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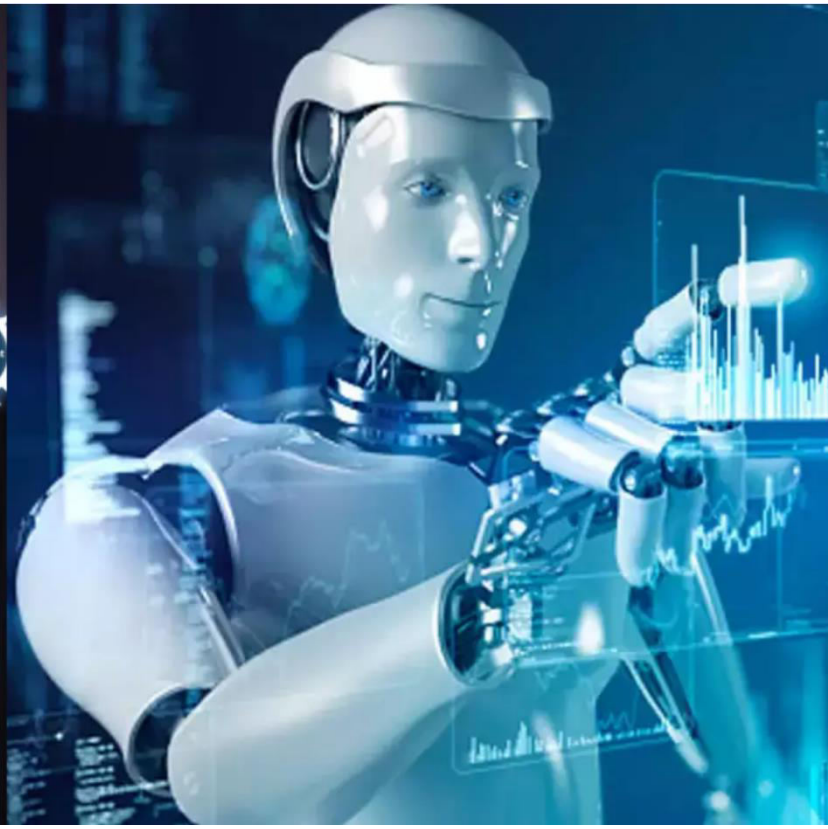

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Image Generation using Generative Adversarial Networks (GANs)

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ABSTRACT: Generative Adversarial Networks (GANs) have transformed the field of image generation, enabling machines to produce high-quality, realistic images from random noise. This paper reviews frameworks that utilize GANs to synthesize images across multiple domains, including human faces, landscapes, and objects.

The proposed model architecture includes a generator, designed to synthesize realistic images, and a discriminator, responsible for assessing their authenticity. Through a well-defined adversarial training process, both networks are expected to iteratively improve by learning from each other, ultimately aiming to produce images that closely resemble real-world data.

This paper provides an in-depth exploration of the GAN architecture, training methodologies, and anticipated enhancements, such as Conditional GANs and StyleGAN, which offer the potential for precise control over image quality and output characteristics. Preliminary evaluations suggest that the GAN model can effectively generate diverse, high-resolution images applicable across various domains. The paper concludes by discussing future directions to enhance training efficiency and broaden the practical applications of GANs.

KEYWORDS: Generative Adversarial Networks, GAN, Image Synthesis, Machine Learning, Deep Learning, Image Generation, Adversarial Training, Stylegan, Conditional GAN, Neural Networks

I. INTRODUCTION

Image generation has become a critical area of focus within artificial intelligence (AI), driven by its applications in fields like entertainment, digital art, medical imaging, and virtual reality. Traditional image synthesis techniques that relied on manual feature extraction and mathematical models often struggled with producing diverse and high-quality images, which limited their effectiveness in practical applications [1][2].

First proposed by Ian Goodfellow and colleagues in 2014, Generative Adversarial Networks (GANs) revolutionized image generation through an innovative adversarial training approach [3]. A GAN is composed of two competing neural networks: a **generator**, which aims to create synthetic images, and a **discriminator**, which attempts to distinguish between genuine and generated images. These two networks are trained simultaneously in a dynamic competition — the generator improves by learning to produce more convincing images, while the discriminator sharpens its ability to detect fakes. This adversarial learning cycle gradually enhances the realism of generated images, allowing them to capture complex features such as textures, lighting nuances, and object structures with high fidelity [1][3].

