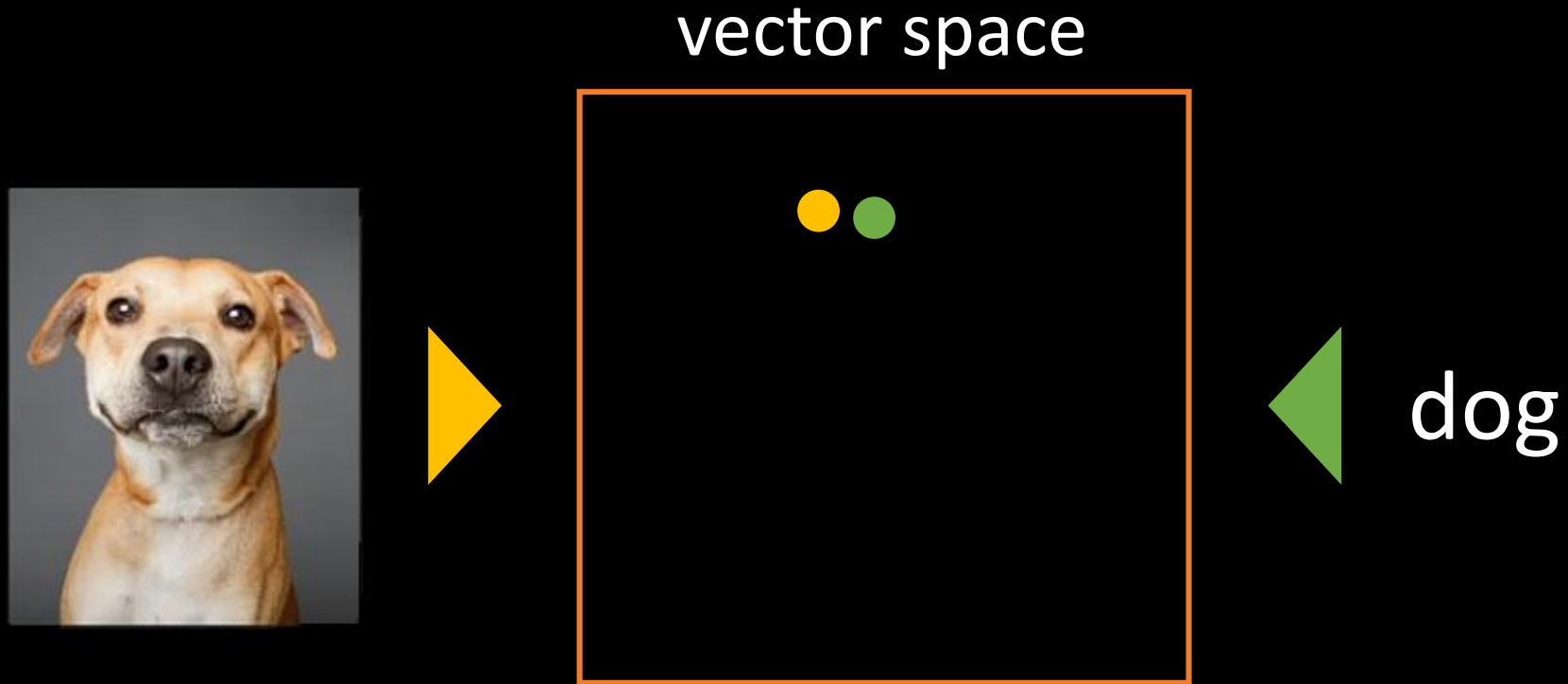


dog

CLIP: Contrastive Language-Image Pre-training



CLIP: Contrastive Language-Image Pre-training



CLIP: Contrastive Language-Image Pre-training



CLIP: Contrastive Language-Image Pre-training



CLIP: Contrastive Language-Image Pre-training



+



-



)

=



CLIP: Contrastive Language-Image Pre-training



+



-

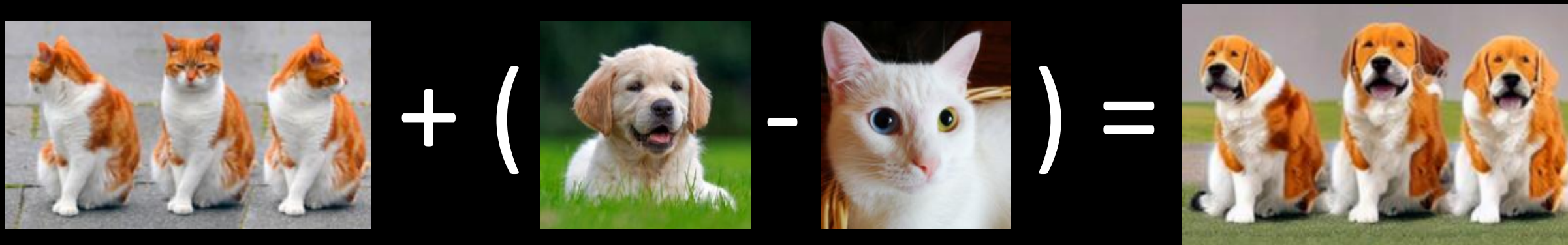


) =



three cats + (dog - cat) = three dogs

CLIP: Contrastive Language-Image Pre-training

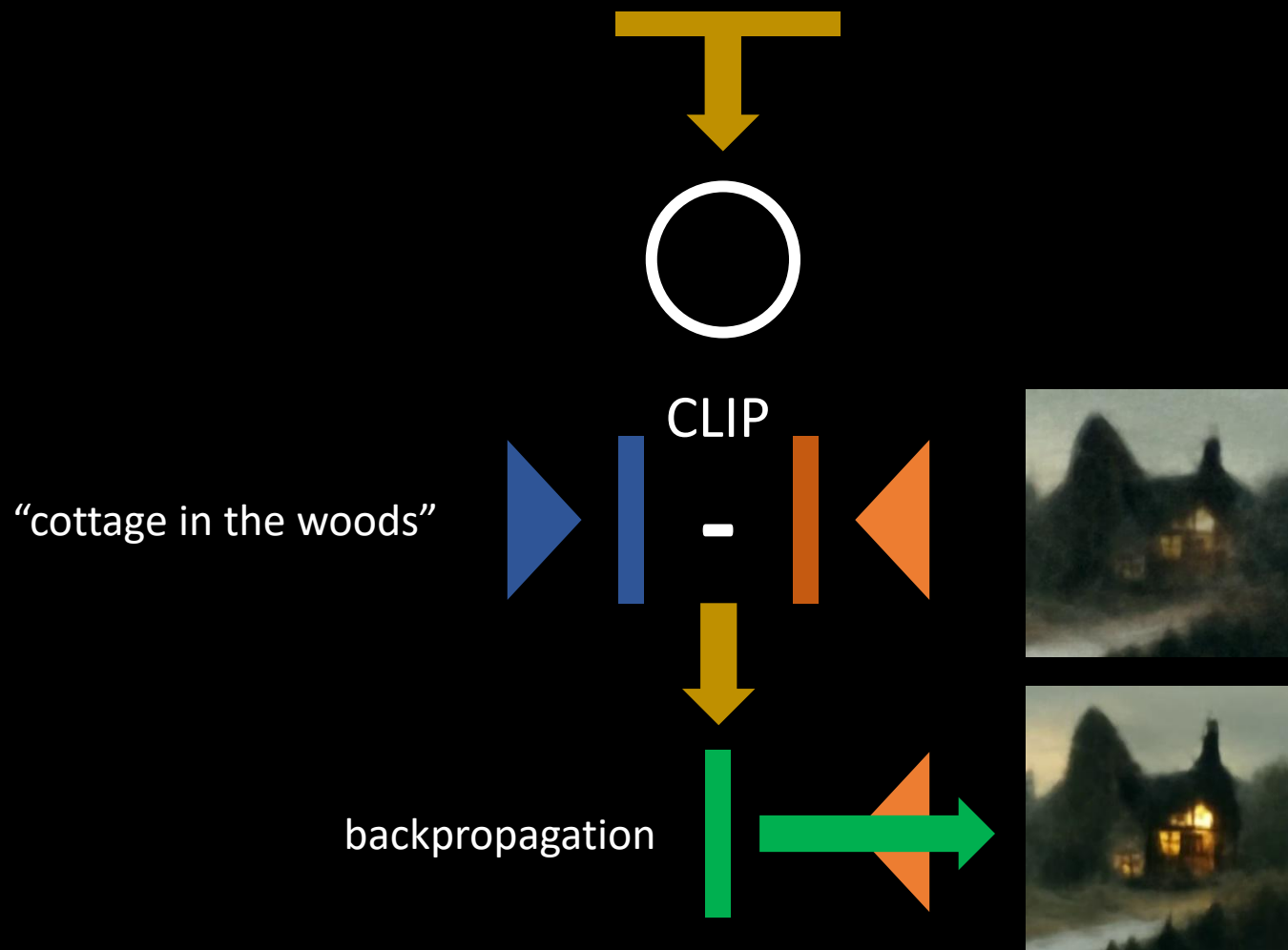


three cats + (dog - cat) = three dogs



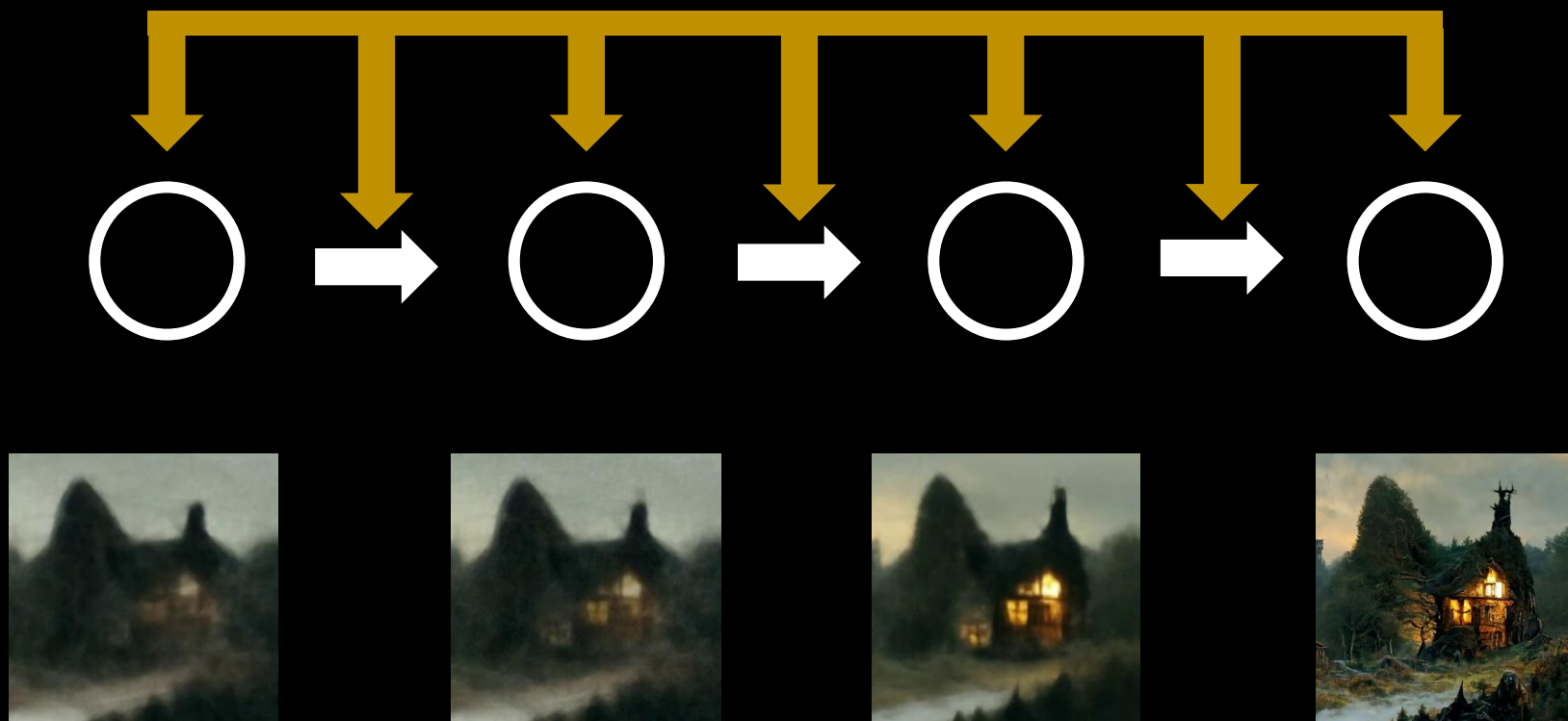
Text-Guided Diffusion Model

“cottage in the woods”



