D-09

Personal Style Learning in Sumi-e Stroke-based Rendering by Inverse Reinforcement Learning

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Problem

- Automatically generating sumi-e style drawings
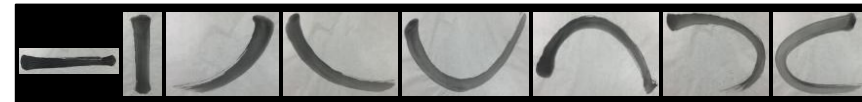
Previous work (Ning et al., ICML2012)

- A brush was regarded as a computer agent
- The brush agent was trained to generate smooth strokes using reinforcement learning under a pre-designed cost function
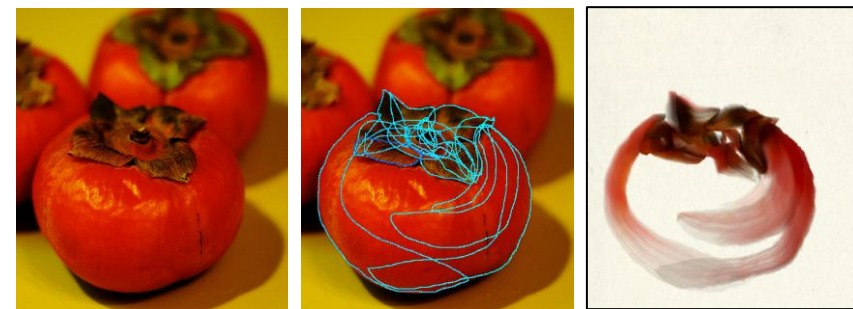
Target

- Allow the brush agent to imitate the personal drawing style of a user

Our method

- We propose also learn the cost function from a user's real brush stroke data by inverse reinforcement learning

A part of the training data set

Results

Reference: Xie, N., Hachiya, H. and Sugiyama, M.: Artist Agent: A Reinforcement Learning Approach to Automatic Stroke Generation in Oriental Ink Painting, ICML (2012).

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