

DAFTAR PUSTAKA

Adler, D. (2019). Sketch2Pokemon.

URL: <https://www.kaggle.com/datasets/norod78/sketch2pokemon>

Alexander (2021). Pix2pix. original-date: 2021-05-19T14:42:34Z.

URL: <https://github.com/ashabalin/pix2pix>

Chen, S.-Y., Zhang, J.-Q., Zhao, Y.-Y., Rosin, P. L., Lai, Y.-K. dan Gao, L. (2022). A review of image and video colorization: From analogies to deep learning, *Visual Informatics* **6**(3): 51–68.

Cheng, Z., Yang, Q. dan Sheng, B. (2015). Deep Colorization, *2015 IEEE International Conference on Computer Vision (ICCV)*, IEEE, Santiago, Chile, pp. 415–423.

Ci, Y., Ma, X., Wang, Z., Li, H. dan Luo, Z. (2018). User-Guided Deep Anime Line Art Colorization with Conditional Adversarial Networks, *Proceedings of the 26th ACM international conference on Multimedia*, pp. 1536–1544.

Dharmaraj (2022). Convolutional Neural Networks (CNN) — Architectures Explained.

Ganokratanaa, T., Aramvith, S. dan Sebe, N. (2020). Unsupervised anomaly detection and localization based on deep spatiotemporal translation network, *IEEE Access* **PP**: 1–1.

Gonzalez, R. C. dan Woods, R. E. (2006). *Digital Image Processing (3rd Edition)*, Prentice-Hall, Inc., USA.

Goodfellow, I., Bengio, Y. dan Courville, A. (2016). *Deep Learning*, MIT Press.

Goodfellow, I., Pouget-Abadie, J., Mirza, M., Xu, B., Warde-Farley, D., Ozair, S., Courville, A. dan Bengio, Y. (2014). Generative adversarial nets, in Z. Ghahramani, M. Welling, C. Cortes, N. Lawrence dan K. Weinberger (eds), *Advances in Neural Information Processing Systems*, Vol. 27, Curran Associates, Inc.

Hati, Y., JOUET, G., ROUSSEAUX, F. dan DUHART, C. (2019). Paintstorch: A user-guided anime line art colorization tool with double generator conditional adversarial network, *Proceedings of the 16th ACM SIGGRAPH European Conference on*

Visual Media Production, CVMP '19, Association for Computing Machinery, New York, NY, USA.

He, X., Lu, Y. dan Yang, Y. (2021). Colorization of anime gray images via generative adversarial networks, *2021 IEEE International Conference on Computer Science, Electronic Information Engineering and Intelligent Control Technology (CEI)*, pp. 530–535.

Hoekstra, S. (2018). What is RGB Color?

Isola, P., Zhu, J.-Y., Zhou, T. dan Efros, A. A. (2017). Image-to-Image Translation with Conditional Adversarial Networks, *2017 IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, IEEE, Honolulu, HI, pp. 5967–5976.

Kalendesang, R. R. dan Setiabudi, D. H. (2022). Pewarnaan otomatis sketsa gambar menggunakan metode conditional gan untuk mempercepat proses pewarnaan.

Koo, S. (2016). Automatic colorization with deep convolutional generative adversarial networks.

Levin, A., Lischinski, D. dan Weiss, Y. (2004). Colorization using optimization, *ACM SIGGRAPH 2004 Papers*, SIGGRAPH '04, Association for Computing Machinery, New York, NY, USA, p. 689–694.

Maalej, R. (2022). New mdlstm-based designs with data augmentation for offline arabic handwriting recognition, *Multimedia Tools and Applications* **81**: 1–18.

Mirza, M. dan Osindero, S. (2014). Conditional Generative Adversarial Nets.

Nazeri, K., Ng, E. dan Ebrahimi, M. (2018). Image Colorization with Generative Adversarial Networks, Vol. 10945, pp. 85–94.

Perez, L. dan Wang, J. (2017). The Effectiveness of Data Augmentation in Image Classification using Deep Learning.

Radford, A., Metz, L. dan Chintala, S. (2016). Unsupervised representation learning with deep convolutional generative adversarial networks, in Y. Bengio dan Y. LeCun (eds), *4th International Conference on Learning Representations, ICLR 2016, San Juan, Puerto Rico, May 2-4, 2016, Conference Track Proceedings*.

Rishi (2023). Understanding of Gradient Descent: Intuition and Implementation.

- Rodrigues, O., Clua, E. dan Vítor, G. B. (2022). Line art colorization of fakemon using generative adversarial neural networks.
- Streijl, R. C., Winkler, S. dan Hands, D. S. (2016). Mean opinion score (mos) revisited: methods and applications, limitations and alternatives, *Multimedia Systems* **22**: 213–227.
- Vadsola, M. (2019). The math behind GANs (Generative Adversarial Networks).
- Wang, C., Fanzhou, W. dan Guan, Q. (2021). Single-shot fringe projection profilometry based on deep learning and computer graphics, *Optics Express* **29**.
- Wang, Z., Bovik, A., Sheikh, H. dan Simoncelli, E. (2004). Image Quality Assessment: From Error Visibility to Structural Similarity, *IEEE Transactions on Image Processing* **13**(4): 600–612.
- Zhang, L., Li, C., Wong, T.-T., Ji, Y. dan Liu, C. (2018). Two-stage sketch colorization, *ACM Trans. Graph.* **37**(6).