Text-Guided Diffusion Model

“cottage in the woods”



GLIDE: Text-Guided Diffusion Model (2021)



The Devil in the detAll



The Devil in the detAll



Real Pencil Drawing



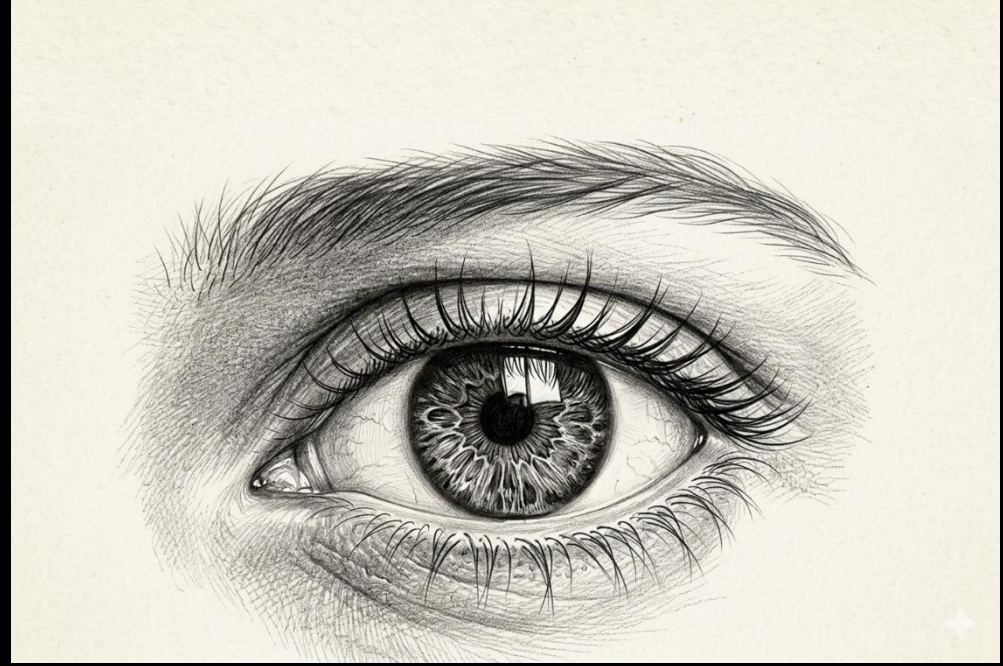
Generated using Midjourney



Real Pencil Drawing



Generated using Nano Banana 2



Concept Art



Steve Pilcher

Final Product





Josef Lada

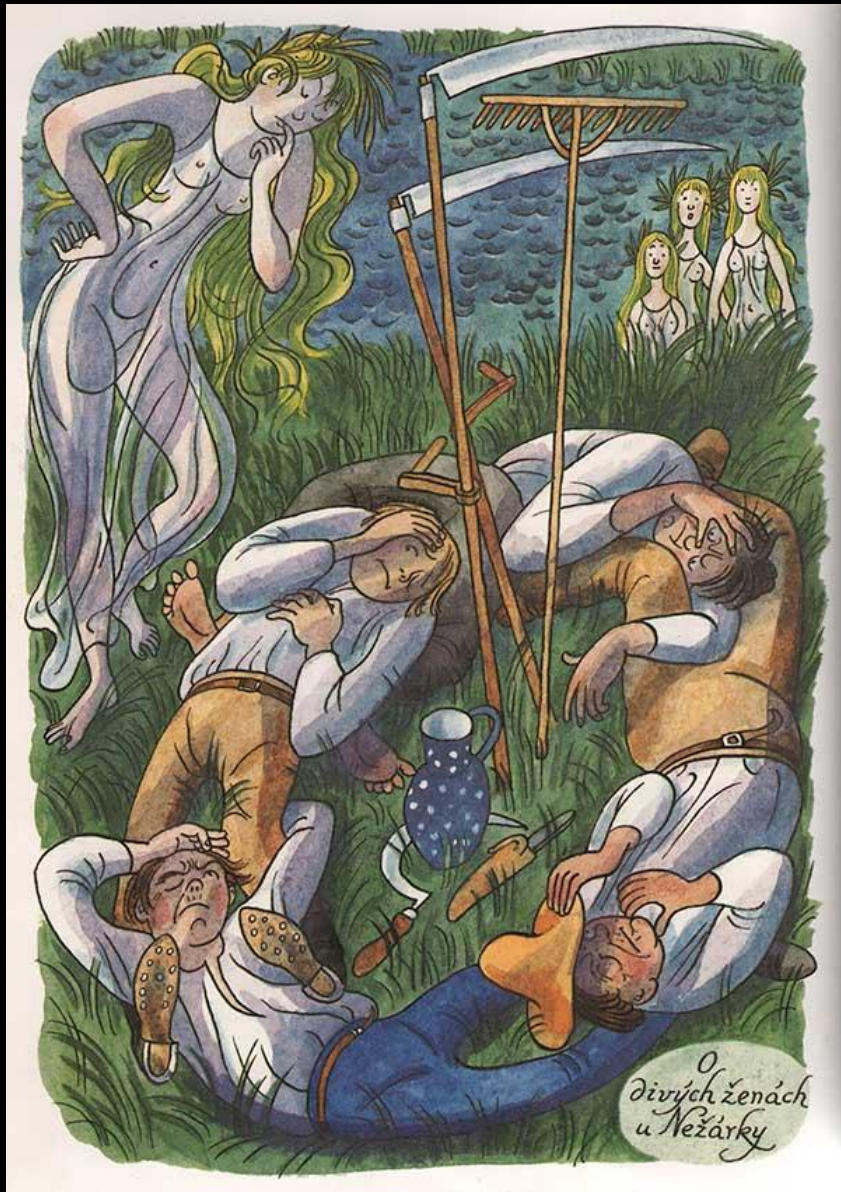


Josef Čapek



72/75

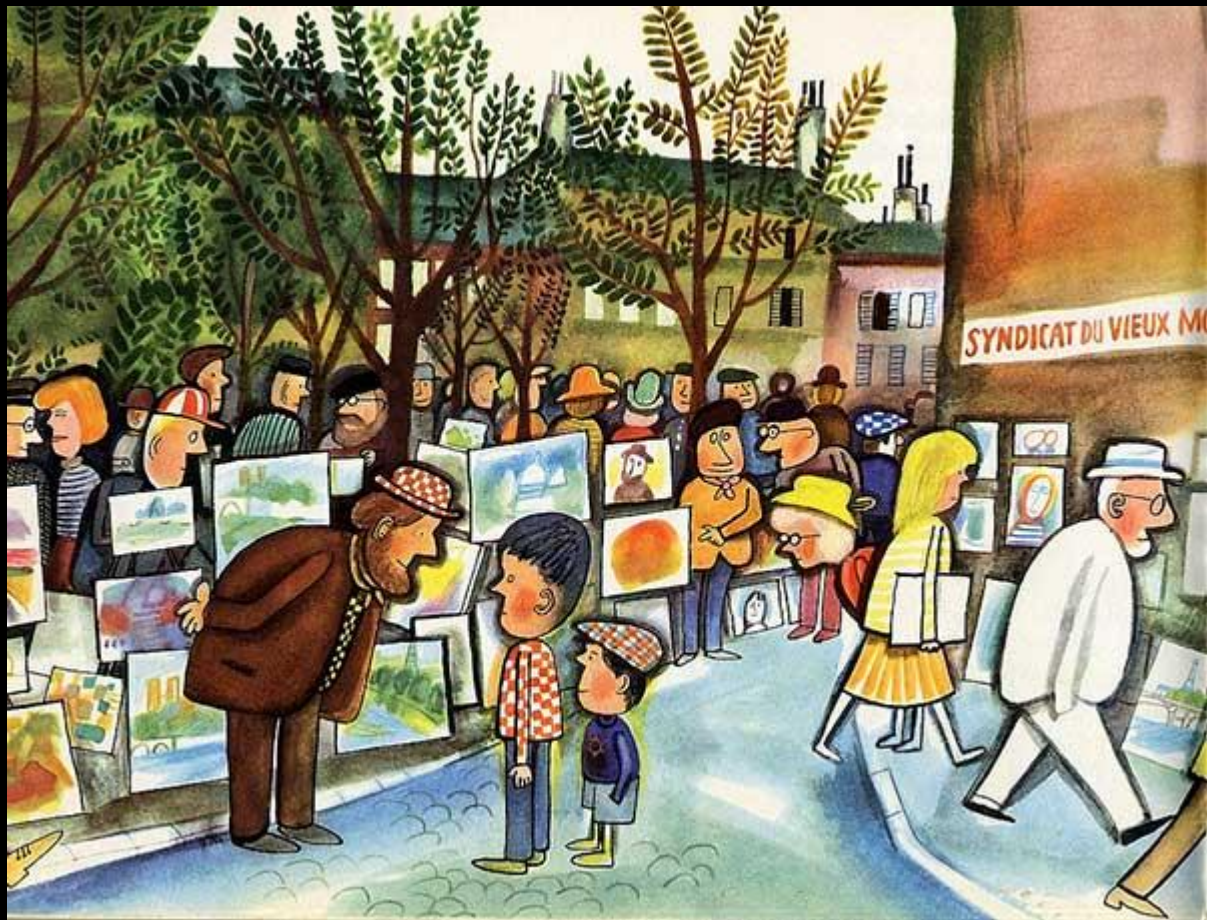
Adolf Born



Cyril Bouda



Ondřej Sekora



Jiří Kalousek



Jiří Šalamoun



Jiří Trnka



František Skála

Generative Fill (Adobe Firefly)



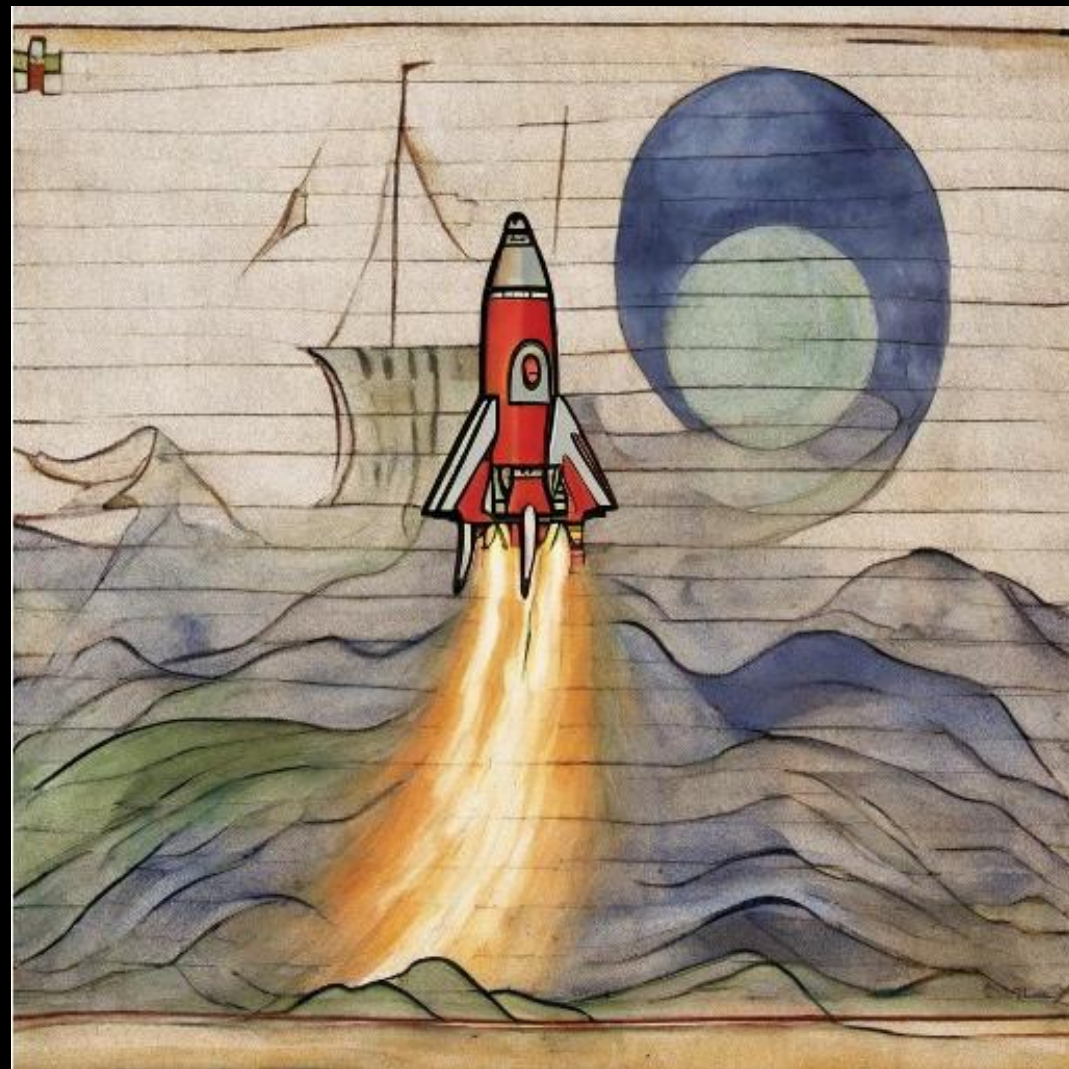
Generative Fill (Adobe Firefly)



