

Table 1: Demonstration of environment generation with dynamic agents.

Instruction	Local Scene (i)	Local Scene (ii)
<p>In the lower left of the map, a flock of nine sheep is grazing peacefully on the expansive grassland. Nearby, in the lower right-middle area, two horses are also grazing, enjoying the sunny spring daytime. Above them, in the center of the map, two eagles are patrolling the skies, casting shadows over the landscape.</p>	 figs/agent_pic/h1.png	 figs/agent_pic/h2.png
<p>In the daytime sunny of a spring mountain terrain, the upper left area is illuminated by a peak. In the middle right, seven aerial robots patrol above the grasslands maintaining their steady flight amidst the wind. Meanwhile, humanoid robots stand idle, their metallic forms glinting in the sunlight.</p>	 figs/agent_pic/r1.png	 figs/agent_pic/r2.png
<p>Under the cover of night, amidst the rainy springtime suburbs, two humanoid robots stand vigilant. The dense cluster of buildings forms the heart of this cyberpunk landscape, their neon lights flickering through the raindrops. One robot is stationed in the center, amidst the towering structures, while the other stands in the lower area, near the buildings.</p>	 figs/agent_pic/c1.png	 figs/agent_pic/c2.png