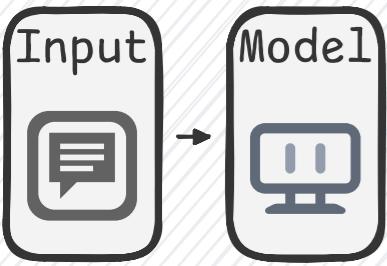
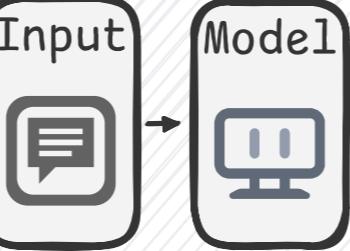


## One-Pass Generation



## Post-Processing Generation

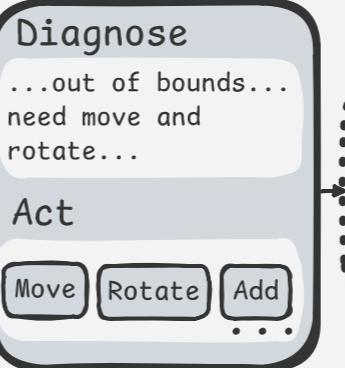
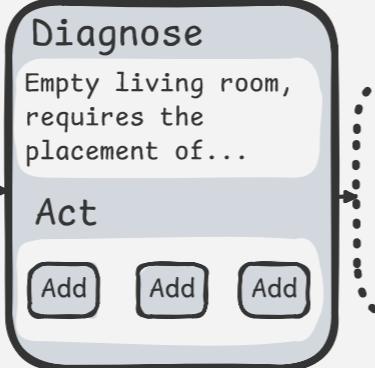


## SceneReVis



Create Scene

```
"room_type":  
"livingroom",  
"bounds_top":  
[...],  
"bounds_bottom":  
[...],  
"objects":  
[]
```



History    Prompt

Scene Json



c

I want a modern, minimalist living room with comfortable seating, a stylish TV stand, and a simple footstool.