In recent years, advancements have been made to enhance the basic GAN architecture, addressing issues like mode collapse and improving image quality. Conditional GANs (cGANs) enable the generation of images based on specified input conditions, offering targeted control over the output and enhancing the relevance of generated images for specific tasks [4][5]. StyleGAN and its subsequent iterations (StyleGAN2 and StyleGAN3) have introduced significant improvements in the quality and resolution of generated images by employing a style-based generator architecture that allows for detailed control over image attributes [6].

Further developments in GAN models have also focused on large-scale and multimodal tasks, such as text-to-image generation, where conditioning on detailed text inputs enables the generation of contextually rich and diverse images.

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These advancements have been facilitated by incorporating attention mechanisms and style modulation techniques, enhancing the models' ability to handle complex datasets and generate high-fidelity outputs [7][8].

II. LITERATURE SURVEY

Paper 1: "Generative Adversarial Nets" by Ian Goodfellow et al. (2014)
This foundational paper introduced the concept of Generative Adversarial Networks (GANs), where a generator and a discriminator network compete in an adversarial setting to create realistic synthetic data. The study demonstrated the potential of GANs to generate high-quality images and laid the groundwork for numerous advancements in generative modeling.

Paper 2: "Progressive Growing of GANs for Improved Quality, Stability, and Variation" by Tero Karras et al. 2018)
This paper introduced a training method where GANs progressively generate images of increasing resolution, enhancing image quality and training stability. The approach allowed GANs to produce highly realistic, high-resolution images, setting a new standard for image synthesis tasks.

Paper 3: "High-Resolution Image Synthesis with Latent Diffusion Models" by Robin Rombach et al. (2022)
This recent study on Latent Diffusion Models (LDMs) integrated diffusion processes with generative models to produce high-quality, high-resolution images. LDMs showcased the evolving capabilities of combining traditional GAN frameworks with newer generative methods, bridging the gap between different generative approaches.

Paper 4: "BigGAN: Large-Scale GAN Training for High-Fidelity Natural Image Synthesis" by Andrew Brock et al. (2019)
BigGAN explored the effects of scaling GAN models with larger datasets and increased batch sizes, achieving unprecedented image quality. The study emphasized the importance of model scaling and highlighted the benefits of utilizing large computational resources for generating complex, high-resolution images.

III. METHODOLOGY

Our GAN-based architecture focuses on combining traditional Generative Adversarial Networks (GANs) with state-of-the-art enhancements like Conditional GAN (cGAN) and StyleGAN, improving both the quality and control of generated images. The system's **generator** is responsible for creating synthetic images from random noise vectors, which are sampled from a **latent space**. These noise vectors are progressively transformed into high-resolution images through a series of **deconvolutional layers** (also known as transposed convolutional layers). The generator's role is to learn the distribution of real images from the training dataset, generating outputs that become increasingly realistic over time.

On the other hand, the **discriminator** plays a crucial adversarial role by attempting to differentiate between real images (sourced from the training dataset) and synthetic images (generated by the generator). The discriminator is essentially a deep convolutional neural network (CNN) that extracts features from both real and generated images, outputting a probability score that indicates whether the image is authentic (real) or synthetic (fake). This adversarial training dynamic, wherein the generator tries to fool the discriminator and the discriminator gets better at identifying fake images, allows both networks to improve simultaneously. The **feedback loop** between these two networks leads to more realistic image generation.

However, traditional GANs face several significant challenges, such as **mode collapse**, where the generator produces limited diversity in outputs (i.e., generating similar images repeatedly), and **training instability**, which occurs when the discriminator overpowers the generator, leading to poor convergence. To address these issues, we incorporate the **Wasserstein GAN (WGAN)** framework, which introduces the **Wasserstein loss function**. Unlike the conventional GAN's binary cross-entropy loss, the Wasserstein loss ensures **smoother gradients** during training, helping to maintain training stability and mitigate mode collapse. By replacing the traditional GAN loss function with Wasserstein loss, we achieve more stable training and better performance across various image generation tasks.

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To further enhance the **control over the generated images**, we introduce the **Conditional GAN (cGAN)** framework. In cGANs, both the generator and discriminator receive **additional information** in the form of class labels alongside the noise vectors and images. This allows the generator to produce images conditioned on specific attributes or classes. For example, when working with the **CelebA dataset**—a large-scale dataset containing over 200,000 images of celebrity faces with 40 different attribute labels—the cGAN can generate images based on a specific set of facial attributes. These attributes include factors like **hair color, gender, age, facial expression, and more**. By providing this additional label information, the generator can be controlled to produce faces with specific features (e.g., generating a "smiling woman with black hair"). This conditional generation process greatly increases the model's utility in tasks where specific image characteristics are needed, such as **medical image generation, fashion design, and content creation**.

