

Conversation with Gemini – ComfyUI Models

So, i am not 'stuck' on using the 'flux' ... it what your cousin "claude" recommended ... what i want is a set of models to be able to do background removal, person removal, restoration of old photos, and maybe some toy things like turning people into puppets, what models should i be looking at

That is an excellent set of goals. Since you are using ComfyUI, you have the flexibility to mix and match specialized models and nodes, which is the key to achieving professional-grade results for these tasks.

Your choice to move away from general generation models for specialized editing is smart. The models below are recommended because they are efficient enough to run on an **RTX 3060 12GB** card within ComfyUI, often by utilizing their dedicated smaller file versions (like FP8 or GGUF, where available).

Here are the best models and techniques you should be looking at for each of your goals:

1. Background & Person Removal (Inpainting)

This is a two-step process: **Masking** (identifying the object) and **Inpainting** (filling the hole).

Task Step	Recommended Model/Technique	Notes for ComfyUI & 12GB VRAM
Masking	RMBG (Remove Background) Node	This is a highly effective node (<code>ComfyUI-RMBG</code>) for generating a precise mask of a person or object automatically. It's fast and works great for getting a clean alpha channel.
Object Detection	GroundedSAM / SAM2	Use these to automatically detect specific objects (e.g., "person") with text prompts to create a mask. More powerful than simple segmentation, but slightly slower.
Inpainting	SDXL Inpainting Checkpoint or SD 1.5 Inpainting Checkpoint	Use a model specifically trained for inpainting (e.g., a dedicated version of DreamShaper Inpainting). These models are efficient at intelligently filling the masked area.
Alternative	Qwen Image Edit	A very powerful model that can handle complex edits based on a prompt, like "remove the person" or "change the background to white." It's a great all-in-one option for editing.

Workflow Tip: Combine the mask output from RMBG/SAM with the **VAE Encode (for Inpainting)** and **SetNoiseMask** nodes in ComfyUI, feeding the result into your preferred Inpainting Model.

2. Restoration of Old Photos

Restoration is a pipeline of upscaling, de-noising, and face enhancement. You will need to use multiple specialized models in sequence.

Restoration Task	Recommended Model/Technique	Notes for ComfyUI & 12GB VRAM
Face Enhancement	CodeFormer or GFGAN	These are the industry-standard models for fixing blurry, damaged, or low-resolution faces. They are typically implemented as post-processing nodes in ComfyUI and are relatively fast. CodeFormer is often considered to produce slightly more natural results.
Upscaling/Detail	4x-UltraSharp (ESRGAN)	A high-quality upscaling model. Use this to increase the resolution of the restored image and sharpen fine details like clothing and background texture.
Noise & Artifacts	Inpainting Model (from section 1)	Use your inpainting model with a mask covering scratches, tears, or heavy folds to generate clean, consistent content in those areas.
Colorization (Optional)	Model-Specific Colorization LoRA	For black and white photos, search Civitai for an SD 1.5 or SDXL LoRA specifically trained for "natural colorization" to apply color in a realistic way.

3. Turning People into Puppets (Toy Styles)

This falls under **Image-to-Image** and **Style Transfer**. The best way to do this is by combining an existing photo with a highly stylized model or LoRA, while maintaining the person's pose and composition.

Task Step	Recommended Model/Technique	Notes for ComfyUI & 12GB VRAM
Base Generation	SDXL Checkpoint or Juggernaut XL	SDXL base models are generally better at generating high-quality stylistic details. Juggernaut is a popular photorealistic model that handles styles well.
Style/Puppet Look	Specific LoRA (e.g., Claymation/Puppet LoRA)	Search communities like Civitai for LoRAs with keywords like " <i>Claymation</i> ," " <i>Wool Puppet</i> ," " <i>Stop-</i>

Task Step	Recommended Model/Technique	Notes for ComfyUI & 12GB VRAM
Pose Preservation	ControlNet (OpenPose or Canny)	<p><i>Motion,</i>" or "<i>Pixar Style.</i>" You must load this LoRA into your workflow.</p> <p>This is crucial. Use ControlNet OpenPose to ensure the generated "puppet" is in the exact same pose as the person in the original photo. You can also use ControlNet Canny to lock in the main outlines and edges.</p>

Workflow Tip: Use a low-to-medium **Denoise Strength** (around **0.5 - 0.7**) in your KSampler. This tells the model to keep the image composition and person's structure largely intact but to apply the new puppet style heavily.

Gemini can make mistakes, including about people, so double-check it. [Your privacy & Gemini Opens in a new window](#)