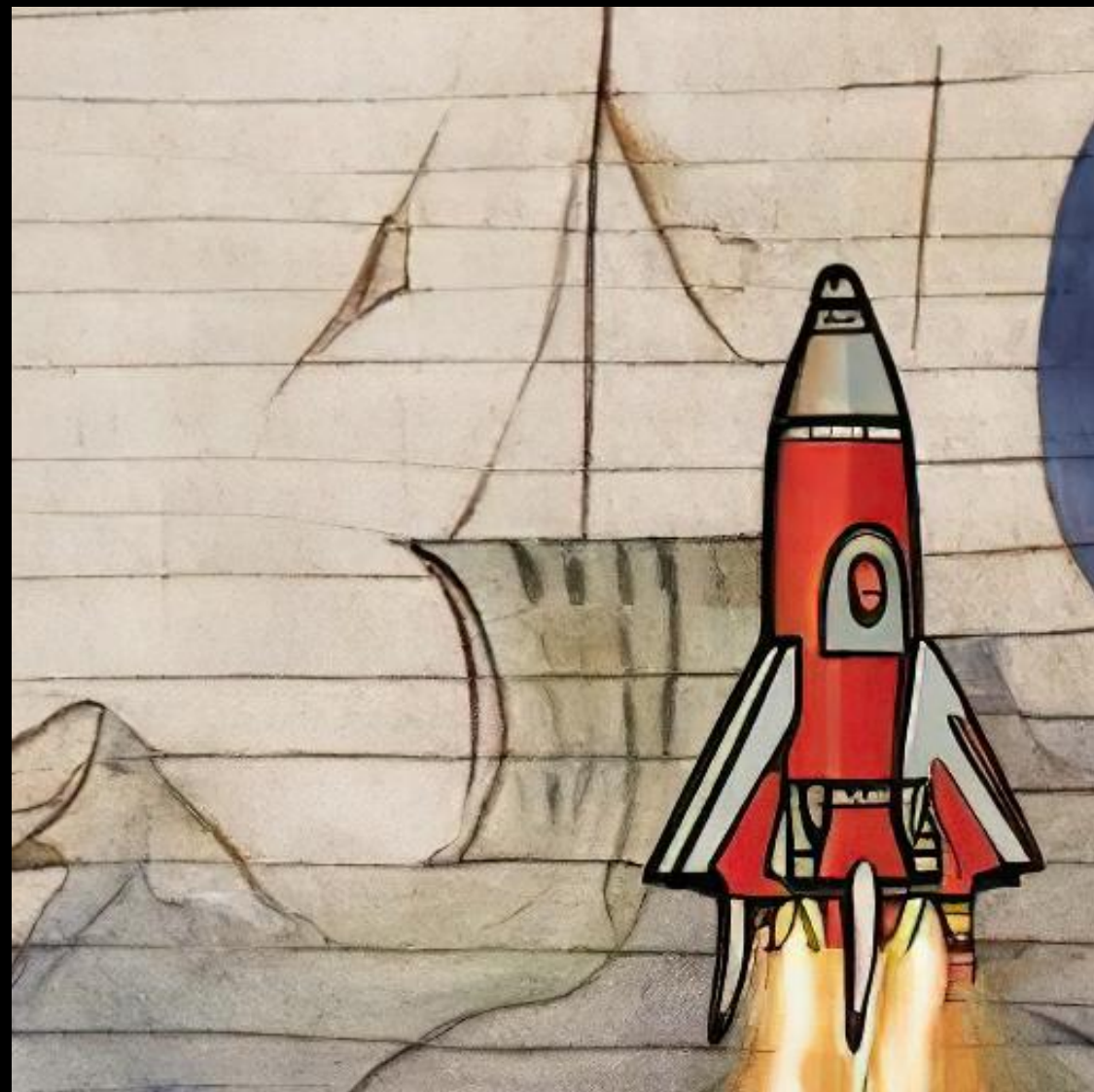
Generative Fill (Adobe Firefly)



Style Aligned Image Generation [Hertz et al. 2024]



Style Aligned Image Generation [Hertz et al. 2024]





Syd Mead



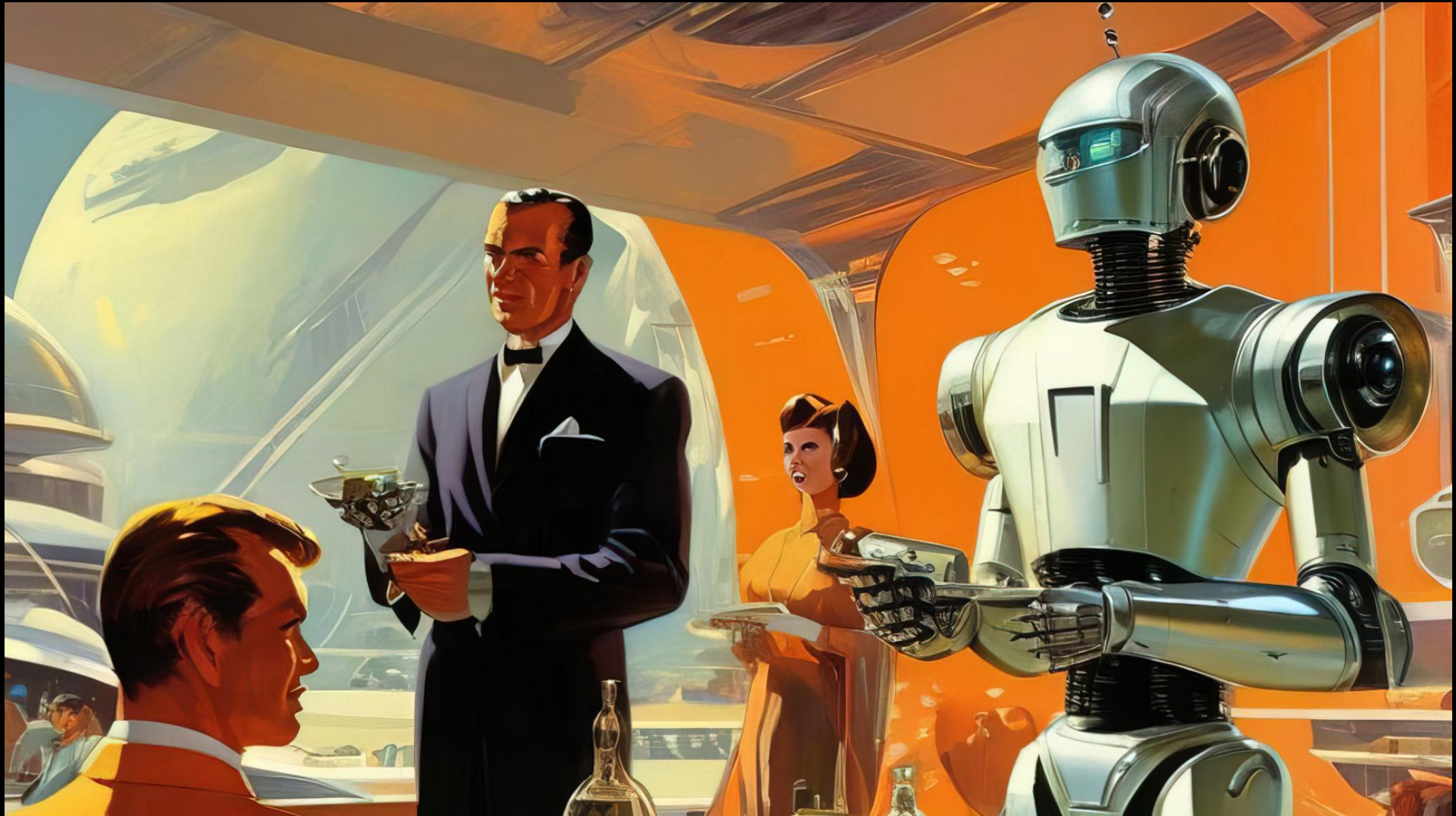
Syd Mead



“Syd Mead” (in reality)



“Syd Mead” (synthetic)



“Syd Mead” (synthetic)

Target



Gen-3 Alpha [2025]



Target Video



Yang et al. [2024]



Artificial Intelligence

In the end,
it's all about the Data!



© Quint Buchholz

Alexei (Alyosha) Efros
UC Berkeley



CVSS 2019

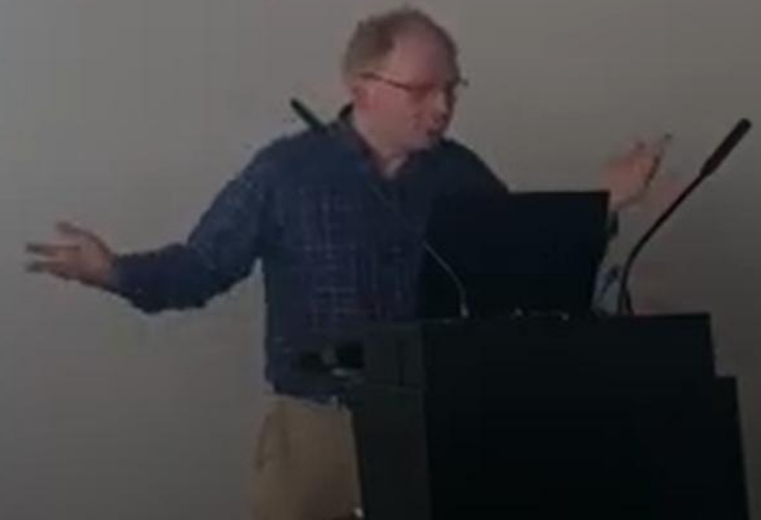
Artificial Intelligence

“AI” is (almost) here!