Moreover, to further improve image **quality, resolution, and diversity**, we integrate **StyleGAN**, one of the most advanced GAN architectures designed for high-resolution image synthesis. StyleGAN introduces several key innovations, including a **mapping network** that transforms the latent noise vector into an intermediate latent space, decoupling it from the generator's output layers. This decoupling allows for more fine-grained control over features such as **pose, texture, lighting, and facial structure**. In the context of the CelebA dataset, StyleGAN enables the generation of high-resolution celebrity faces with varying styles and attributes. For instance, it can control the **positioning of the face, hairstyle, lighting conditions, and even subtle details such as freckles and skin texture**.

Another key component of StyleGAN is the **Adaptive Instance Normalization (AdaIN)** layer, which provides further control over the image style by aligning feature statistics from different levels of the network. This process allows StyleGAN to generate highly realistic images that are nearly indistinguishable from actual photographs. Additionally, StyleGAN's ability to synthesize images at multiple scales ensures that the generated faces exhibit a high degree of detail, even at **4K resolutions**. The system achieves this without introducing common artifacts like checkerboard patterns, which often plague earlier GAN architectures.

In our project, we leverage **pre-processed CelebA images**, ensuring they are resized, normalized, and augmented for optimal training. The **CelebA dataset** serves as an ideal benchmark for facial image generation due to its rich diversity in attributes and high-quality images. Through StyleGAN's architecture, the generator can create highly detailed, photorealistic celebrity faces with customizable attributes. Furthermore, by training the model on the CelebA dataset, we can evaluate the **Frechet Inception Distance (FID)** and **Inception Score (IS)** to ensure the generated images maintain high fidelity and diversity, closely resembling real-world face data.

GAN ARCHITECTURE

The standard GAN consists of two key components:

1. Generator:

- The generator starts with a **noise vector** zzz, typically a random vector with dimensions 100×1, which serves as the input.
- The network consists of **5 deconvolutional (transpose convolution) layers**, which progressively upsample the noise
- vector to generate a synthetic image with dimensions **64×64×3** (64×64 pixels with 3 color channels, corresponding to RGB).
- Each deconvolutional layer transforms the input feature maps using filters that progressively **increase the spatial dimensions** while **decreasing the depth** of the feature maps:
  - **deconv1**: Transforms the input into a feature map of size **4×4×1024**.
  - **deconv2**: Upsamples the feature map to **8×8×512**.
  - **deconv3**: Further upscales it to **16×16×256**.
  - **deconv4**: Upsamples again to **32×32×128**.
  - **deconv5**: Finally generates the **64×64×3** image, which is the output.

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- The generator's task is to **produce an image** that is as realistic as possible, fooling the discriminator into believing it's a real image.
- $z_t \sim \mathcal{N}(Z_t|\mu_t, \sigma_t)$,
- $h_t^G = \mathrm{RNN}^G(h_{t-1}^G, z_t)$.

2. Discriminator:

- The discriminator receives either a real image or a generated image (from the generator) and processes it through **5 convolutional layers** to classify it as real or fake.
- Similar to the generator, the discriminator's layers progressively **reduce the spatial dimensions** while increasing the depth of the feature maps:
  - **conv2**: Downsamples it to **32×32×64**.
  - **conv3**: Further reduces it to **16×16×128**.
  - **conv4**: Reduces it to **8×8×256**.
  - **conv5**: Finally processes it to **4×4×512**.
- The final layer outputs a **single scalar value** that indicates whether the input image is real (1) or fake (0).
- $\mathrm{read}(x, h_{t-1}^D) = \gamma[F_Y x F_X^T]$

