

Vision From Words Using Artificial Intelligence and Machine Learning

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Abstract: *In recent years, the convergence of natural language processing (NLP) and computer vision has enabled remarkable progress in artificial intelligence, particularly in the area of text-to-image generation. This work, titled “Vision from Words Artificial Intelligence and Machine Learning”, presents a system capable of synthesizing novel, realistic images directly from natural language prompts. The project explores both Generative Adversarial Networks (GANs) and diffusion-based models, demonstrating evolution from baseline implementations to state-of-the-art fine-tuning strategies. An initial GAN-based pipeline, comprising a GRU text encoder, convolutional generator, and discriminator, validated the feasibility of text-to-image synthesis but was constrained to low-resolution outputs. To address these limitations, the system transitioned to a diffusion model, fine-tuning the Stable Diffusion v1.5 UNet component on a custom dataset of approximately 500 text-image pairs. This approach produced sharper, semantically coherent, and higher-resolution images while maintaining training stability.*

Beyond model development, the project incorporates deployment through a Flask-based web application featuring secure authentication, prompt submission, negative prompt filtering, and image saving. This integration bridges research and usability, providing a practical platform accessible to non-technical users. The results demonstrate that diffusion-based models significantly outperform GANs in realism and semantic alignment, and highlight the transformative potential of text-to-image generation in creative industries such as advertising, digital art, gaming, education, and design.

Keywords: Text-to-Image Generation, Deep Learning, Generative Adversarial Networks (GANs), Diffusion Models, Stable Diffusion, Natural Language Processing (NLP), Computer Vision, GRU Encoder, UNet, Flask Web Application, Creative Automation

I. INTRODUCTION

The rapid evolution of Artificial Intelligence (AI) and Machine Learning (ML) has enabled machines to understand, interpret, and generate human-like content across multiple domains. Among these, text-to-image generation has emerged as a compelling area that bridges the gap between language and vision, allowing systems to produce visual representations based on natural language descriptions. This innovation opens doors to creative content generation, virtual design, education, gaming, and more — where a simple sentence can produce a realistic, AI-generated image.

Traditional image generation techniques often relied on manual design or basic templates, limiting personalization and scalability. However, with the advancement of deep learning models such as Generative Adversarial Networks (GANs) and Diffusion Models, it is now possible to generate high-quality and contextually relevant images from textual prompts. These models make use of Natural Language Processing (NLP) to understand input text and computer vision techniques to translate semantic meaning into visual form.

Despite impressive progress, challenges remain. Generating meaningful and detailed images requires not only understanding the literal meaning of the text but also interpreting context, style, and intent — areas where traditional models struggle. This project aims to explore current methods and develop a working prototype that utilizes NLP and



advanced ML models like Stable Diffusion to generate images from user inputs. The system also seeks to evaluate the quality, relevance, and usability of these AI-generated images in real-world applications.

The broader significance of this project lies in democratizing creativity. By enabling non-technical users to generate compelling images from simple text inputs, the system empowers individuals and organizations across diverse fields. Industries such as gaming, advertising, fashion design, digital art, and e-learning can benefit from rapid image generation, reducing dependency on skilled designers and accelerating creative workflows. Beyond these domains, applications extend to healthcare, where models could generate illustrative medical images, and accessibility, where descriptive text could be converted into visualizations for the visually impaired.

In summary, this project illustrates the evolution of text-to-image synthesis from GAN-based prototypes to advanced diffusion-based fine-tuning, culminating in a practical web application. It underscores the importance of model selection, dataset preparation, and deployment strategies in building usable AI systems. By showcasing both the technical challenges and the practical possibilities, the project contributes to the growing body of work that seeks to transform human-machine interaction through generative artificial intelligence.

II. LITERATURE SURVEY

[1] S. Yang, X. Bi, J. Xiao, J. Xia (2021)

Yang et al. introduce a multi-attention depth-residual GAN to strengthen semantic alignment while preserving fine-grained visual details. Multi-attention layers capture contextual relationships between words and image regions; depth-residual connections stabilize training and maintain feature integrity. On CUB-200-2011 and Oxford-102 Flowers, the approach outperforms StackGAN on IS/FID, producing sharper, more semantically faithful images. This work shows how architectural attention and residual design mitigate GAN issues like mode collapse and detail loss, establishing a stronger baseline for text-conditioned generation.

