

Dreambooth

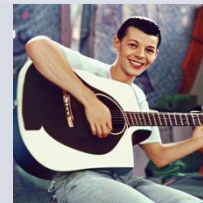
Custom  
DiffusionTextural  
Inversion

ProSpect

Celeb Basis

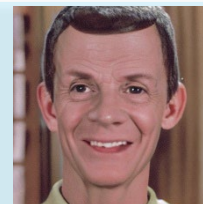
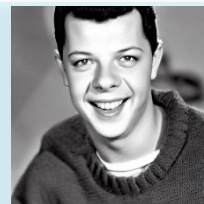
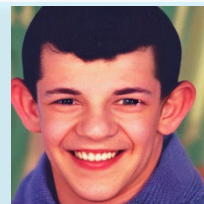
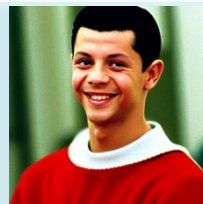
Ours

a  $V_1^*$  is playing  
the **guitar**

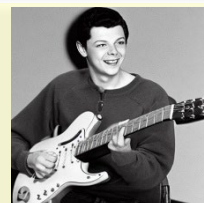
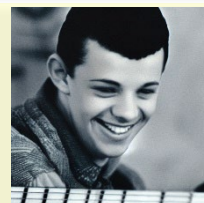
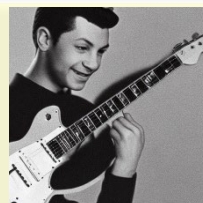
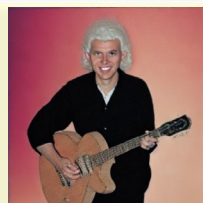
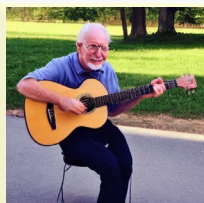


Action

a face  
of an **old**  $V_1^*$

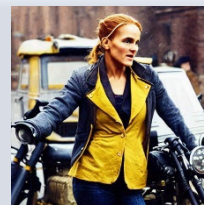
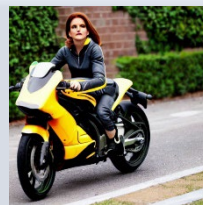
Facial  
Attribute

an **old**  $V_1^*$  is  
playing the  
**guitar**



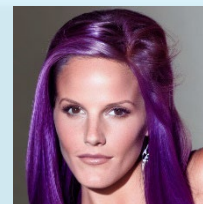
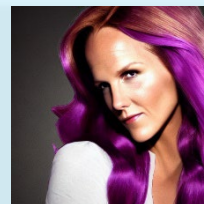
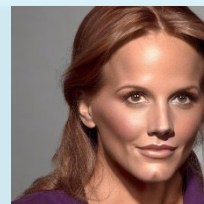
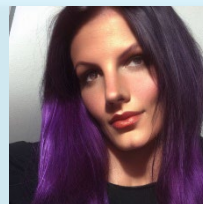
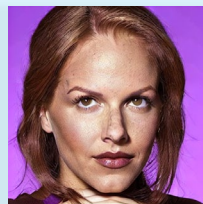
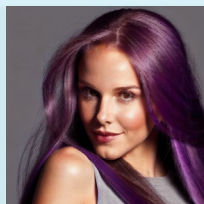
Mix

a  $V_2^*$  wearing  
**yellow** jacket, and  
driving a  
**motorbike**

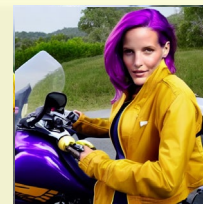
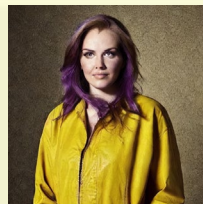


Action

a  $V_2^*$  with **long**  
**straight purple**  
hair

Facial  
Attribute

a  $V_2^*$  with **long**  
**purple hair**, wearing  
**yellow** jacket, and  
driving a **motorbike**



Mix

 $V_1^*$  $V_2^*$