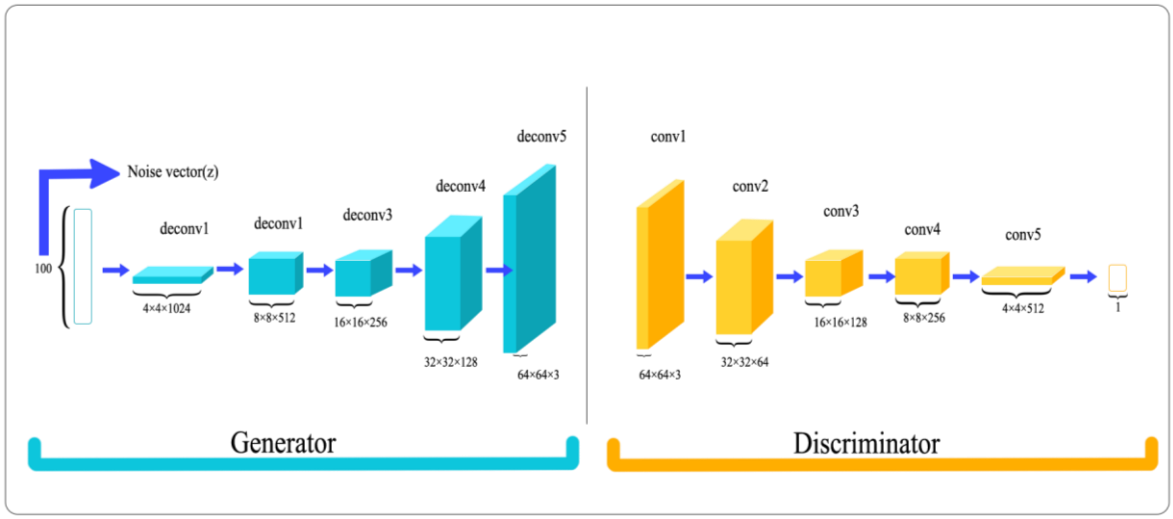

FIG. Detailed Layer Structure of GAN Model for Image Generation

TRAINING PROCESS

Training Methodology for GANs

- **Input Parameters:**
  - Training dataset: Train-Data[] (image data)
  - Activation functions: commonly ReLU, Leaky ReLU, Tanh
  - Loss threshold: Th
- **Output**:
  - A GAN model trained with optimized feature extraction for subsequent tasks
- **Steps:**

1. Data Initialization:

- Configure the input data as a noise vector d[], select appropriate activation functions, and establish the epoch count for training.

2. Feature Extraction Process:

- Features-pkl ← Feature − Extraction(d[])
- **This step involves generating images from random noise vectors and saving them for analysis.**

3. Feature Optimization:

- Feature-set[] ← optimized(Features-pkl)

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- **The generated features are refined through batch normalization and a selection of loss functions, commonly binary cross-entropy for both generator and discriminator.**

4. Return Feature Set:

- Return Feature-set[], which contains the latent vectors representing generated images.

Testing Methodology for GANs

- **Input Parameters:**
  - Extracted feature vectors of test instances Data[i.....n]
  - Set of training policies PSet[41].....T[n]
- **Output:**
  - Generated image based on either noise input or conditional input from specific test data.
- **Steps:**

1. Attribute Selection from Data:

- For each instance Data[i] in Data, attributes are selected based on generated image representations with the equation:

$$\text{Treeset(k)} = \sum_{k=1}^{n} \text{attribute}[D[i_k],\ldots,D[n_n]]$$

2. Policy-Based Evaluation:

- For each PSet[i] in the policy set, the training instance is updated through the summation:

$$\text{Train(m)} = \sum_{m=1}^{n} \text{attribute}[T[i_k]\ldots T[n_n]]$$

3. Similarity Evaluation:

- The similarity between training and test instances is quantified as follows:

$$\text{Treeset[k].weigh} = \text{similarity(Treeset[k]}, \sum_{m=1}^{n} \text{Trainset[m]})$$

4. Classification of Generated Images:

- When the similarity weight satisfies the threshold

$$\text{Treeset[k].weight} > \text{Th, assign:}$$
$$\text{Treeset[k].class} = \text{Train[m].class}$$

5. Return Class Assignment:

- Return the classification of Treeset[k].class indicating the categorization of the generated image or whether it aligns with specified criteria.

CONDITIONAL GAN (cGAN)

The **cGAN** framework was incorporated to provide conditional generation capabilities. Both the generator and discriminator receive a label in addition to the input image. This allows the model to generate images based on specific attributes or categories (e.g., generating images of cats, cars, or faces).

To further improve the realism and resolution of the generated images, we adopted the **StyleGAN** architecture. StyleGAN introduces a mapping network that learns to separate the latent space from the image attributes, allowing for finer control over features such as pose, lighting, and texture. The use of a multi-scale synthesis network enables the generation of highresolution images without the artifacts typically found in earlier GAN models.

IV. DESIGN

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DATA FLOW DIAGRAM (DFD)

Level 0 DFD (Context Diagram)

- **User Input**: The user provides a noise vector and, optionally, conditional labels (for cGANs) as input to the system.
- **GAN Model**: This central process involves both the generator and discriminator networks, where data flow between them during training.
- **Output**: The generated images are outputted and can be compared against real images for evaluation.

