

ABSTRACT

The embodiments of the disclosure provide a data generation method and apparatus, an electronic device and a computer storage medium. The method includes that: a pre-labeled game platform image sample set including a first image sample and a second image sample is acquired, the first image sample and the second image sample containing a same target object as each other and contain different image backgrounds respectively; the first image sample and the second image sample are input to a Cycle-Consistent Generative Adversarial Networks (CycleGAN) model for training to obtain a loss of the CycleGAN model; parameters of the CycleGAN model are adjusted based on the loss of the CycleGAN model until training of the CycleGAN model is completed; and the game platform image sample set is expanded by use of the trained CycleGAN model.

[Figure 1A]