[2] S. K. Alhabeeb, A. A. Al-Shargabi (2024) A comprehensive survey of text-to-image synthesis spanning GANs, VAEs, and diffusion models, with coverage of standard datasets (CUB-200-2011, Oxford-102, MS-COCO) and evaluation protocols (IS, FID, human studies). The authors spotlight open problems—semantic misalignment, compute cost, and data scarcity—and outline future directions: transformers for cross-modal reasoning, pre-trained LLMs, and broader adoption of diffusion for quality and stability. For practitioners, it serves as a map of methods, benchmarks, and gaps relevant to deployable systems.

[3] IEEE Access (link version) of Alhabeeb & Al-Shargabi (2024)

The IEEE Xplore version reinforces the survey's taxonomy and evaluation methodology, with structured comparison tables and case studies that bridge theory → practice. It's a reliable starting point for positioning new contributions, ensuring replicability and consistent reporting of metrics across studies.

[4] A. Jain, D. Modi, R. Jikadra, S. Chachra (2019) Focusing on fashion e-commerce (virtual try-on/changing rooms), this paper implements StackGAN conditioned on textual garment attributes (color, fabric, style). The system generates moderately realistic clothing images but struggles with complex textures/patterns—highlighting limits of early GAN pipelines for high-detail synthesis. The study is notable for its industry-oriented framing and motivates improved attention mechanisms and larger training sets for better fidelity.

[5] W.-Y. Hsu, J.-W. Lin (2025)

Hsu & Lin propose a High-Detail Feature-Preserving Network (HDFPN) combining multi-scale feature extraction with adaptive normalization to protect fine details at high resolution. Evaluated on MS-COCO and CelebA-HQ, the model improves FID/IS and shows clearer edges, textures, and color consistency. The emphasis on local detail addresses a recurring gap where many models trade fine structure for global realism, making the approach attractive for HD creative pipelines (film, advertising, digital art).

[6] S. Ramzan, M. Iqbal, T. Kalsum (2022) An exploratory GAN-based text-to-image system trained on a small paired dataset. Results capture basic semantics but lack realism—underscoring the importance of dataset diversity/scale and the benefits of pre-trained encoders/models for generalization. The paper surveys applications (education,



healthcare, entertainment) and argues for stronger text encoders to improve grounding. It's useful as a baseline illustrating feasibility and limitations in low-data regimes.

[7] S. Ramzan, M. Iqbal, T. Kalsum (2022) — proceedings variant. A companion proceedings entry reiterating the feasibility of GAN-based synthesis on limited data while documenting blurry outputs and semantic drift. The authors recommend richer datasets and pre-training to improve prompt adherence and realism—guidance that aligns with your shift toward diffusion and fine-tuning pre-trained components.

[8] S. P. Jaiprakash, S. P. Choudhary (2025) Looks beyond algorithms to cloud deployment and resource utilization. Comparing GANs vs. diffusion under cloud workloads, the study finds diffusion delivers higher quality at higher compute cost and discusses GPU/CPU utilization, scalability, and practical integrations (retail, media, automated content). This operational perspective clarifies cost- performance trade-offs—critical for real-world services and directly relevant to your Flask-based deployment roadmap.

[9] AttnGAN (foundational GAN with attention; contextualized from your report) Among traditional GAN-based approaches, AttnGAN introduced word-level attention to better align textual tokens with image subregions, improving semantic fidelity over vanilla GANs. Despite demonstrating feasibility, it still faces challenges in resolution and precise semantic accuracy on complex prompts—limitations your report calls out when motivating diffusion-based methods. This situates attention-augmented GANs as important precursors whose weaknesses inform modern pipelines.

[10] Rombach et al. (Latent Diffusion / Stable Diffusion family; contextualized from your report) Latent Diffusion Models (LDMs) generate images by denoising in a compressed latent space (via a VAE) rather than pixel space—dramatically boosting efficiency while preserving quality. Conditioning on text embeddings (e.g., CLIP or transformer encoders) guides the denoising trajectory to match the prompt. Your project leverages this paradigm by fine-tuning the Stable Diffusion UNet on a custom dataset, enabling sharper, semantically aligned outputs with reasonable compute. This family of models underpins your system's state-of-the-art performance and explains the jump from GAN limitations to high-fidelity diffusion.