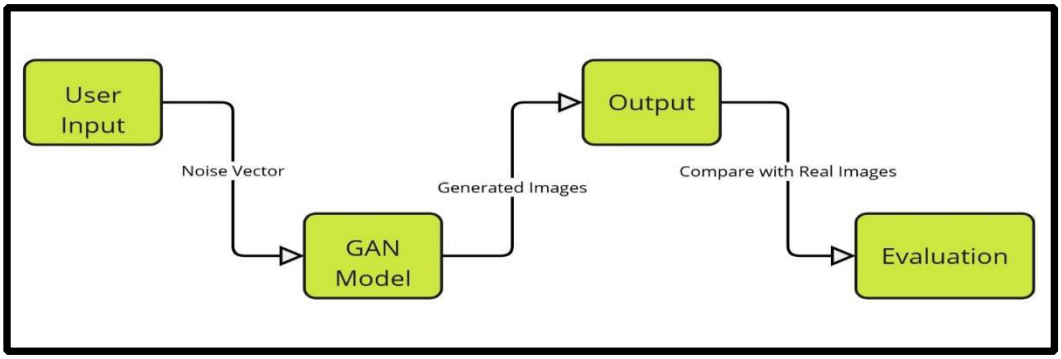

FIG. DFD Level 0 Diagram for GAN-Driven Image Generation

Level 1 DFD (Detailed Process View)

1. **Data Input**:
   - **Random Noise Generation**: A noise vector from a latent space is generated as input to the generator.
   - **Real Image Data Store**: A set of real images is used as reference data for training the discriminator.
2. **GAN Training**:
   - **Generator Process**:Takes the noise vector (and conditional label, if using cGAN) to create a synthetic image. Sends the generated image to the discriminator for evaluation.
   - **Discriminator Process**: Receives both real and generated images as input. Classifies each image as real or fake, providing a feedback score.
   - **Loss Calculation and Model Update**: Adversarial loss is computed based on the discriminator's feedback. The loss values are used to update the weights of both the generator and discriminator through backpropagation.
3. **Image Generation**:
   - Once trained, the generator can produce realistic images from new input noise vectors without further interaction with the discriminator.

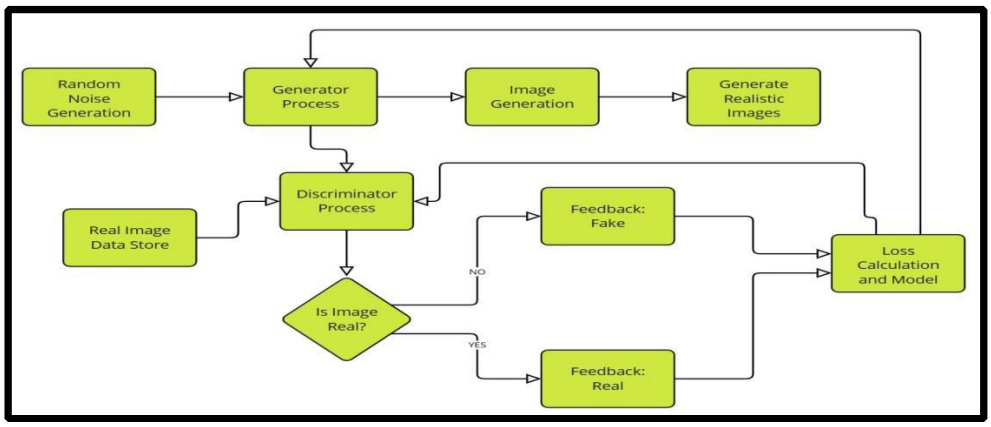

FIG. DFD Level 1 Diagram for GAN-Driven Image Generation

Level 2 DFD (Process Decomposition)

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1. **Generator Process Decomposition**:
   - **Noise Upsampling**: The initial noise vector undergoes multiple layers of upsampling through transposed convolutional layers.
   - **Feature Transformation**: Intermediate layers transform the features to refine the quality and resolution of the generated image.
   - **Image Output**: The final layer outputs a high-resolution synthetic image.
2. **Discriminator Process Decomposition**:

   - **Feature Extraction**: The discriminator uses convolutional layers to extract features from both real and generated images.
   - **Classification**: A fully connected layer outputs a probability score indicating whether the image is real or fake.

Feedback to Generator: The classification score is used to update the generator's weights, making it generate more realistic images in subsequent iterations.