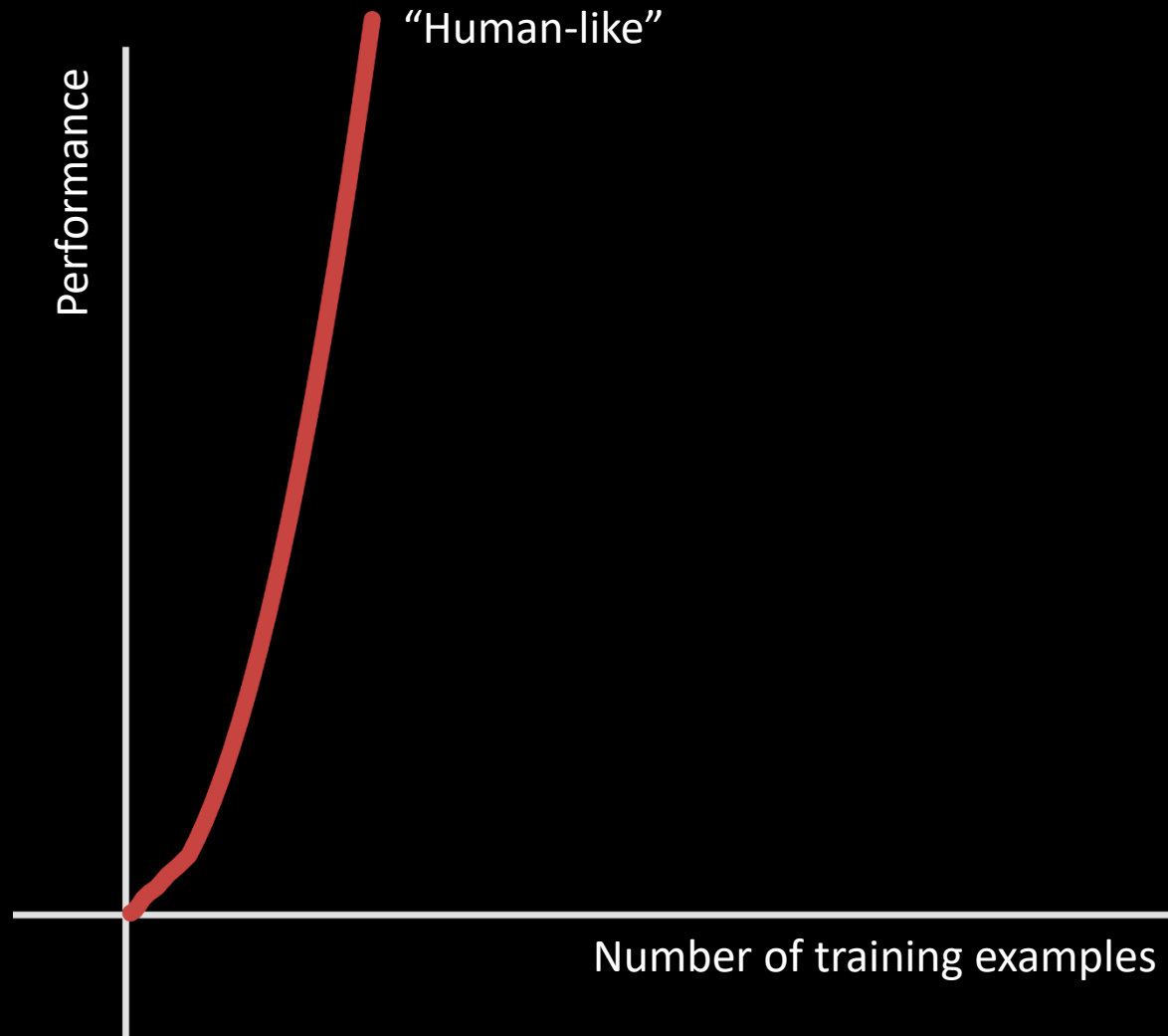
CVSS 2019

Artificial Intelligence

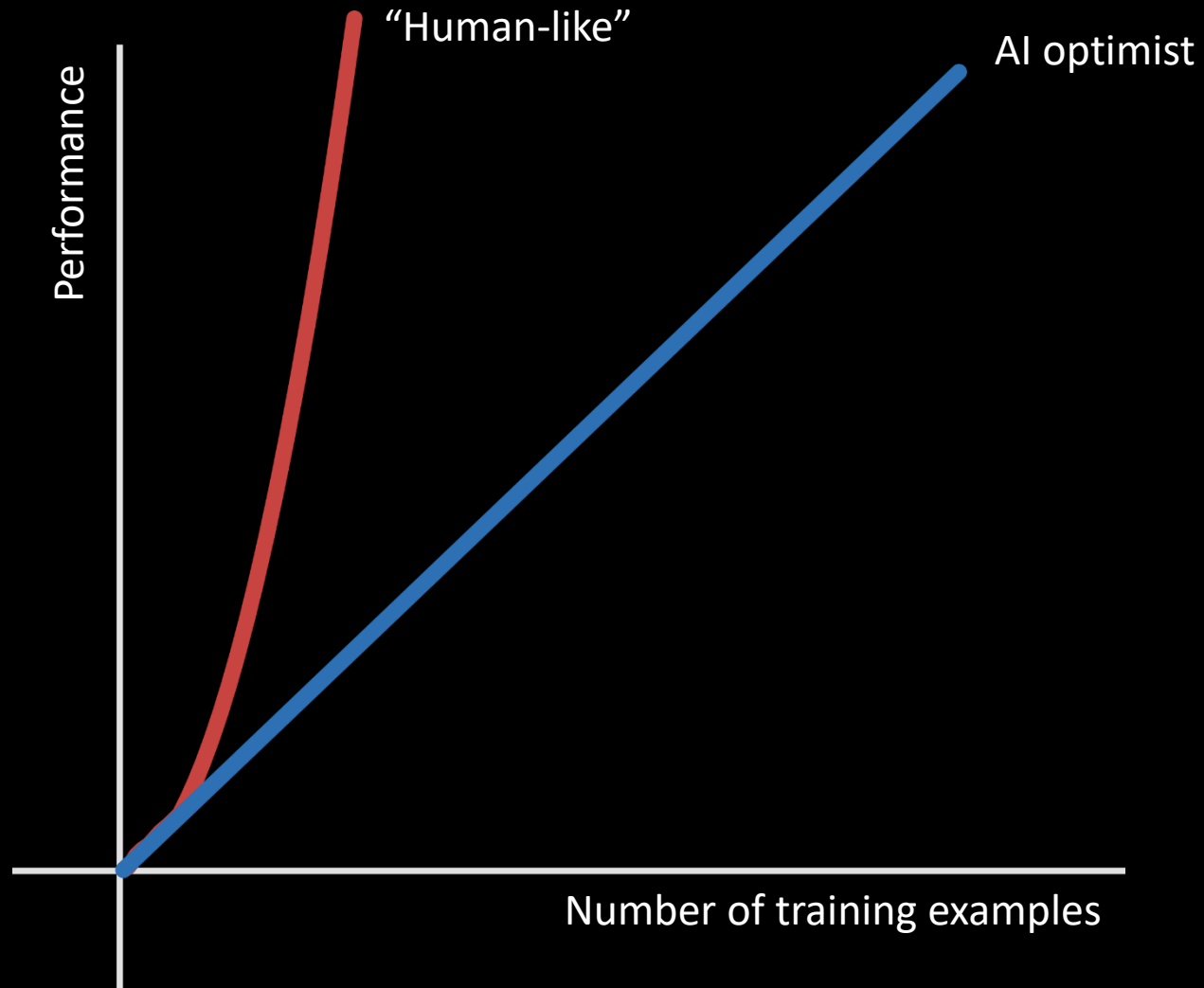
“AI” is (a st) here!



Udandarao et al.: No "Zero-Shot" Without Exponential Data: Pretraining
Concept Frequency Determines Multimodal Model Performance, ICLR 2024.



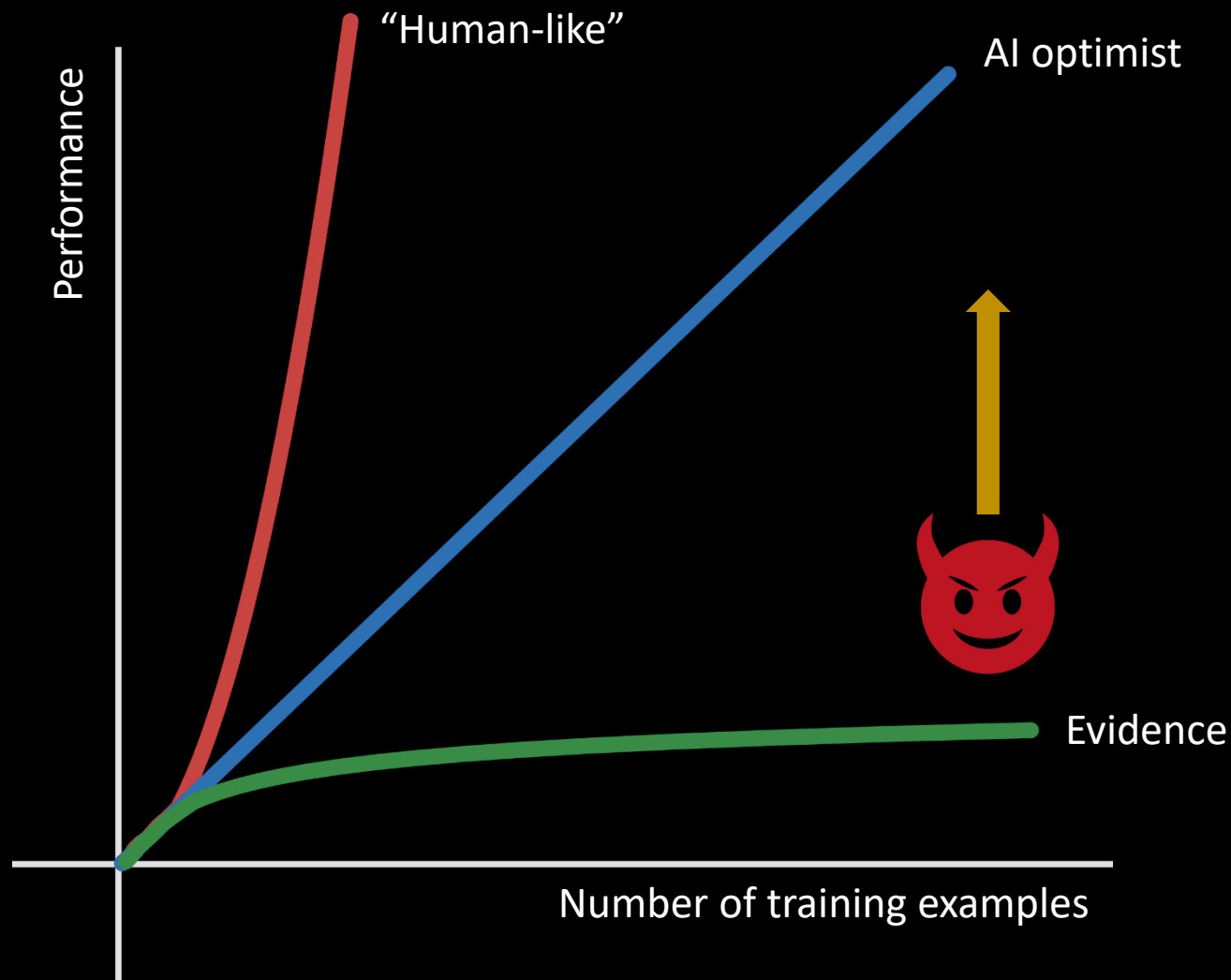
Udandarao et al.: No "Zero-Shot" Without Exponential Data: Pretraining
Concept Frequency Determines Multimodal Model Performance, ICLR 2024.



Udandarao et al.: No "Zero-Shot" Without Exponential Data: Pretraining
Concept Frequency Determines Multimodal Model Performance, ICLR 2024.



Udandarao et al.: No "Zero-Shot" Without Exponential Data: Pretraining
Concept Frequency Determines Multimodal Model Performance, ICLR 2024.



Breaking Through GenAI's Quality Ceiling

Low-level textural details:



Source

Breaking Through GenAI's Quality Ceiling

Low-level textural details:



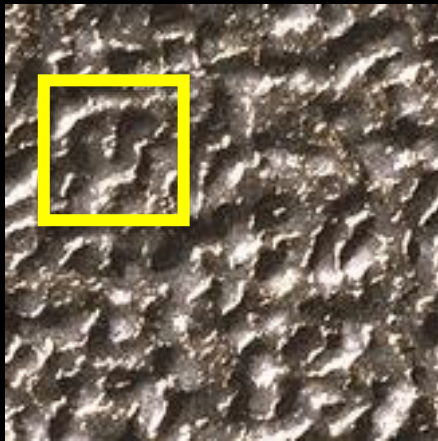
Source



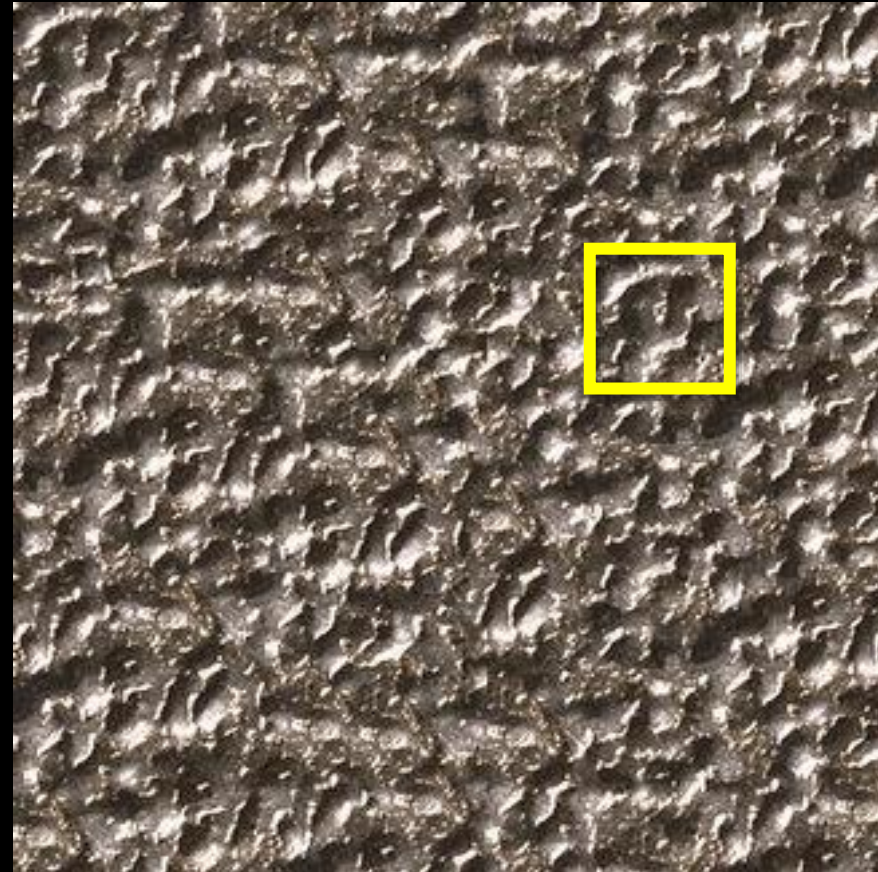
Target

Breaking Through GenAI's Quality Ceiling

Low-level textural details:



