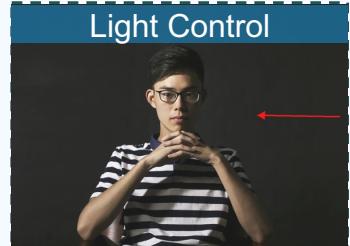


Level 3: Causal Level



Light Control

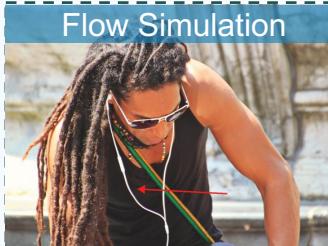


Light Control

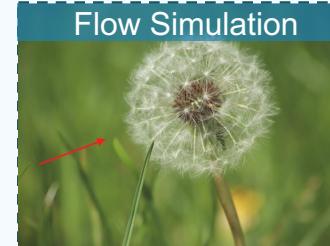
Relight the scene with the main light coming from the red arrow direction.

Relight the scene with the main light coming from the red arrow direction.

3 Tasks · 334 Samples



Flow Simulation

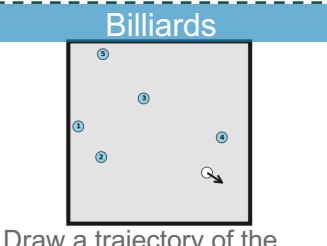


Flow Simulation

Apply a strong wind effect aligned with the red arrow direction.

Apply a strong wind effect aligned with the red arrow direction.

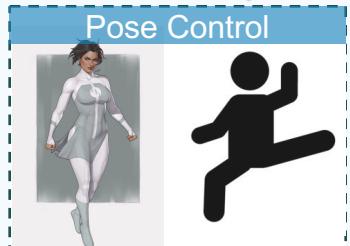
Visual Instruction as *Catalyst*



Billiards

Draw a trajectory of the white ball moving along the black arrow direction until it hits the first ball.

Level 2: Morphological Level



Pose Control



Pose Control

Redraw the character in a new pose that exactly matches the second image.

Redraw the character in a new pose that exactly matches the second image.

3 Tasks · 300 Samples



Draft Instantiation

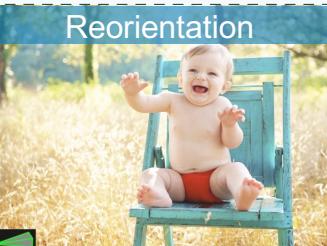


Draft Instantiation

Based on the red markings in the image, change the woman's clothing.

Based on the red annotation in the image, change the woman's clothing.

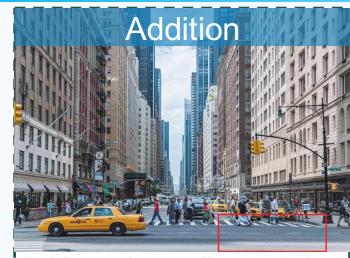
Visual Instruction as *Blueprint*



Reorientation

Re-orient the baby and chair to align with the direction of the green pyramid.

Level 1: Deictic Level



Addition



Removal

Add another yellow cab into the area delineated by the red bounding box.

Remove the object in the marked region.

4 Tasks · 400 Samples



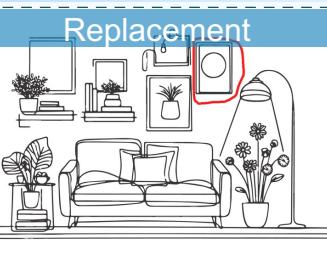
Translation

Relocate the marked bear to the spot pointed to by the red arrow.



Replacement

Replace the marked region with a short hair woman.



Replacement

Replace the marked region with a clock.

Visual Instruction as *Selector*