More Detail ← — — — — — — — SDXL — — — — — — — → Less Detail

(a) Global Effect

More Detail in Background
Less Detail in Character
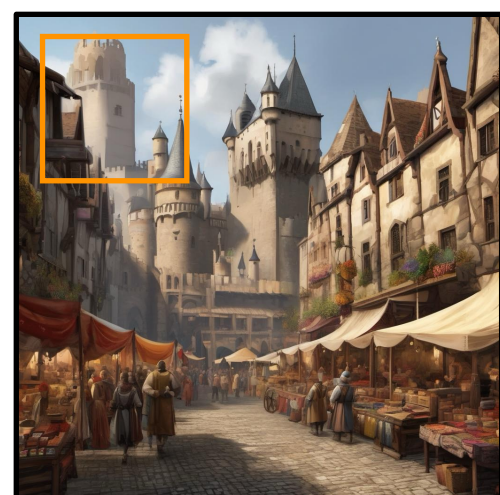
ControlNet + SDXL
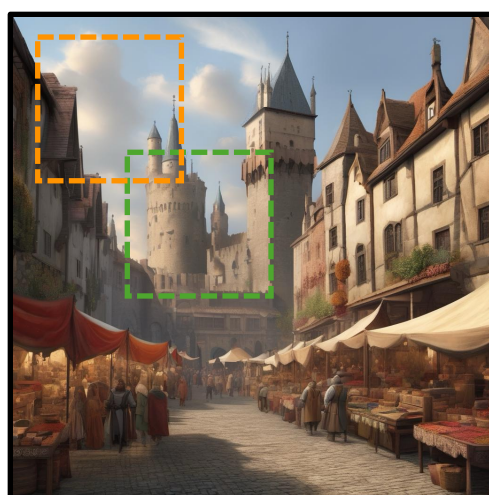
Less Detail in Background
More Detail in Character

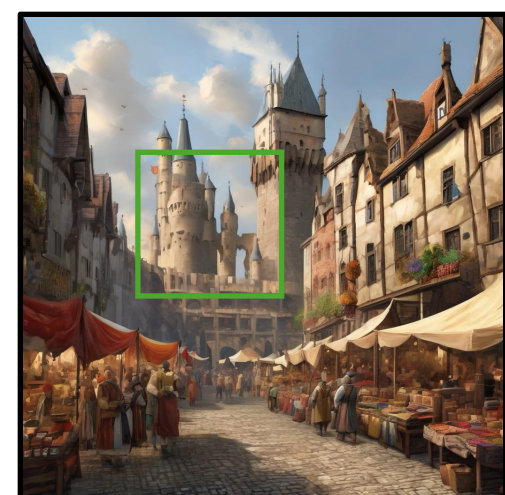(b) Mask-Based Spatial Effect (Red for Detail Enhancement, Blue for Detail Suppression)

Early-Stage Enhancement:
More Complex Layout

SDXL

Late-Stage Enhancement:
More Fine-Grained Detail

(c) Schedule-Based Temporal Effect