Source

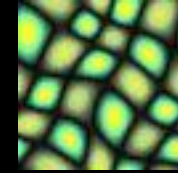


Target

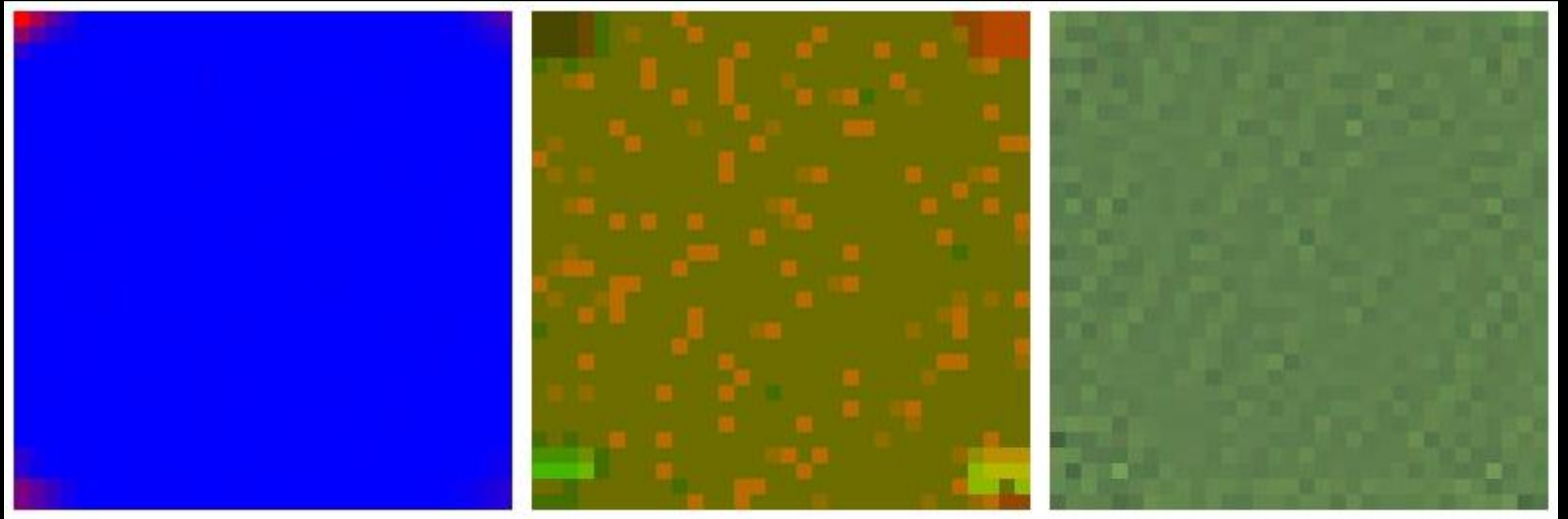
Algorithmic Solution: Patch-based Synthesis

Error

NNF



Output



Wexler et al. [2004], Kwatra et al. [2005], Kaspar et al. [2015], Fišer et al. [2016]

Breaking Through GenAI's Quality Ceiling

Seamless mosaic made of larger patches from the source:



Source



Target

Generative Fill (Adobe Firefly)

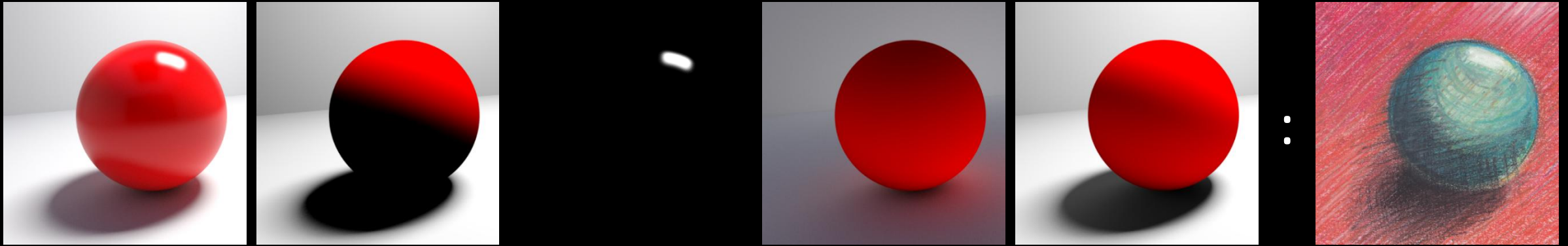


Content-aware Fill (Adobe Photoshop)

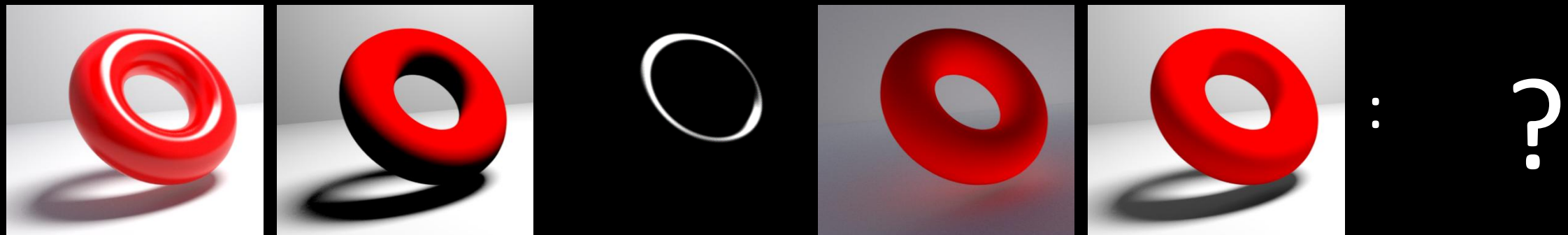


Breaking Through GenAI's Quality Ceiling

Source:



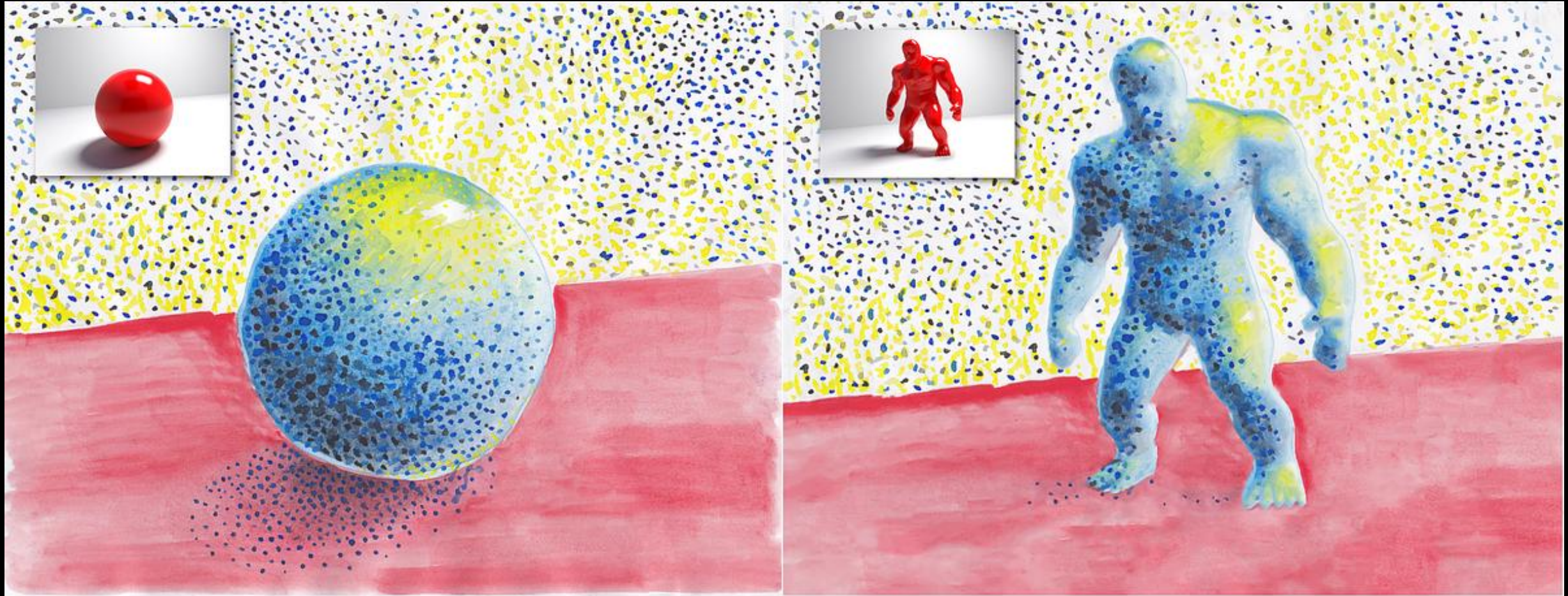
Target:



