

## Failure Cases and Their Solutions

- **When Grounded-SAM fails to segment the object.**
  - **Consequences:** The error will propagate to the view-synthesis model (zero 1-to-3) and will affect the generation.
  - **Example:**



(Raw Image)



(Grounded-SAM Mask)

### **Solution:**

Use proper text prompting:

- Instead of directly prompting the object name use a detailed prompt.
- Example: *"office chair and its parts"*

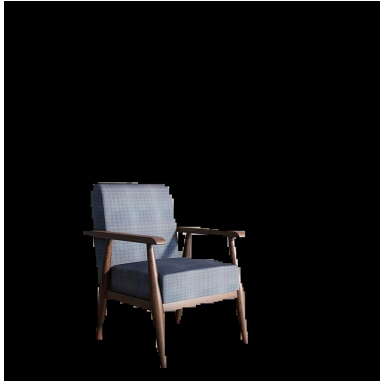


(Raw Image)



(Grounded-SAM Mask)

- **When Stable Diffusion inpainting is unsuccessful in properly removing an object due to a noisy segmentation mask at the object's border.**
  - **Consequences:** The noise added during inpainting will propagate further in the pipeline and will affect the end generation.
  - **Example:**



(Object Mask)



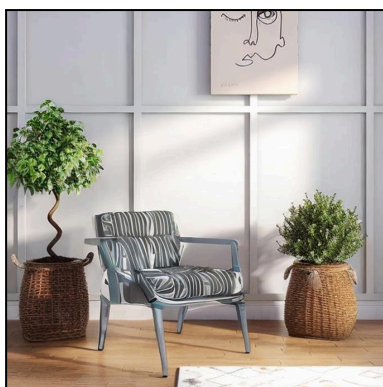
(Inpainting Results)

### **Solution**

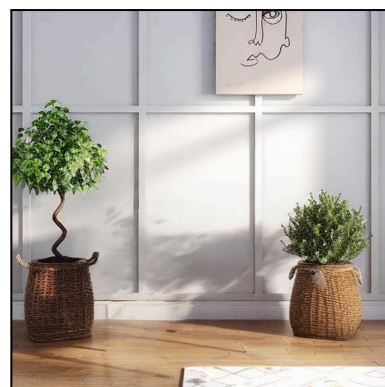
Use dilation on the segmentation mask to capture the border pixels of the object that Grounded-SAM missed.

- Kernel size of 5x5 is used with no iteration = 3

### **Results:**



Before applying dilation



After applying dilation

- **Output Image Quality**

- The images produced by these models experience a decline in quality.
- Despite satisfactory outcomes from stable-diffusion-inpainting and zero-1-to-3, they fall short in delivering high-quality visuals.
- Solution: One can use 'Image Super Resolution' at the end of the pipeline, or after inpainting and view synthesis, to address the issue of output image quality.

- **Partial-Segmentation Mask**

- **Consequences:** The error will propagate to the view-synthesis model (zero 1-to-3) and will affect the generation.
- Example:



Original Image



Object Mask

Possible solution:

- Use models that are more generalizable and are trained to fine-grained versatile and fine-grained objects and their respective parts.
- Example: SAM-HQ

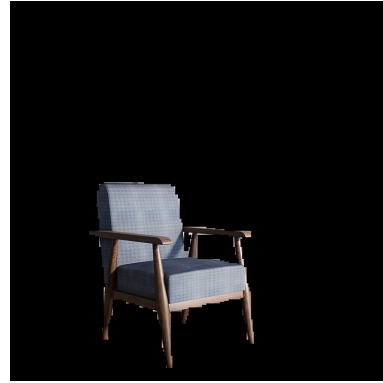
## Results



(Input Image)



(Segmentation Mask)



(Object Mask)



(Synthesised View)



(Inpainting Output)

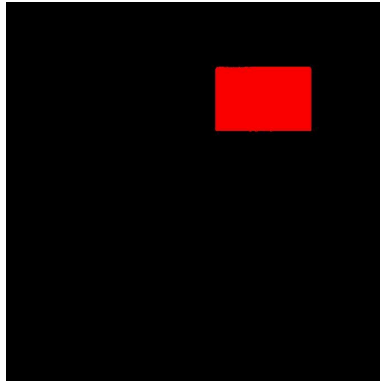


(Output)

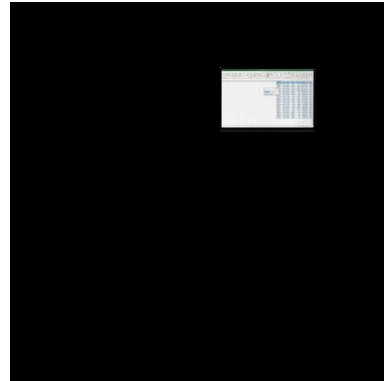
**Failure Case:**



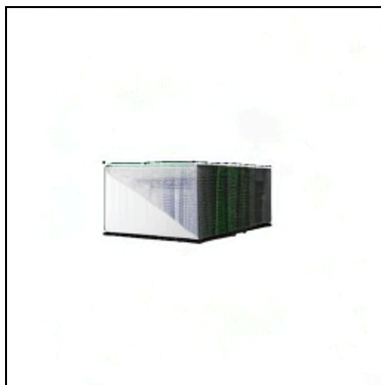
(Input Image)



(Segmentation Mask)



(Object Mask)



(Synthesised View)



(Inpainting Output)



(Output)