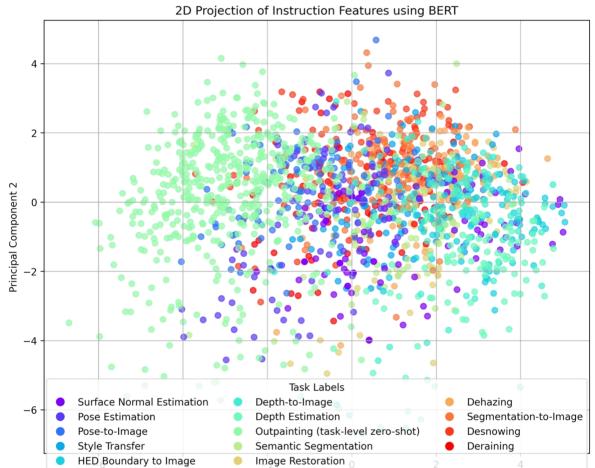
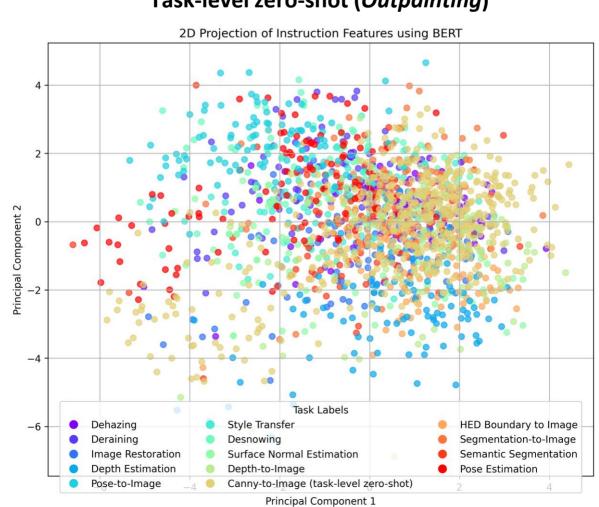


## Task-level zero-shot (Inpainting)



## Task-level zero-shot (Outpainting)



## Task-level zero-shot (Canny-to-Image)