

# Project Genesis

Hackathon Summer Edition 2025

## Project Genesis

- An Al-powered simulation engine that forecasts plant growth under given
  environmental conditions. Given an initial plant image and a set of stimuli,
  Project Genesis generates a new, photorealistic image of the plant's final state,
  along with a scientific description of what happened and why.
- **Goal:** Creating a robust, open-source application that accurately models plant growth and handles "strange" reasoning inputs with scientific and visual fidelity.
- **Impact:** Demonstrate a powerful method for **predictive biological modeling.**This technology can be applied to agriculture for crop forecasting, to education for botanical studies, and to creative fields for generating dynamic natural assets.

#### Team









- Front-end
- LLM
- RAG

- Image recognition
- Model training
- Web Scraping

- Data mining
- RAG
- Image generation

- Image generation
- Debug and testing
- DevOps

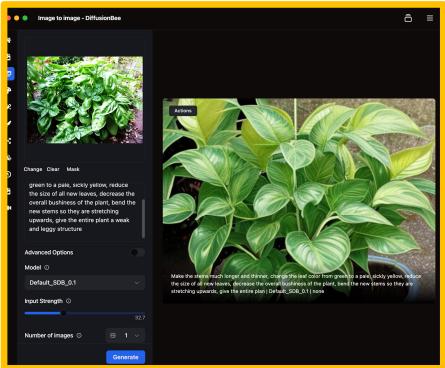
## How did we approach the challenge

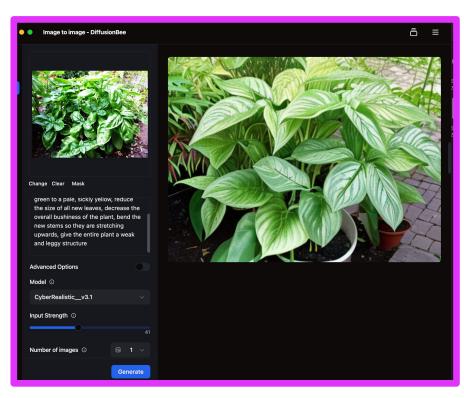
- 1. Custom trained model for image recognition:
  - classification (OpenCV/TensorFlow/Keras)
  - characterization (OpenAl Clip Contrastive Language-Image Pre-training)
- 2. Enhancing the plant information with user input (Vue.js, PrimeVue, Pinia, LlamaIndex)
- **3. D**ecomposing the Environmental Changes & Actions into fundamental physical and chemical principles (**LlamaIndex**)
- **4.** Using **RAG** fed with scientific data on stress/benefit/diseases to predict the plant state and write a prompt on how to change the photo (Marker, Langchain, Qdrant, LlamaIndex)
- 5. Al Image editing: modifying the original photo using the prompt generated before.
- Challenges:
  - finding images to train the model => web scraper
  - finding datasets for **RAG** => relied on scientific papers + markdown + slicing
  - limited hardware => pre-computed model + fine-tuning

# Biggest challenge: Al Image Generation

- Change approach in prompt engineering: Describe how to change the baseline.
- Cost vs Quality (Veo3, STB, STB fine-tuned+criminal, VertexAl)

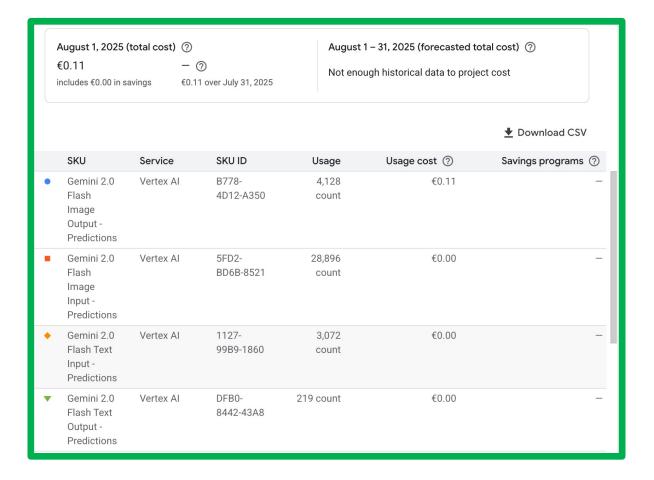






## Biggest challenge: Al Image Generation

- Change approach in prompt engineering: Describe how to change the baseline.
- Cost vs Quality (Veo3, STB, STB fine-tuned+criminal, VertexAl)



#### Demo

