

Table 1: Qualitative comparisons of generated 3D scenes between LatticeWorld and a human artist.

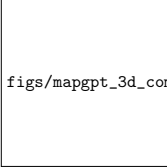

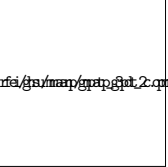
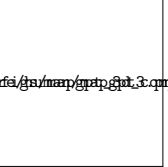
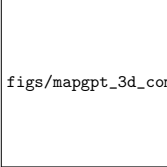
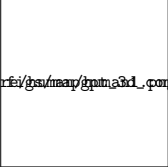
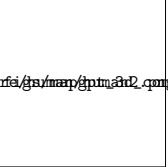
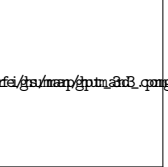
Instruction	<p>Layout Instruction: The map shows a central road snaking from the lower right to the upper left. Buildings are clustered primarily around this road, with a higher concentration in the center. Forested areas are predominantly on the edges, with a large section in the lower left and smaller patches elsewhere. Water bodies are scattered throughout, and farmlands are situated mostly toward the lower right. Grassland is visible in the whole region, while barren land is interspersed near the center and upper region.</p> <p>Environmental Configuration Instruction: The map is suburbs, season is autumn, realism style in daytime, and today is a sunny day.</p>			
LatticeWorld	Overview	Local Scene (i)	Local Scene (ii)	Local Scene (iii)
	 figs/mapgpt_3d_comparison/overview.png	 figs/mapgpt_3d_comparison/local_scene_i.png	 figs/mapgpt_3d_comparison/local_scene_ii.png	 figs/mapgpt_3d_comparison/local_scene_iii.png
Artist	 figs/mapgpt_3d_comparison/overview.png	 figs/mapgpt_3d_comparison/local_scene_i.png	 figs/mapgpt_3d_comparison/local_scene_ii.png	 figs/mapgpt_3d_comparison/local_scene_iii.png

Table 2: The comparison between LatticeWorld and artists’ workload (measured in days).