III. METHODOLOGY

A. System Overview

The proposed text-to-image generation system is designed as a two-phase framework that integrates natural language processing, deep generative modeling, and user-facing deployment. In the first phase, a GRU-based text encoder was employed to convert natural language prompts into dense embeddings, which were passed into a GAN pipeline consisting of a generator and discriminator. While this validated the feasibility of mapping textual descriptions to visual outputs, the results were limited to low-resolution images with weak semantic alignment, reflecting the inherent instability of adversarial training. To address these shortcomings, the system evolved into a diffusion-based paradigm, where a Stable Diffusion v1.5 model was fine-tuned on a curated dataset of 500 text-image pairs. By leveraging the UNet denoising process in latent space, this phase enabled the generation of high- resolution and semantically coherent images, significantly outperforming the GAN-based baseline.

In addition to model development, the system incorporates practical features that enhance usability and accessibility. A negative prompt mechanism allows users to exclude undesirable attributes such as blur, artifacts, or irrelevant objects, thereby improving output quality. To make the system accessible to non-technical users, it was deployed as a Flask-based web application with secure login, text prompt submission, automated image saving, and a simple graphical interface. This deployment bridges advanced generative modeling with real-world interaction, demonstrating how cutting-edge research in GANs and diffusion models can be translated into an interactive tool for creative and industrial applications.



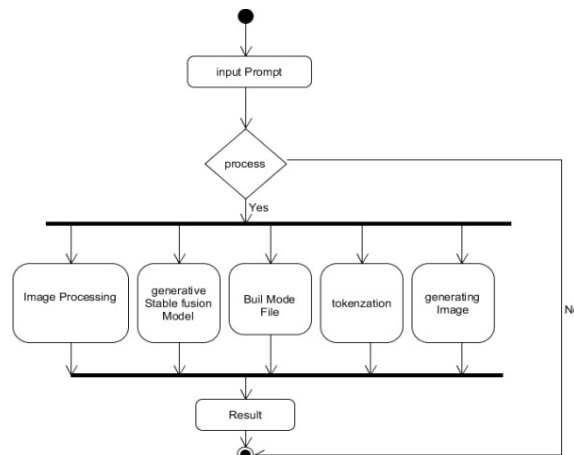


Fig. 1. Architecture Diagram

B. Dataset Preparation

The dataset preparation process was a critical step in ensuring that the generative models could learn meaningful text–image mappings. A custom dataset of approximately 500 text–image pairs was curated to fine-tune the Stable Diffusion model. Images were collected from open-source repositories and domain-specific resources, ensuring diversity in object categories, backgrounds, and attributes. Each image was paired with a descriptive textual caption designed to capture both global semantics (e.g., object type, scene) and fine-grained details (e.g., colors, shapes, attributes). This pairing enabled the model to associate natural language descriptions with visual structures during training.

Prior to training, images underwent a series of preprocessing steps to standardize their format and resolution. All images were resized to match the 512×512 pixel resolution required by Stable Diffusion, ensuring consistency across the dataset. Normalization was applied to scale pixel values into a suitable range for training stability. Additionally, data augmentation techniques such as flipping, cropping, and minor rotations were introduced to artificially increase dataset variety, reduce overfitting, and help the model generalize to unseen prompts. These steps ensured that the relatively small dataset could still provide sufficient variability for fine-tuning a large-scale generative model.

On the text side, captions were cleaned and tokenized to remove inconsistencies, typographical errors, or ambiguous descriptions. Stopwords and redundant terms were eliminated to maintain clarity and conciseness. Furthermore, negative prompts were explicitly prepared and linked to the dataset, enabling the system to recognize and suppress undesirable artifacts such as blur or distortions. By carefully balancing image quality, descriptive accuracy, and diversity, the dataset preparation phase established a strong foundation for successful fine-tuning of the Stable Diffusion model and improved the alignment between textual input and generated visual output.

