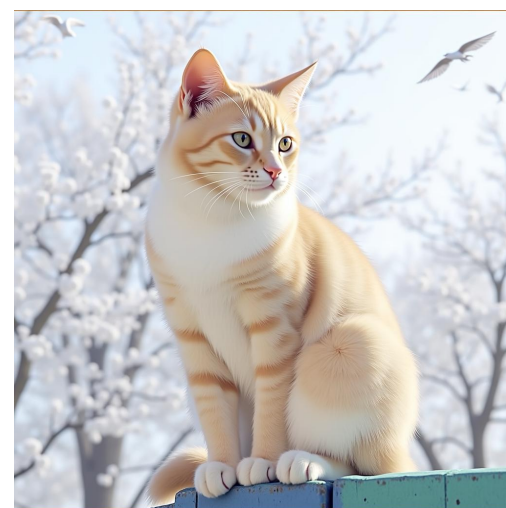
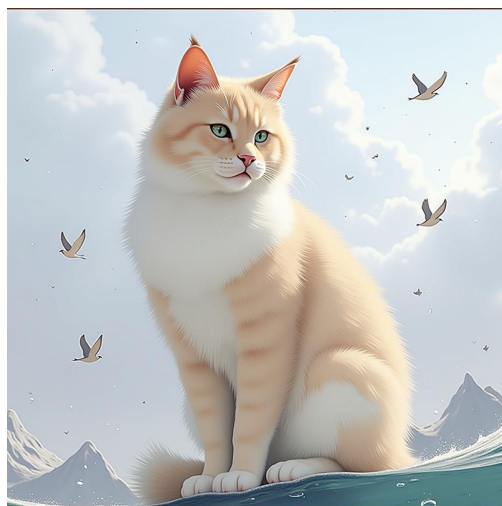
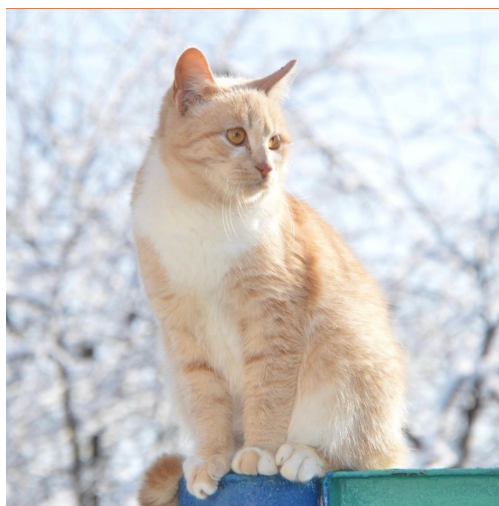
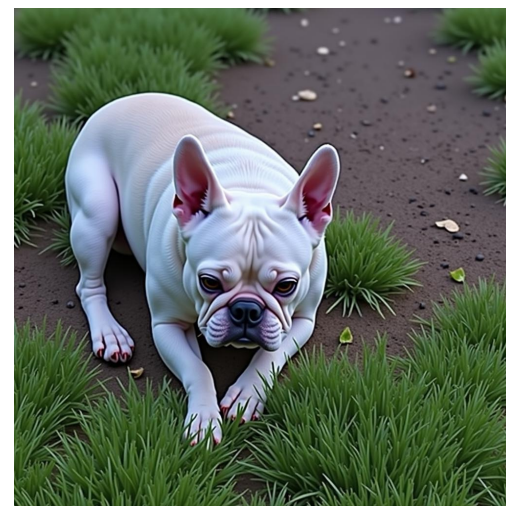


Add Objects

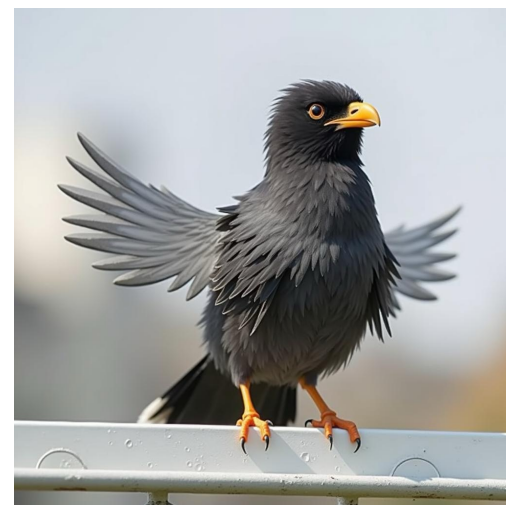
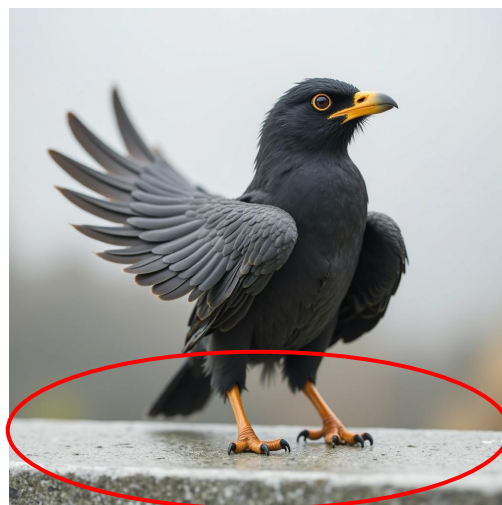
A cat standing  $\longrightarrow$  Add birds flying cross the sky



A dog standing on grass  $\longrightarrow$  A dog lying down on grass



A bird standing  $\longrightarrow$  make the bird spread its wings



Source Image

RF Inversion

+ZZEdit

R-Fig2: We can apply our ZZEdit on a stronger base model, such as FLUX with RF inversion for more fancy editing: adding objects and non-rigid editing. It can be seen that our method can still achieve a better trade-off between editability and fidelity on both cases. We find that Flux + RF inversion has certain non-rigid editing ability, but it always brings undesired changes in non-editing areas (see circle area).

Non-rigid editing