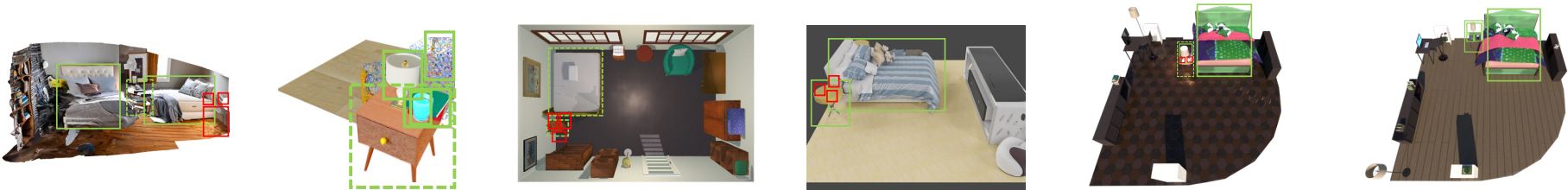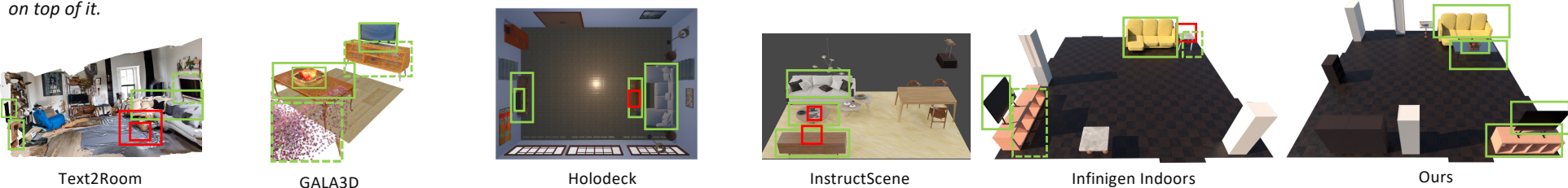Create a bedroom with a bed against the wall. Place a nightstand against the wall next to the bed. On top of the nightstand, place a table lamp, a cup and books.

Generate a dining room with a dining table. Place two chairs on either side of the table. On top of the table, place a vase, two plates, two forks, two spoons and two knives.

Create a living room with a sofa against the wall. In front of the sofa, place a coffee table. On the coffee table, place a fruit basket. In front of the sofa, place a TV stand against the wall with a TV on top of it.

| Text2Room | GALA3D | Holodeck | InstructScene | Infinigen Indoors | Ours |

☐ Missing Objects   ☐ Misplaced Objects   ☐ Correctly Placed Objects

Figure 23: Qualitative comparison with existing baselines (Text2Room, GALA3D, Holodeck, InstructScene, Infinigen Indoors) on room layout generation. Our method demonstrates superior layout consistency, successfully positioning all required objects according to the described spatial relationships. Compared to Infinigen Indoors, which ensures basic furniture via procedural rules, our method better aligns with the input layout requirements, such as placing a TV stand with a TV in front of the sofa as specified.