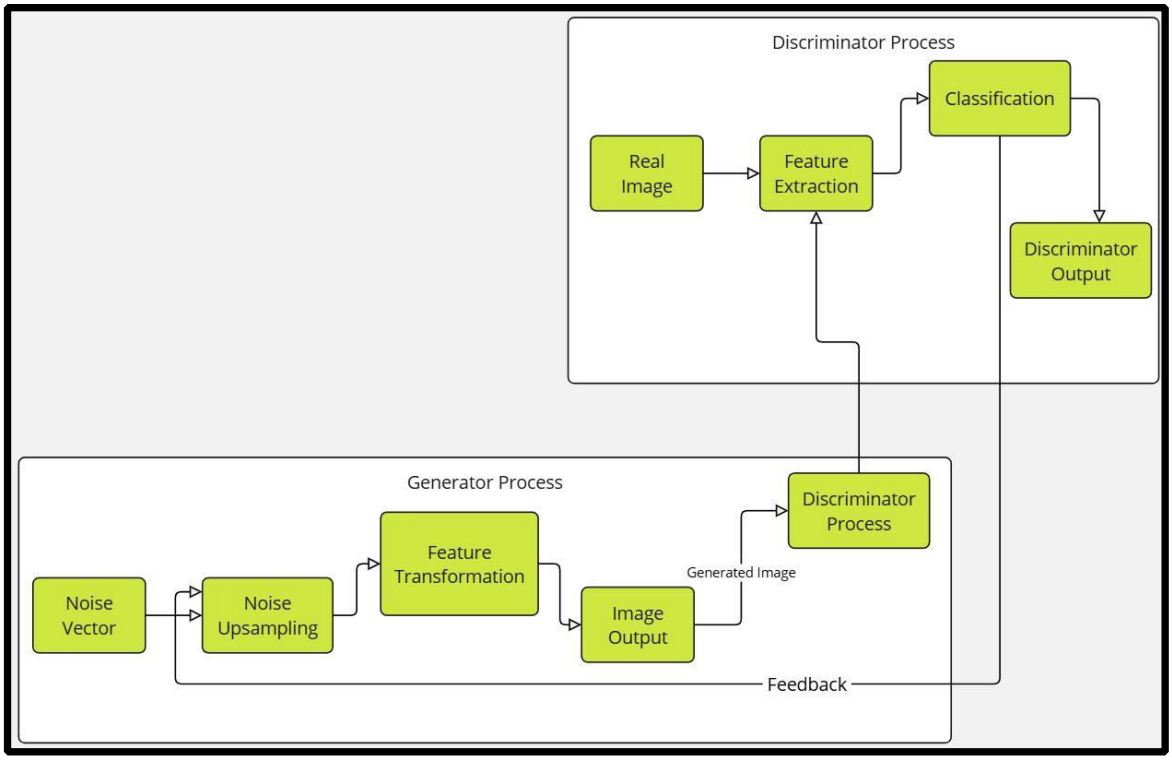

FIG. DFD Level 2 Diagram for GAN-Driven Image Generation

V. PHASES OF DEVELOPMENT

Data collection and preprocessing are essential for training robust GAN models. Recent works highlight the use of diverse datasets like CelebA and CIFAR-10 due to their wide applicability in generating human faces and object images, respectively.

Phase 1: Data Collection and Preprocessing

1. **Data Collection**: The CelebA dataset is chosen for its extensive collection of facial images (200,000+ samples), while CIFAR-10 is selected for general image generation tasks due to its 60,000 images across 10 categories, providing a comprehensive training set.

2. **Preprocessing**: Key preprocessing steps include:

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- **Resizing**: Images are standardized to a fixed resolution (e.g., 64x64 or 128x128 pixels) to maintain uniform input dimensions across the GAN model[5].
- **Normalization**: Pixel values are normalized between -1 and 1, as recent research suggests this improves training stability and convergence [30].
- **Data Augmentation**: Techniques such as random flipping, rotation, and scaling are employed to enhance dataset variability, reducing overfitting and improving model generalization.

Phase 2: Basic GAN Model Implementation

The fundamental GAN architecture involves a generator and a discriminator, trained in an adversarial setting to create realistic images [1].

- **Generator**: The generator takes a noise vector from the latent space and progressively upsamples it through transposed convolutional layers. The aim is to produce high-resolution images that mimic real data samples [31].
- **Discriminator**: This convolutional neural network evaluates the generated images against real samples, outputting a probability score to classify them as "real" or "fake" [26].
- **Training Process**: Both networks are trained concurrently in a zero-sum game, where the generator improves its ability to produce realistic images while the discriminator sharpens its skills in distinguishing generated images from real ones [1].

Phase 3: Incorporating Advanced GAN Techniques

To address issues such as mode collapse and unstable training, advanced GAN variants are implemented.

- **Wasserstein GAN (WGAN)**: The WGAN approach replaces the conventional binary cross-entropy loss with the Wasserstein loss function, enhancing training stability and mitigating issues like vanishing gradients [26][28].
- **Conditional GAN (cGAN)**: In this variation, both the generator and discriminator receive additional information in the form of labels or conditional inputs, enabling the model to generate images with specified characteristics or classes [10]. For example, a cGAN trained on CIFAR-10 can generate images of a specific category (e.g., birds or trucks) based on the provided label.