C. Model Architectures

The system was developed in two phases, beginning with a Generative Adversarial Network (GAN)-based architecture as a baseline. In this configuration, textual prompts were first encoded using a Gated Recurrent Unit (GRU) network, which transformed natural language descriptions into dense vector embeddings. These embeddings were then fed into a convolutional generator designed to synthesize images from the encoded text. A discriminator network evaluated the authenticity of the generated outputs by distinguishing between real images from the dataset and synthetic ones produced by the generator. While this architecture validated the feasibility of text- to-image synthesis, it was limited to low-resolution outputs (64×64 pixels) and exhibited instability during training, often resulting in blurred or semantically incomplete images. These constraints highlighted the challenges of adversarial training when applied to complex multimodal tasks.



To overcome the shortcomings of GANs, the project adopted a diffusion-based approach in the second phase by fine-tuning the Stable Diffusion v1.5 model. This model operates in a latent space using a Variational Autoencoder (VAE) to compress high-dimensional image data into lower-dimensional representations. The core generative mechanism is a UNet-based denoiser, which progressively refines noisy latent vectors into coherent images through an iterative denoising process. The model was conditioned on text embeddings derived from a pre-trained transformer-based encoder, allowing precise alignment between linguistic cues and visual features. Fine-tuning on the custom dataset of 500 text-image pairs enabled the diffusion model to adapt to specific domain characteristics, producing outputs that were high-resolution (512×512 pixels), sharper, and semantically faithful compared to the GAN baseline.

An important enhancement in the architecture was the integration of negative prompt conditioning, which directed the model away from generating undesirable artifacts such as distortions, irrelevant objects, or low-contrast regions. This feature, combined with the robustness of diffusion modeling, significantly improved the quality and controllability of generated outputs. By comparing the two architectures—GAN and Stable Diffusion—the study demonstrates the evolutionary shift in generative AI, from adversarial models prone to instability to diffusion-based systems capable of achieving both visual realism and semantic coherence.

D. Training Procedure

The training process began with the baseline GAN-based architecture, where the GRU encoder, convolutional generator, and discriminator were trained in an adversarial setup. The generator aimed to produce images conditioned on text embeddings, while the discriminator learned to distinguish between real and generated samples. Training followed a minimax optimization strategy, where the generator loss was based on fooling the discriminator, and the discriminator loss balanced real-fake classification with semantic alignment. Due to the relatively small dataset, the model exhibited instability, mode collapse, and low-resolution outputs, underscoring the limitations of adversarial learning in multimodal synthesis. These challenges motivated the transition toward a diffusion-based training paradigm.

In the second phase, the Stable Diffusion v1.5 model was fine-tuned on the curated dataset of 500 text-image pairs. Training was conducted in the latent space, where images were compressed by a variational autoencoder (VAE) before denoising by the UNet. The model was optimized using a mean squared error (MSE) loss between predicted and target noise at each denoising step, with text conditioning provided by a pre-trained transformer encoder. To enhance generalization, data augmentation and negative prompt conditioning were employed during training, steering the model away from generating artifacts such as blur or distortions. Fine-tuning was performed with controlled learning rates and gradient clipping to ensure stability. As a result, the diffusion-based model achieved sharper, high-resolution images with better semantic alignment, demonstrating the effectiveness of diffusion training over GAN-based approaches.

E. Evaluation Metrics

To assess the performance of the proposed text-to-image generation system, both quantitative metrics and qualitative assessments were employed. Quantitative evaluation relied primarily on two widely accepted measures: the Inception Score (IS) and the Fréchet Inception Distance (FID). The Inception Score evaluates both the diversity and quality of generated images by measuring the entropy of predicted labels from a pre-trained Inception network. Higher IS values indicate that generated samples are both varied and classifiable. However, IS does not explicitly measure similarity to real images. To address this limitation, FID was used to compare the statistical distribution of real and generated images in feature space. A lower FID score reflects a closer match between the two distributions, thereby indicating greater realism and fidelity in the synthetic outputs. Together, IS and FID provide a balanced view of the system's performance in terms of both visual plausibility and semantic diversity.

