

Deep Learning for Digital Content Creation

Course Description

Course Duration

8 Hours

Overview

In this workshop, attendees will receive hands-on training on the latest techniques for designing, training and deploying neural networks for digital content creation.

Course Objectives

Upon successful completion of this course, participants should be able to:

- Train a Generative Adversarial Network (GAN) to generate images
- Visualize the feature space and use attribute vector to generate image analogies
- Transfer the look and feel of one image to another image by extracting distinct visual features
- Explore the architectural innovations and training techniques used to make arbitrary video style transfer
- See the possibilities of automatic character creation using Phase-functioned Neural Networks
- Train a character to move fluidly over different terrains

Course Outline

- AI for Graphics (lecture)
 - Image Creation using Generative Adversarial Networks with TensorFlow and DIGITS (lab)
 - Image Style Transfer with Torch (lab)
 - Character Animation using Phase-Functioned Neural Networks (lab)
- Closing Comments & Questions

Support Contact

[Education Services](#)

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Course Delivery Options

This course is currently available in the following formats:



MR-1CN-DLDCC: Instructor led - includes hands-on lab exercises that reinforce the concepts covered in lectures.



MR-1LN-DLDCC: Online ILT - Live course delivered via the internet where participants attend virtual classroom interacting with instructors and other participants. A headset with microphone is **REQUIRED** to speak with the instructor and the rest of the class. Text communication is also available through the virtual classroom.

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