Phase 4: Implementation of StyleGAN

StyleGAN introduces a novel architecture that significantly enhances image quality by offering fine-grained control over features.

- **Mapping Network**: StyleGAN uses a separate mapping network to transform the latent vector into a space that directly influences the generation process. This decoupling allows for precise control over attributes like pose and texture [9][16].
- **Adaptive Instance Normalization (AdaIN)**: The use of AdaIN facilitates better control of style and content during image synthesis by aligning feature statistics [11].
- **Progressive Growing**: The model starts with a low resolution and progressively increases it during training, enhancing the stability and quality of high-resolution images generated [12].

Phase 5: Evaluation and Optimization

Evaluating the quality of generated images is crucial for validating the performance of GANs.

- **Frechet Inception Distance (FID)**: This metric measures the similarity between the real and generated image distributions. A lower FID score indicates better performance, as it correlates well with human judgment of image quality [13][19].
- **Inception Score (IS)**: The Inception Score assesses the quality and diversity of generated images based on their classification confidence by a pre-trained Inception model. Higher scores reflect both high-quality and diverse [15].
- **Parameter Tuning**: Hyperparameters such as learning rates, batch sizes, and architecture choices are optimized based on evaluation metrics, ensuring the model produces diverse and realistic images. This phase may also involve experimenting with different loss functions and GAN architectures [17].

Phase 6: Mobile Application Development

To enhance accessibility, a mobile application is developed using Flutter, enabling real-time image generation using the trained GAN model.

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- **Model Integration**: The GAN model is converted to a mobile-compatible format (e.g., TensorFlow Lite) for efficient on-device inference[17].
- **User Interface**: A simple and intuitive interface is created, allowing users to interact with the model and generate images based on selected parameters or attributes.

Performance Optimization: Techniques such as model quantization are used to reduce the computational load, improving the responsiveness of the app on various devices [18].

TOOLS AND TECHNOLOGIES

The development of this project relies on several tools and technologies that are essential for implementing GANs and handling large datasets efficiently.

Programming Language

- **Python**: Python is the preferred programming language for deep learning due to its extensive ecosystem and versatility in handling machine learning tasks (Kumawat et al., 2020). Its popularity stems from the wide range of available libraries that simplify tasks like data manipulation, model training, and visualization[20].

Deep Learning Libraries

- **TensorFlow**: TensorFlow is a scalable and production-ready deep learning framework extensively used for training GANs. It supports various hardware accelerations and provides efficient tools for deploying models in different environments, such as TensorFlow Lite for mobile devices[21][22].
- **PyTorch**: PyTorch is known for its dynamic computation graph, which makes it highly suitable for research and experimentation. It allows for flexible model definitions and is favored for implementing novel GAN architectures due to its ease of debugging and rapid prototyping [23].
- **Keras**: Built on top of TensorFlow, Keras is a high-level API that simplifies neural network creation. It is particularly useful for rapid prototyping and experimentation with GAN architectures, allowing researchers to quickly iterate and evaluate different model configurations [24].

Image Processing Libraries

- **OpenCV**: OpenCV is widely used for image preprocessing tasks such as resizing, normalization, and data augmentation. It supports a broad range of image manipulation techniques, which enhance the quality of training data and improve the performance of GAN[25][26].

Datasets

- **CelebA**: The CelebA dataset contains over 200,000 annotated celebrity face images and is a standard benchmark for facial image generation tasks. Its diversity in facial expressions, poses, and lighting conditions makes it ideal for training GANs to generate realistic human [27].
- **CIFAR-10**: This dataset consists of 60,000 32x32 color images across 10 classes, including categories such as airplanes, cars, and animals. It is commonly used in GAN research to test the ability of models to generate varied and realistic object images[28][29].

Visualization Tools

- **Matplotlib**: Matplotlib is used for visualizing the performance of the GAN model during training. It helps in plotting generated images, as well as tracking key metrics like loss values for the generator and discriminator over time
- **Seaborn**: Seaborn extends Matplotlib with more advanced and aesthetically pleasing statistical plots, such as heatmaps and distribution charts. It provides a deeper insight into model performance and helps visualize complex data trends during the training process [30].

Mobile Application Development

Flutter: To enhance user accessibility, a mobile application is developed using Flutter, a versatile UI toolkit. This application integrates the GAN model using TensorFlow Lite, allowing users to generate images directly on their mobile devices [31]. Flutter's cross-platform capabilities enable efficient deployment on both Android and iOS devices, offering a seamless user experience.

