

Inpaint Anything is a new paradigm of clicking and lling. Users can select any object in an image by clicking on it. With powerful vision models, it is able to remove the object smoothly. By inputting text prompts, users can replace the object with any desired content.

Inpaint Anything is a new tool for computer vision. It combines the strengths of SAM and some SOTA inpainters like LaMa. Users can easily remove specic objects from the interface by simply clicking on them. It can also generate new objects via text prompts. Image inpainting, as an ill-posed in-verse problem, is widely explored in the eld of computer vision and image processing. The success of deep learning has brought new opportunities, and all these methods can be categorized. For our Inpaint Anything (IA), we investigated the use of a simple, single-stage approach LaMa for mask-based inPainting. We directly employ a powerful AIGC model of stablediffusion to generate the desired content in the desired hole. The principle of our proposed Inpaint Anything (IA) is to composite off-the-shelf foundation models. Bycompositing the strengths of various foundation models, IA can generate high-quality inpainted images. The IA has three schemes, i. e. ,Remove Anything ,Fill Any-thing andRemove Anything, which are designed to remove and replace anything. Inpaint Anything combines capabilities of Remove Anything, Fill Anything, and Re- worrisomeplace Anything. The tool can handle more various and high-quality input images. It can be used to realize mask-free image inpainting.

Figure 2: Visualization results of Remove Anything. Figure 2: visualization results of removing items from a list.

Figure 3: Visualization results of Fill Anything. (a) Text prompt: a teddy bear on a bench. (b) Text Prompt: a camera lens in the hand.

Figure 4: Visualization results of Replace Anything. (a) Text prompt: crossroad in the city, (b) Text Prompt: breakfast, (c) A bus, on the center of a country road, summer evening, (d) A man in ofce.