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(57) Abstract :  
Disclosed herein is a system and method for generating displacement maps from image texture. The system (100) comprising a three-dimensional (3D) asset management unit (102) configured to browse, search, download, import, and export from online scan library of high-resolution, consistent physically based rendering (PBR) calibrated assets. The system (100) also comprises a pre-processing unit (104) configured to filter out assets as per the requirement and a dataset (106) configured to store usable data. The system (100) also comprises a graphical processing unit (GPU) (108) configured to provide high computational capability and a conditional generative adversarial network (cGAN) (110) configured to performing image-to-image translation to render displacement map. The system (100) also comprises an edge device (112) configured to take input from the user and an output unit (114) configured to display the displacement map.

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