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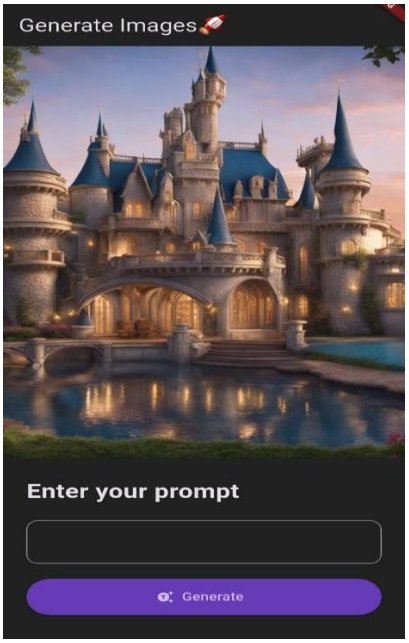
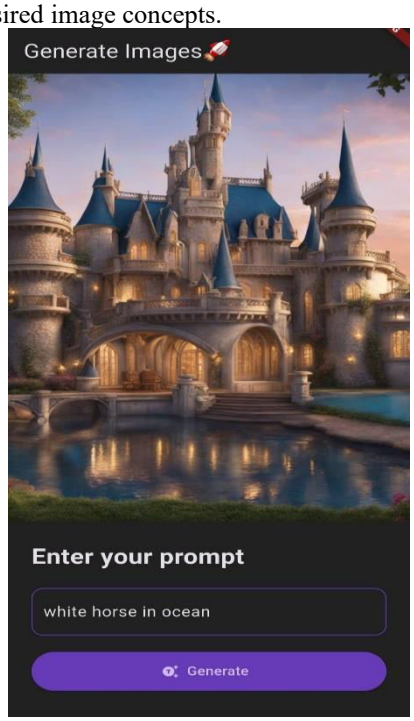
VI. RESULT & DISCUSSION



The UI is prominently sectioned, featuring a header "Generate Images" and a large central panel displaying a sample synthesized image—in this instance, an elaborate fantasy castle. Below this visual demonstration, a clearly demarcated input area invites user interaction with the directive "Enter your prompt," followed by a rounded rectangular text field. The interface culminates in a distinct purple action button labeled "Generate," accompanied by a small icon, designed to initiate the image creation process based on the user-supplied textual input. This layout facilitates a straightforward workflow for users to articulate their desired image concepts.



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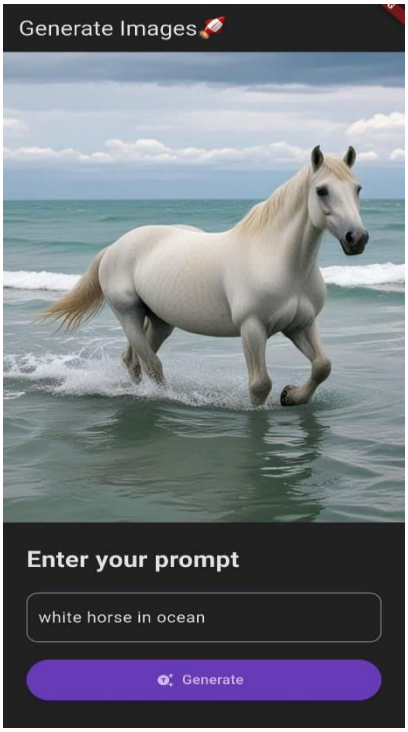
AI image generation interface with a user-supplied textual prompt, "white horse in ocean," entered into the designated input field. This input demonstrates the mechanism by which users articulate their desired visual concepts to the system. The interface retains the previously described layout, including the sample image display and the "Generate" button, which would subsequently process this textual input to synthesize a corresponding image. This stage highlights the direct user interaction with the prompt-based image generation system.



The central display panel now exhibits a synthesized image depicting a white horse wading through shallow ocean waters, directly corresponding to the textual input "white horse in ocean" visible in the prompt field below. This visual outcome serves as a direct representation of the system's capability to interpret and render user-specified concepts. The "Generate" button remains, indicating the user could initiate further image generation with a new or modified prompt.

VII. CONCLUSION

Generative Adversarial Networks (GANs) have revolutionized image generation by producing high-quality, realistic images. This paper presents a GAN-based architecture that integrates advanced techniques like Conditional GANs (cGANs) and StyleGAN to enhance image quality, resolution, and control over generated attributes. The proposed model addresses traditional GAN challenges such as mode collapse and training instability through the implementation of Wasserstein GAN (WGAN). Preliminary evaluations, particularly on datasets like CelebA, indicate the model's effectiveness in generating diverse and high-resolution images, paving the way for broad applications in creative industries and beyond.

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