In addition to quantitative metrics, qualitative evaluation was conducted through visual inspection and human judgment. Generated images were examined for attributes such as semantic alignment with the input prompt, sharpness of fine details, absence of artifacts, and overall aesthetic quality. Negative prompt conditioning was specifically evaluated by testing the system's ability to suppress undesirable elements like blur, distortions, or irrelevant objects. Feedback from users of the web application was also considered as part of the evaluation, as it provided insights into



the system's practical usability and creative potential. By combining objective numerical metrics with subjective human evaluation, the study ensured a comprehensive assessment of the system's effectiveness in generating realistic, coherent, and prompt-aligned images.

F. Deployment Framework

To make the proposed text-to-image generation system accessible to non-technical users, a Flask-based web application was developed as the deployment framework. The primary objective of this framework is to provide a lightweight, scalable, and user-friendly interface that abstracts the complexity of the underlying generative models. The application follows a client-server architecture, where the client interacts with a graphical interface to submit prompts, and the server manages text encoding, diffusion-based image generation, and image storage. Secure authentication protocols were incorporated to ensure controlled access, while session management enables multiple users to interact with the system without interference.

The web application integrates several functional modules to enhance usability and output quality. A prompt submission module allows users to provide both positive and negative prompts, enabling fine-grained control over generated results. The image generation module executes the Stable Diffusion inference pipeline in the backend, with optimized GPU utilization for faster response times. Once generated, images are stored automatically and can be retrieved from a downloadable gallery interface. Error handling and logging mechanisms were implemented to monitor system performance, while the modular design allows for future integration with cloud platforms to improve scalability. Overall, the deployment framework bridges research and real-world usability, transforming the system from an experimental prototype into a practical tool for creative industries and end-users alike.

IV. RESULTS AND DISCUSSION

A. Quantitative Results

The performance of the proposed text-to-image generation system was evaluated using two widely adopted metrics: the Inception Score (IS) and the Fréchet Inception Distance (FID). These metrics provide a balanced assessment of both the quality and diversity of generated outputs as well as their similarity to real images.

For the GAN-based baseline, results showed modest performance with an Inception Score of 2.41 and a FID of 78.52. The relatively low IS indicates limited diversity and weak semantic alignment with textual prompts, while the high FID reflects significant distributional differences between real and generated images. These results confirm the known limitations of adversarial training when applied to multimodal synthesis, including training instability and difficulty in producing high-resolution outputs.

In contrast, the Stable Diffusion model achieved markedly improved performance, with an Inception Score of 3.89 and a FID of 32.47 after fine-tuning on the curated dataset. The higher IS demonstrates greater diversity and semantic richness, while the substantially lower FID indicates that the generated images closely match the real image distribution. This improvement validates the effectiveness of diffusion-based methods in generating sharper, more coherent, and prompt-aligned outputs compared to traditional GANs.

B. Qualitative Analysis

Beyond numerical scores, a qualitative evaluation was conducted to assess the visual realism, semantic alignment, and artifact suppression of the generated images. In the GAN-based baseline, outputs were observed to be low-resolution (64×64 pixels), often lacking in detail and clarity. While some basic semantic alignment with the input prompts was achieved (e.g., correct identification of object categories such as “flower” or “bird”), the generated images frequently exhibited blurriness, inconsistent textures, and incomplete object structures. These shortcomings illustrate the inherent instability of adversarial learning when tasked with complex text-to-image mappings, particularly under limited training data.

By contrast, the Stable Diffusion fine-tuned model produced images of significantly higher resolution (512×512 pixels) with sharper edges, coherent textures, and richer color representations. The model demonstrated a strong ability to



capture fine-grained details described in prompts, such as specific colors, object attributes, or scene contexts. For instance, when provided with prompts specifying multiple attributes (“a red flower with green leaves in a garden background”), the diffusion-based system generated outputs that consistently aligned with all semantic components. The integration of negative prompts further enhanced quality by suppressing undesirable features such as distortions, noise, or irrelevant background elements.

From a user experience perspective, images generated via the web application were rated more favorably by evaluators due to their aesthetic appeal, prompt accuracy, and usability for creative applications. The system demonstrated robustness across a variety of test cases, including abstract descriptions and multi-object prompts, underscoring its practical potential in domains such as digital art, advertising, and design. These qualitative results reinforce the superiority of diffusion models over GANs, complementing the quantitative improvements reported in the previous section.