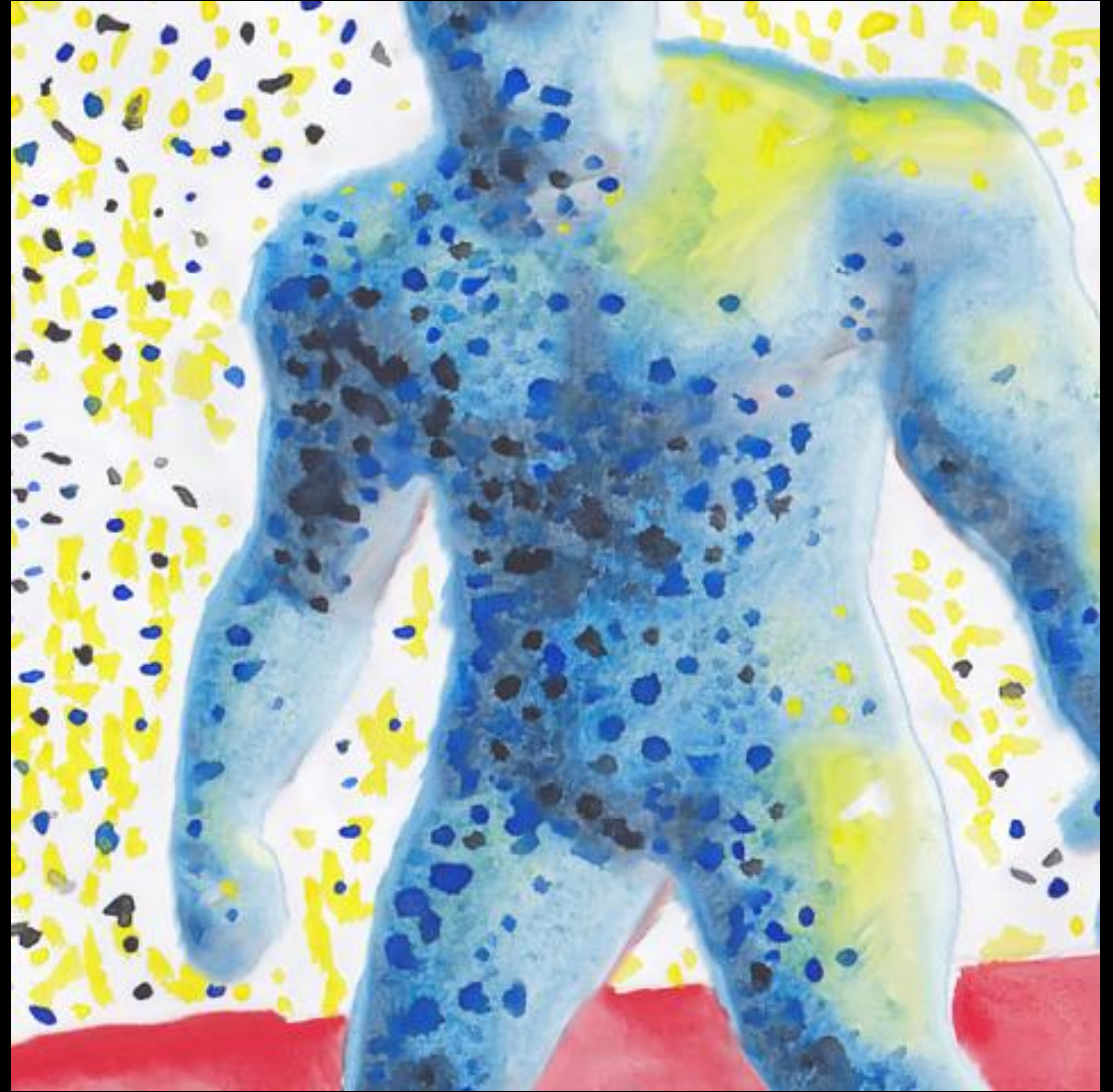
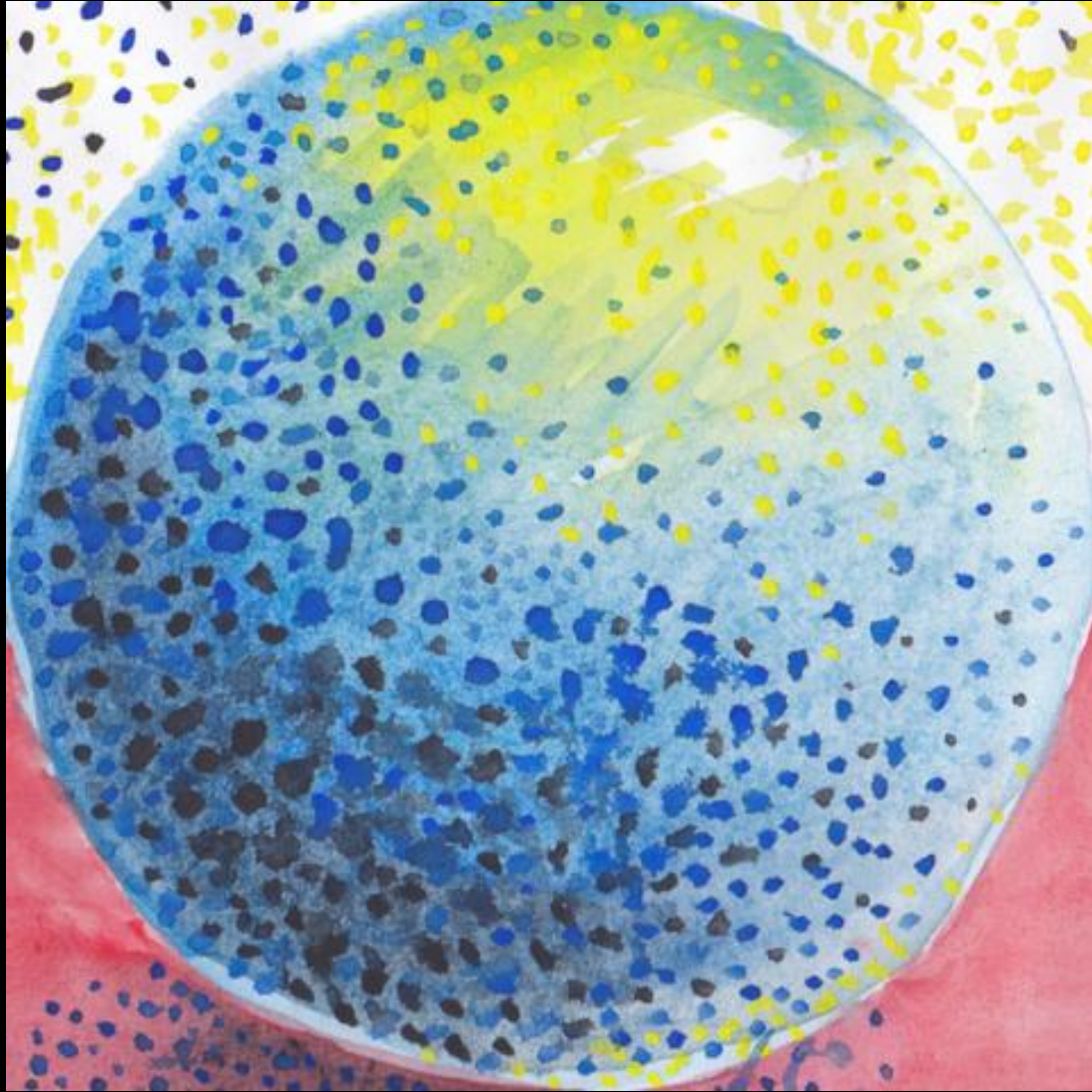
StyLit [Fišer et al. 2016]



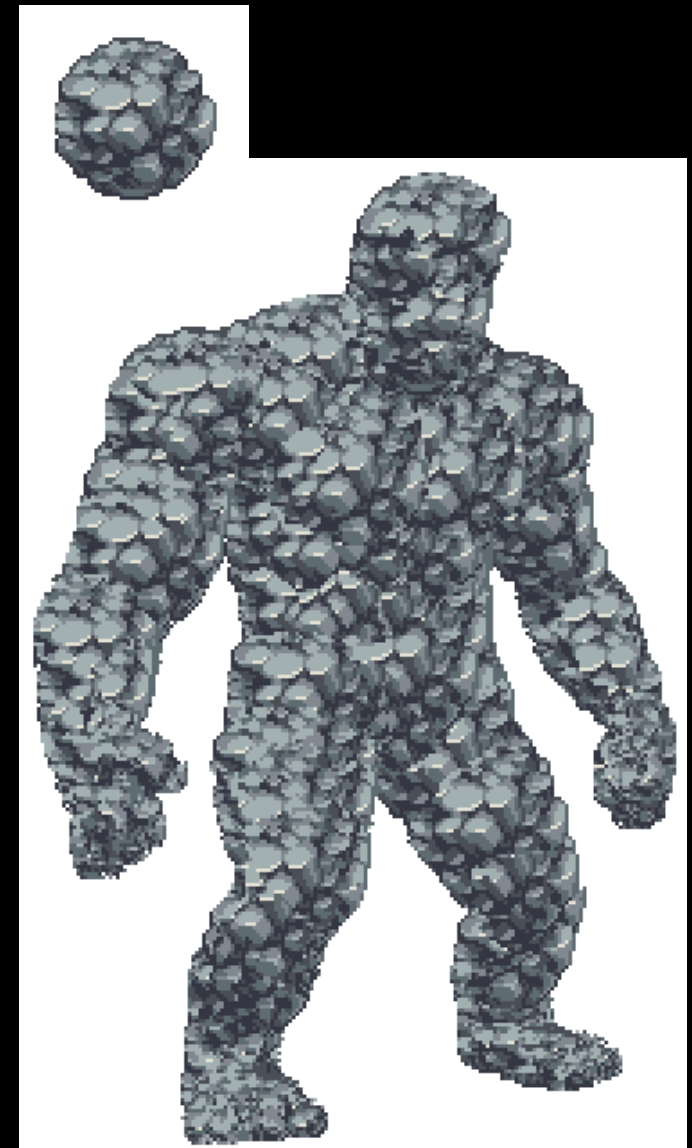
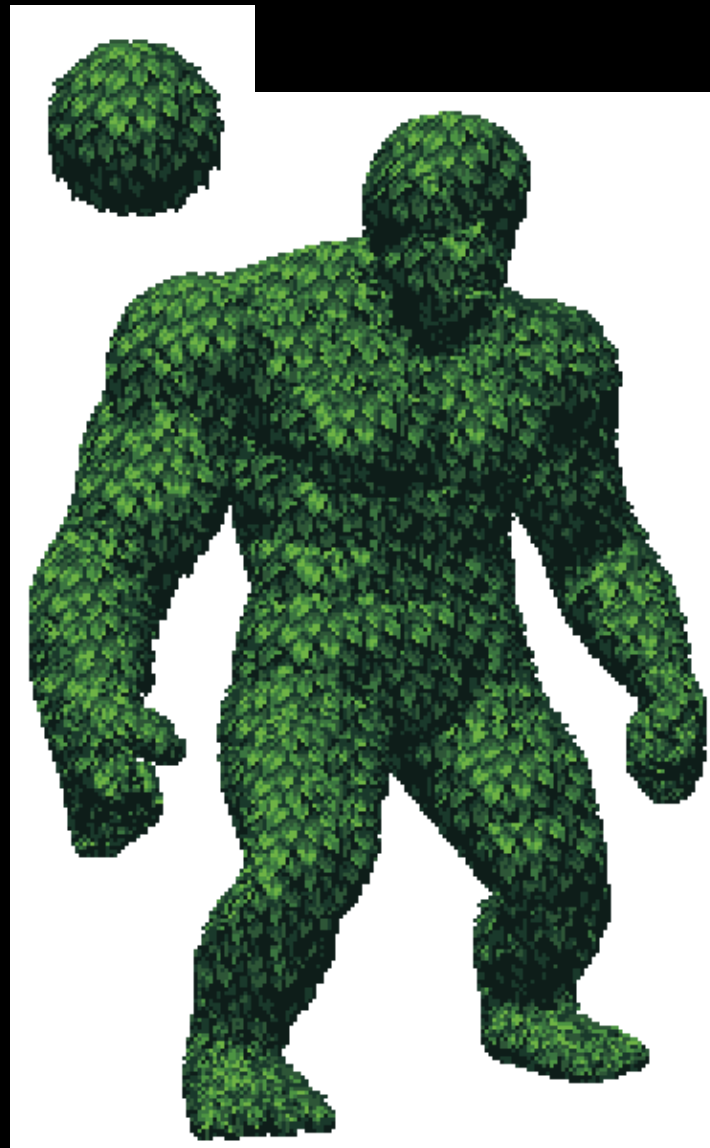
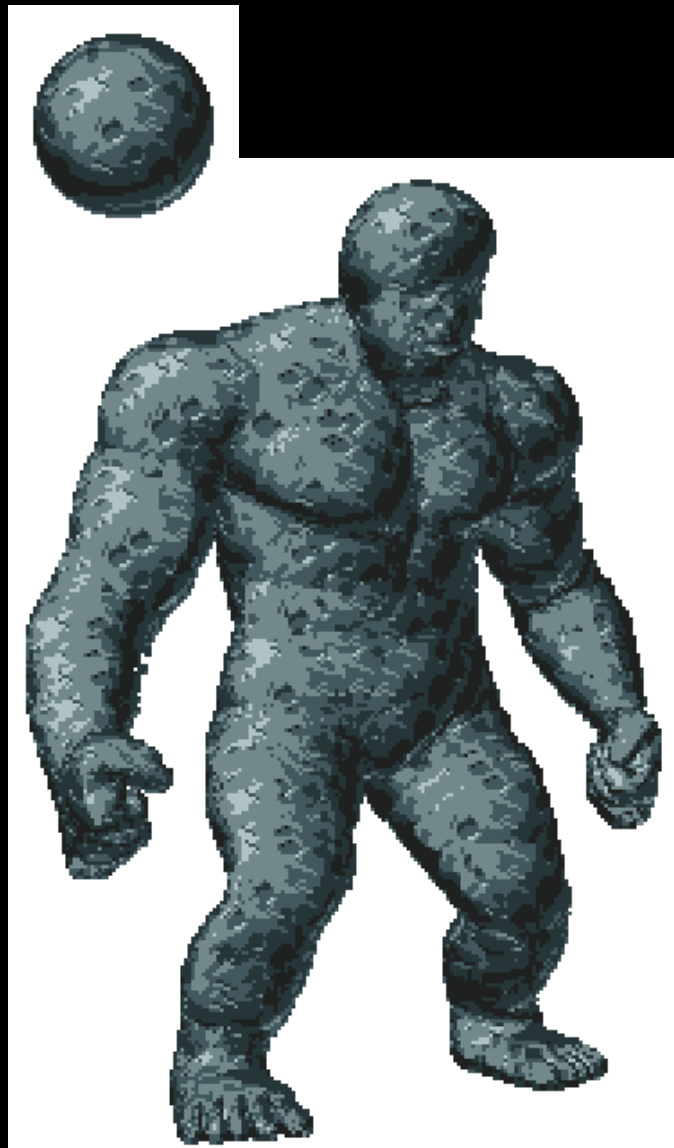
StyLit



