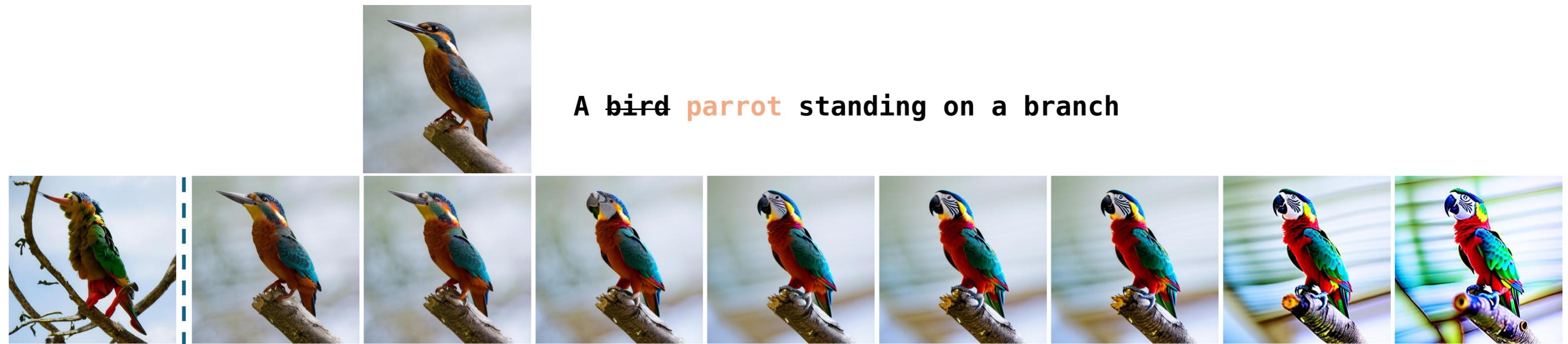


A ~~bird~~ **parrot** standing on a branch



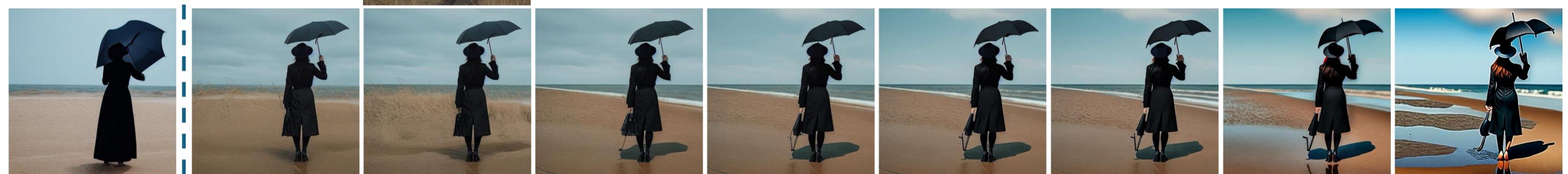
A **cute boy**



Johannes Vermeer style of a cute boy



A woman in black holding an umbrella on the ~~field~~ **beach**



Baseline

$a = 0$

$a = 0.2$

$a = 0.6$

$a = 1$

$a = 1.5$

$a = 2$

$a = 5$

$a = 10$

consuming less or the same UNet operations with
the inversion-then-editing pipeline

consuming more UNet operations with the
inversion-then-editing pipeline

R-Fig1: We can control ZigZag steps flexibly by changing the value of $a \in [0,1]$. With the increase of a , target guidance will be enhanced while structure information is maintained. In our main paper, we take $a = 1$ as the default to realize the same steps as the inversion-then-editing pipeline. When $a > 1$, our method will have more zigzag steps. We notice that with the urgent increase of a , the results will show a trend of gradual distortion. Here, the structure and layout are still maintained.