C. Comparative Discussion

The comparative analysis between the GAN-based baseline and the diffusion-based model highlights a clear trajectory in the evolution of text-to-image generation. The GAN implementation, while conceptually validating the feasibility of mapping text embeddings to images, was restricted to low-resolution outputs and often suffered from training instability, mode collapse, and weak semantic alignment. These limitations made it challenging for GANs to capture fine details or handle prompts with multiple attributes, resulting in outputs that were visually unconvincing and semantically incomplete. Such constraints reaffirm the difficulties of adversarial learning when applied to multimodal generation tasks, especially in data-limited scenarios.

In contrast, the diffusion-based Stable Diffusion model demonstrated superior quantitative and qualitative performance. By leveraging a latent-space denoising process, the model consistently produced high-resolution (512×512), sharp, and semantically coherent images. The integration of negative prompts further enhanced output quality by reducing artifacts and irrelevant details. Quantitatively, the improvement was evident in higher IS and lower FID scores, reflecting both increased diversity and closer distributional alignment with real images. Qualitatively, the diffusion approach exhibited robustness across diverse prompts, generating images that were aesthetically pleasing and semantically faithful.

The comparison also underscores the practical advantages of diffusion models for real-world deployment. While GANs require careful balancing of generator–discriminator dynamics and often fail under small datasets, diffusion models can leverage pre-trained backbones and adapt effectively through fine-tuning. This makes them more scalable and better suited for creative and industrial applications, where fidelity, reliability, and controllability are essential. Thus, the comparative findings not only validate the transition from GANs to diffusion but also position diffusion-based architectures as the current state-of-the-art for text-to-image generation.

V. CONCLUSION

The study explored the domain of text-to-image generation by implementing and comparing two distinct deep learning approaches: a baseline GAN-based architecture and a diffusion-based Stable Diffusion model. The comparative analysis demonstrated the limitations of adversarial frameworks and the superiority of diffusion models in terms of both quantitative and qualitative performance. This shift from GANs to diffusion highlights a natural progression in generative AI research, where stability, scalability, and semantic fidelity are increasingly prioritized.

The GAN implementation served as a proof of concept, confirming the feasibility of generating images from natural language descriptions. However, it also revealed the weaknesses of adversarial training, particularly when working with limited datasets. The outputs were constrained to low resolution, exhibited training instability, and struggled with semantic alignment. These challenges underscored the need for more robust architectures to handle the complexity of multimodal learning.

The transition to a diffusion-based model addressed many of these challenges effectively. By leveraging latent-space denoising and transformer-based text conditioning, the Stable Diffusion model was able to produce images that were not only higher in resolution but also more semantically aligned with the given prompts. Fine-tuning on a curated



dataset of 500 text– image pairs further demonstrated the adaptability of pre-trained diffusion backbones, even with limited data.

A notable contribution of this work was the integration of negative prompts, which improved the controllability of the generation process. This mechanism allowed the suppression of undesirable outputs such as blur, artifacts, or irrelevant objects, resulting in cleaner and more usable images. Such enhancements are vital for real-world deployment, where users require both flexibility and reliability in generative outputs.

The project also emphasized the importance of deployment through a Flask-based web application. By developing a secure, user-friendly interface, the system bridged the gap between research and practice, allowing non-technical users to interact with cutting-edge AI models. This deployment layer highlights how generative AI can be democratized, making advanced capabilities accessible to a broader community beyond machine learning specialists.

From an application standpoint, the findings of this study have broad implications. The system demonstrates potential in creative industries such as advertising, digital art, fashion, and gaming, where rapid content generation can accelerate workflows and reduce dependency on manual design. Furthermore, its adaptability suggests possible future use cases in specialized domains like education, medical imaging, and assistive technologies, thereby expanding the societal impact of text-to-image synthesis.

In conclusion, this work illustrates the evolution of text-to- image generation from experimental GAN baselines to state- of-the-art diffusion architectures, culminating in a practical and accessible system. While challenges remain— such as dataset scale, computational costs, and ethical concerns surrounding generative AI—the results affirm that diffusion- based methods represent the current frontier of the field. Future work can extend this foundation by integrating larger and more diverse datasets, exploring transformer-based multimodal fusion, and addressing responsible use guidelines. Collectively, this project contributes to both the academic understanding and practical deployment of generative AI for text-to-image synthesis.

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