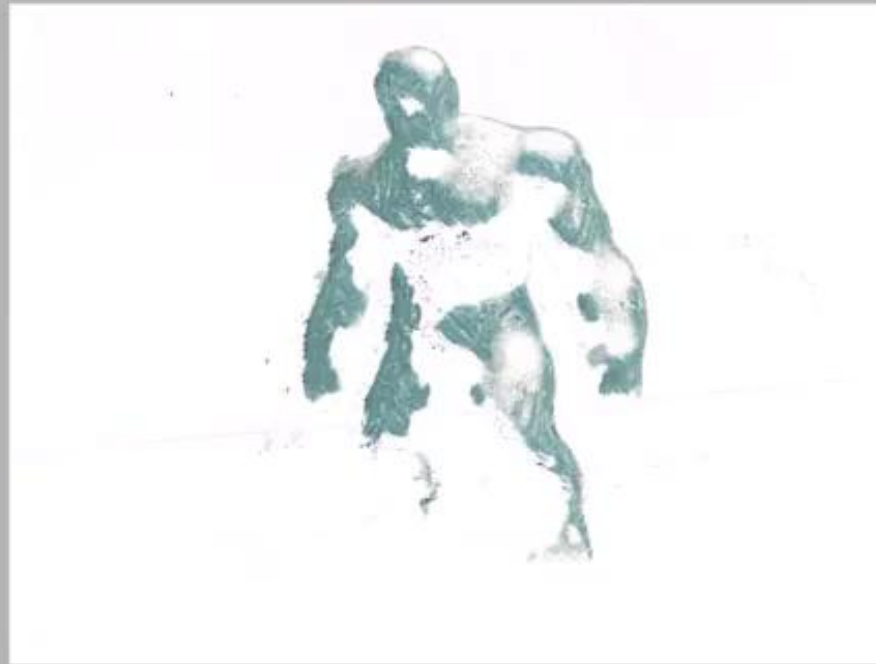
StyLit



StyLit

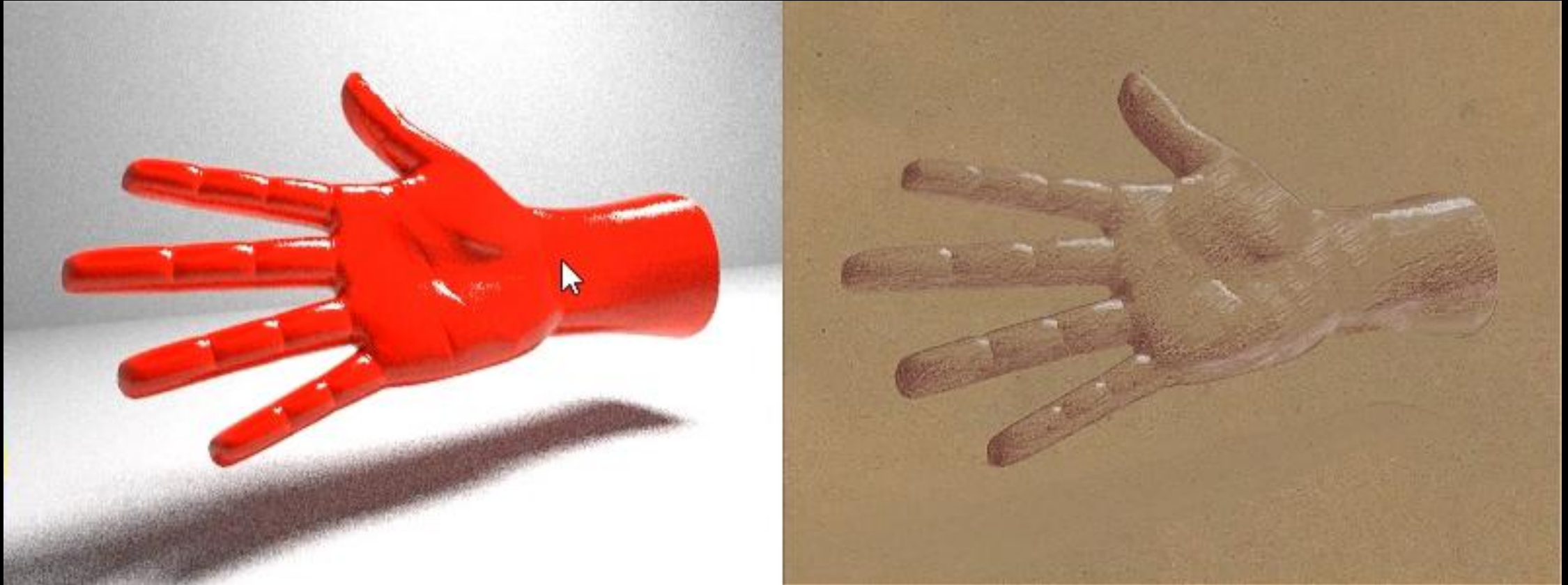


StyLit



Interactive Sessions (GeForce GTX 970)

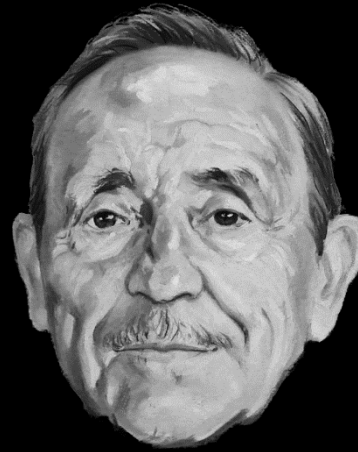
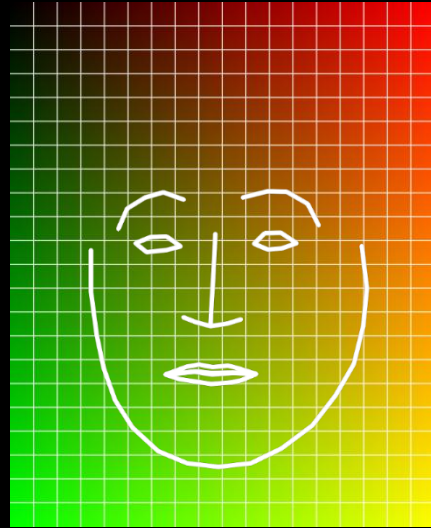
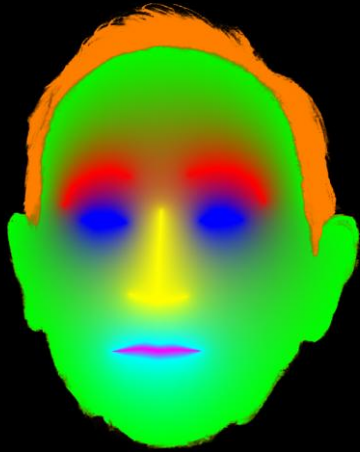
StyLit



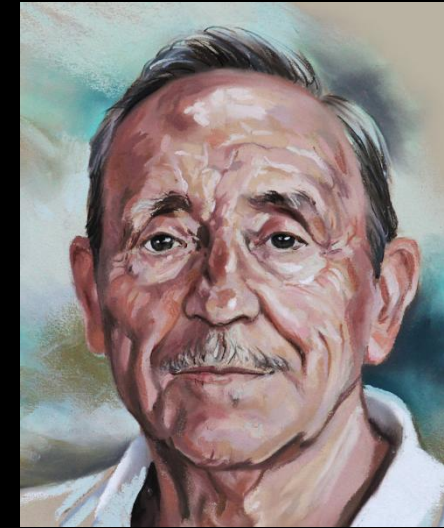
Interactive Sessions (GeForce GTX 970)

Breaking Through GenAI's Quality Ceiling

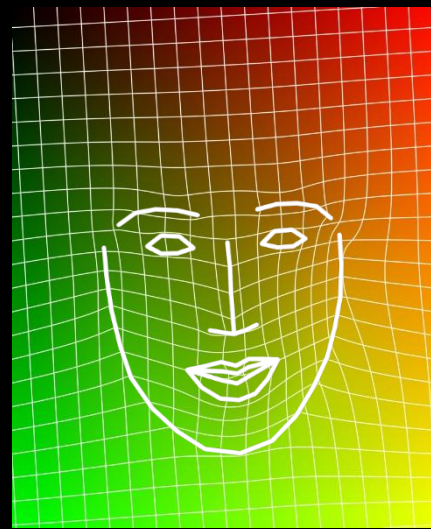
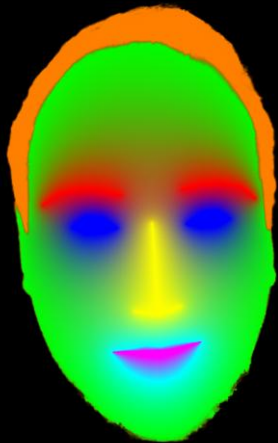
source



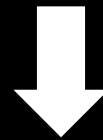
:



target



:



FaceStyle [Fišer et al. 2017]



FaceStyle [Fišer et al. 2017]



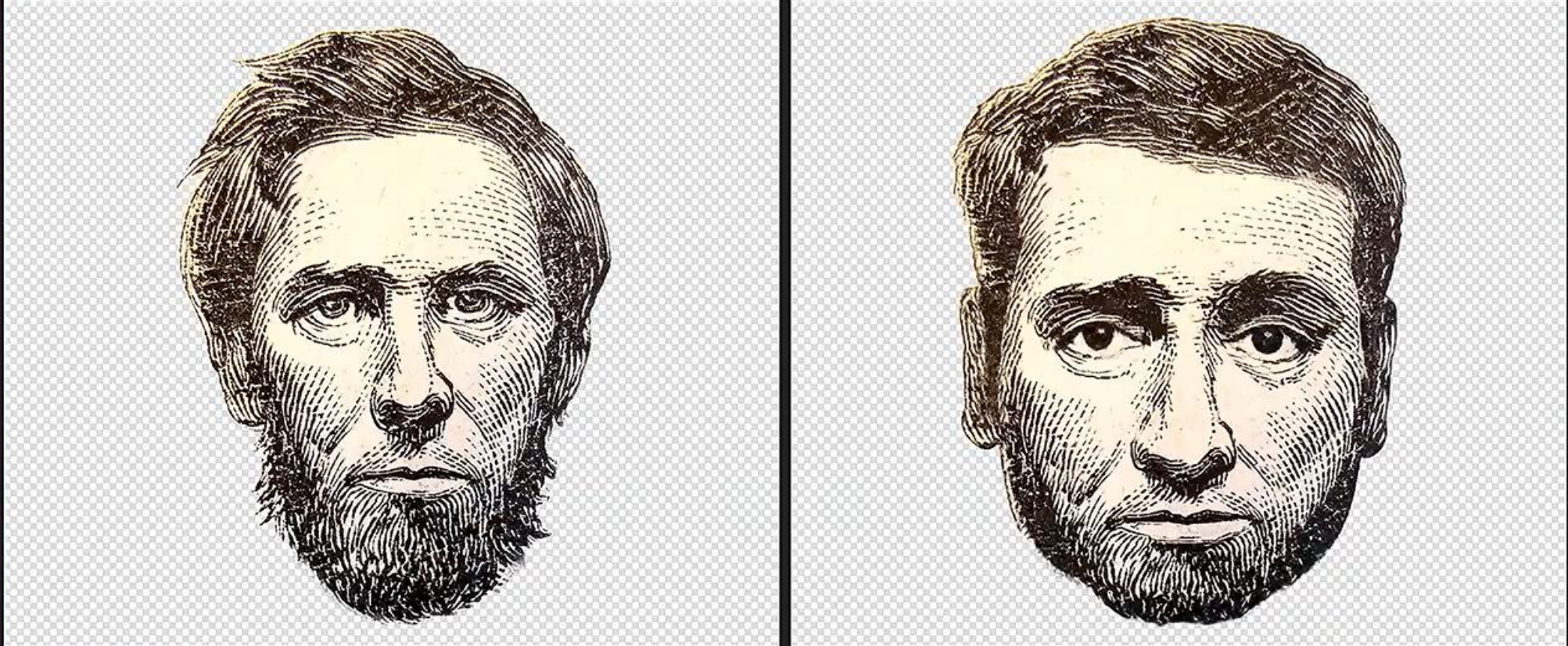
Next Rembrandt with FaceStyle



FaceStyle in

New Stylized Puppet

Inputs Results



Controls

- Enforce Style Eyes
- Use GPU
- Cartaturization Scale 0.00
- Stylization Strength 5%

Single Expression Full Puppet

Output

- Computing source soft segmentation.
- Starting CPU synthesis scheme.
- Stylization preview computed in 6.22 sec.
- Starting stylization preview thread.
- Constructing the skin mask without eyes.
- Constructing the mask of center face area.
- Assembling the weight map.
- Starting CPU synthesis scheme.


