Abstract
Content creation can be broadly defined as a way of conveying thoughts and expressing ideas through some medium such as speech, text or any of various arts. The general goal of content creation is to generate contents that make the information accessible and understandable to audiences. Content creation has a wide range of applications ranging from gaming, image/video editing, to advertising. Recent techniques shorten the distance between professional designers and general users, and allow to turn hours or days of work into seconds of automated work. In this talk, I will present several applications including image-to-image translation, music-to-dance generation, and design layout generation.

For additional information contact Prof. Ming-Hsuan Yang
<myang37@ucmerced.edu>