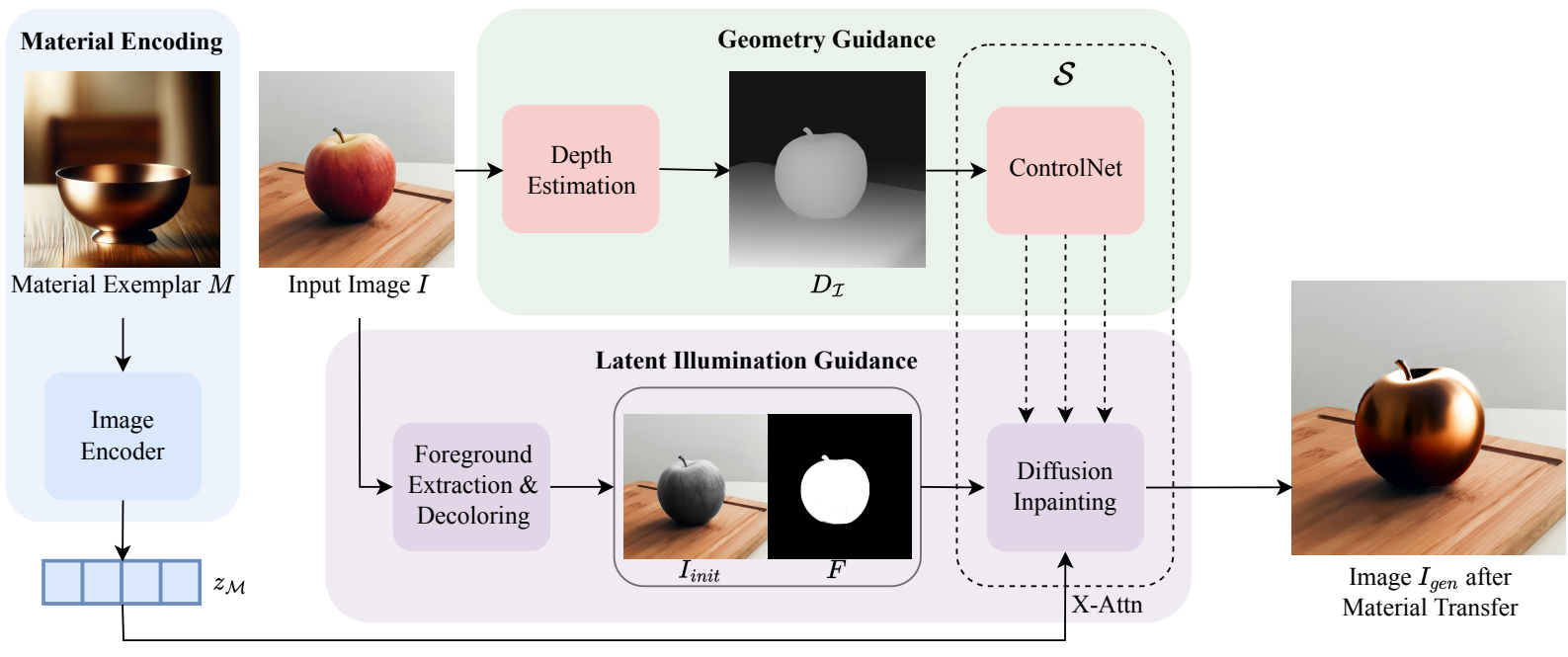
Material Encoding
Material Exemplar M
Image Encoder
$z_{\mathcal{M}}$
Input Image I
Geometry Guidance
Depth Estimation
$D_{\mathcal{I}}$
$\mathcal{S}$
ControlNet
Latent Illumination Guidance
Foreground Extraction & Decoloring
I_{init}
F
Diffusion Inpainting
X-Attn
Image I_{gen} after Material Transfer