Type here to search

7:15 PM 10/19/2017

FaceStyle in

New Stylized Puppet

Inputs Results



Controls

- Enforce Style Eyes
- Use GPU
- Caricaturization Scale 0.00
- Stylization Strength 50 %

Single Expression

Output

- Assembling the eyes weight map.
- Starting left iris synthesis scheme.
- Starting right iris synthesis scheme.
- Assembling the eyes weight map.
- Starting white of the eye synthesis scheme.
- Eyes stylized in 3.66 sec.
- Starting GPU synthesis scheme.
- Stylization preview computed in 4.14 sec.


Type here to search

7:17 PM 10/19/2017

FaceStyle in

New Stylized Puppet

Inputs Results



Controls

- Enforce Style Eyes
- Use GPU
- Caricaturization Scale 0.00
- Stylization Strength 50 %

Single Expression

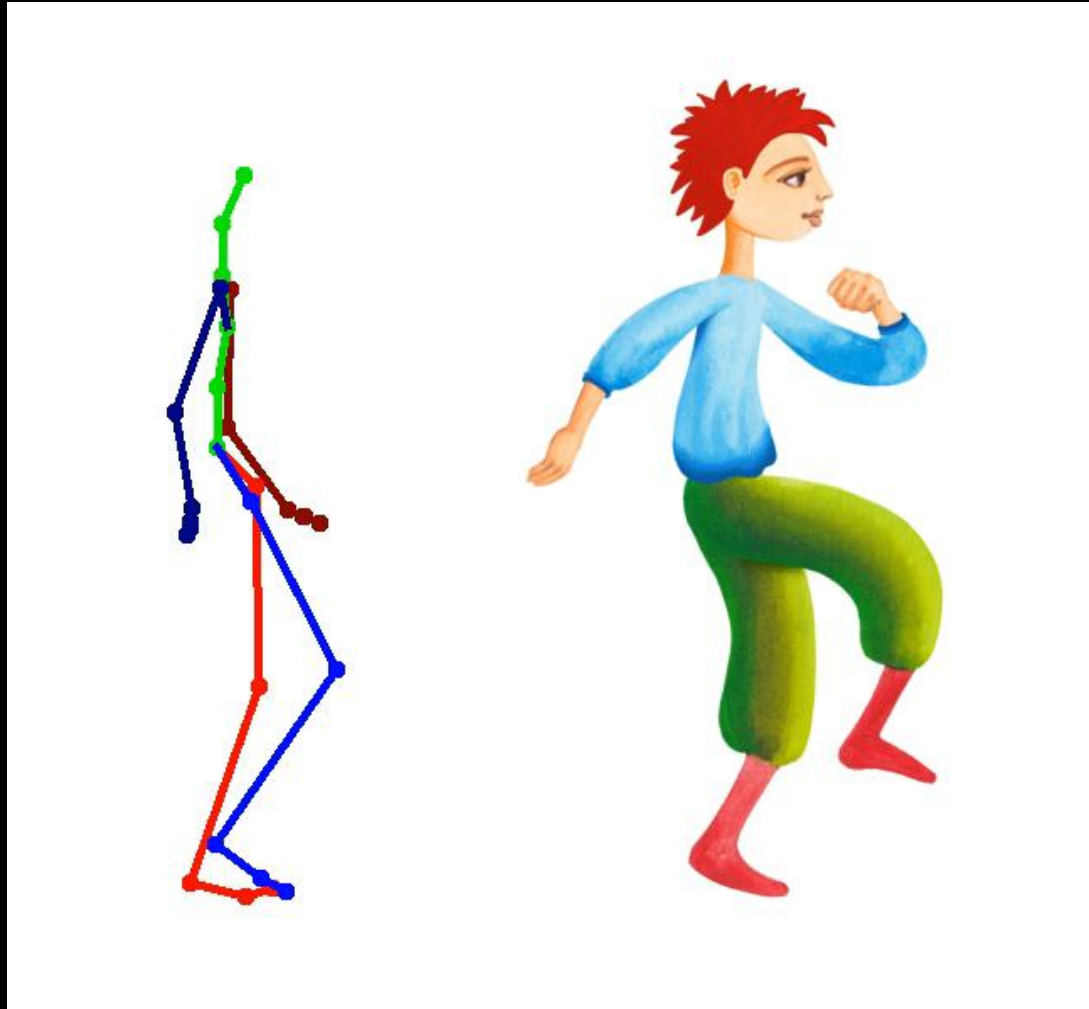
Output

- Preparing data for target relighting.
- Creating the relighted appearance channel.
- Constructing the skin mask without eyes.
- Constructing the mask of center face area.
- Assembling the weight map.
- Computing source soft segmentation.
- Starting CPU synthesis scheme.
- Stylization preview computed in 9.86 sec.

Type here to search

7:17 PM 10/19/2017

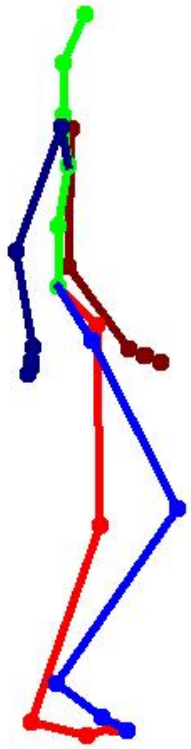
Style Transfer to Skeletal Animations



Source

Style Exemplar

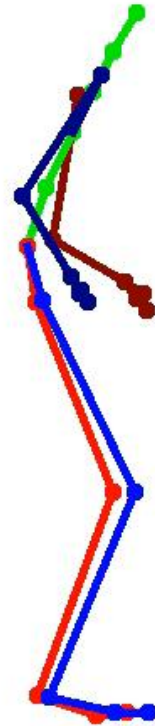
Style Transfer to Skeletal Animations



Source



Style Exemplar

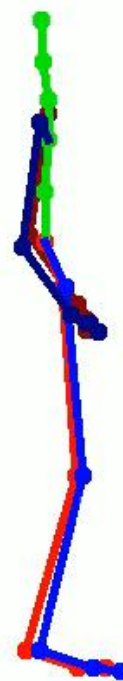


Target

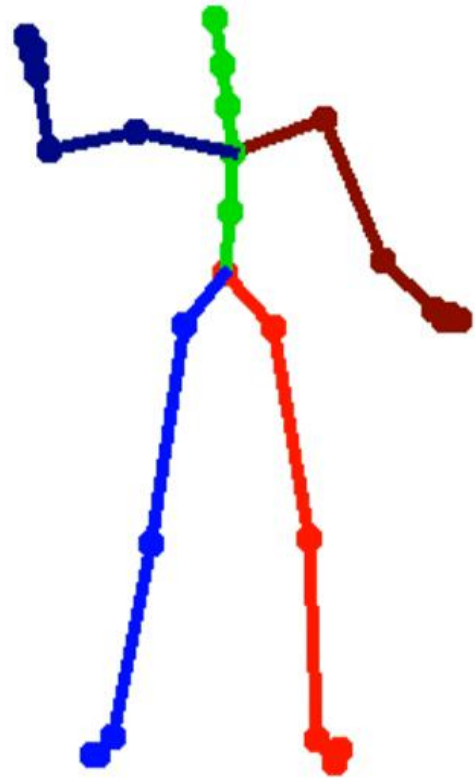


Output

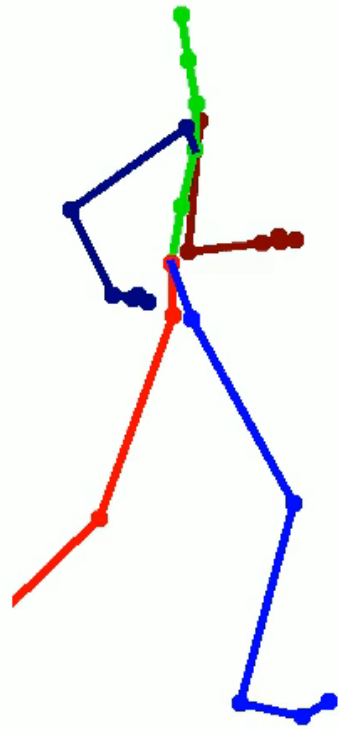
ToonSynth [Dvorožňák et al. 2018]



ToonSynth



ToonSynth



Stylizing Video by Example [Jamriška et al. 2019]



Keyframe



Stylized Keyframe



Remaining Frames to Stylize

MAUR film, Artwork: © Pavla Sýkorová



MAUR film, Artwork: © Václav Švankmajer





Synthesized Result



Input Video



Input Keyframe #2





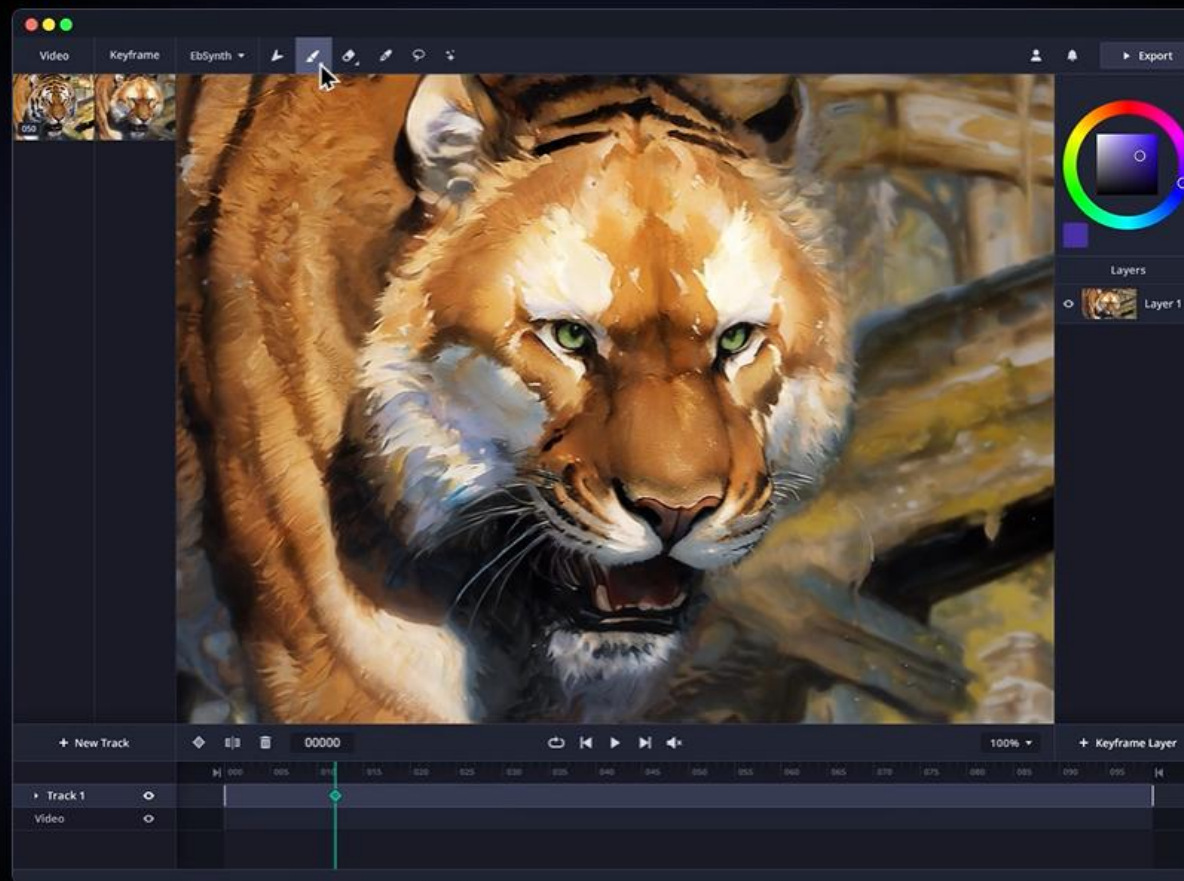
Change your video by editing one frame

EbSynth is VFX software for creative video transformations, retouching, and rotoscoping.

Start Now >

Watch Tutorial

<http://ebsynth.com>



INPUT VIDEO



KEYFRAME



RESULT





Thank you!