

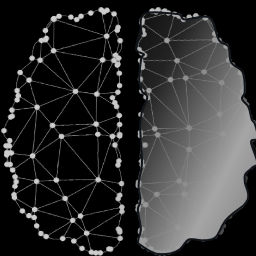
# What do Generative Image Models Know?

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# StyLitGAN: Image-based Relighting via Latent Control

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CVPR 2024



Anand Bhattad



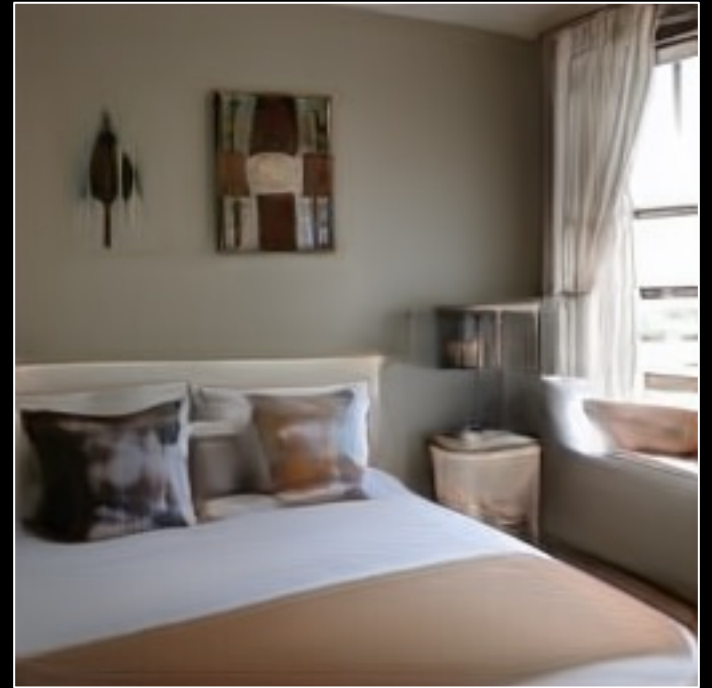
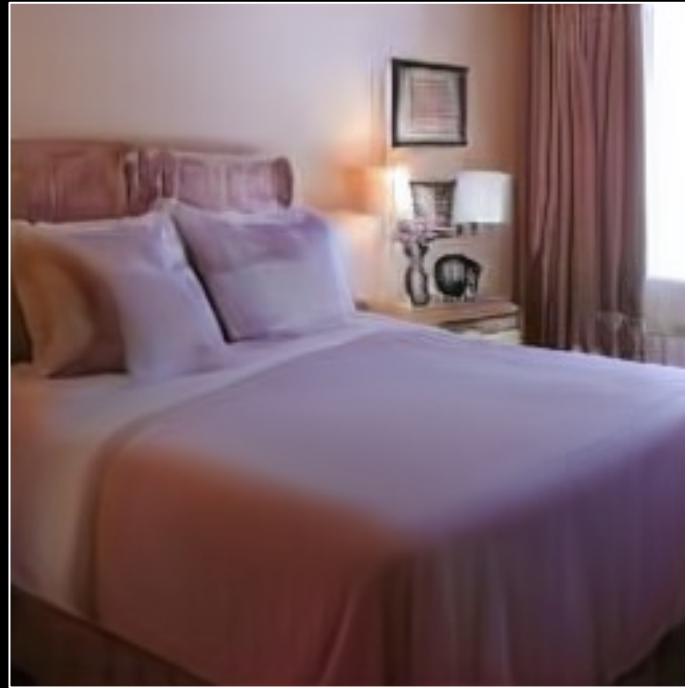
James Soole



David Forsyth

# StyLitGAN: Single Image Diverse Relighting

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Videos show scene geometry and albedo doesn't change. Only thing that changes is lighting.

# StyLitGAN: Relighting via Latent Control

direction-1

direction-2

direction-3

direction-4

direction-5



Same direction means similar lighting for all scenes

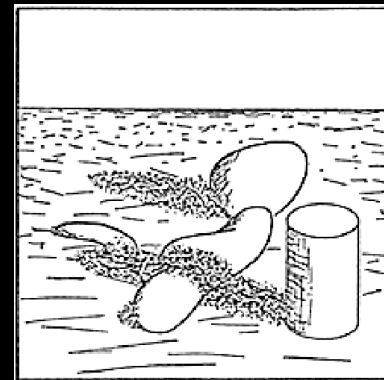
# How Generative Models are doing this?

## Abstract Representations

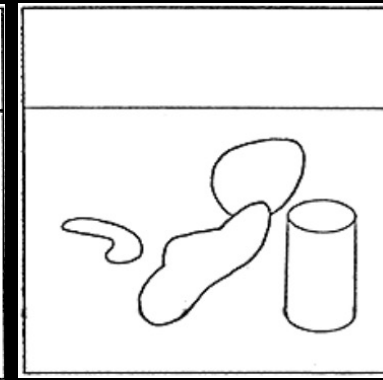


## “Intrinsic Images”

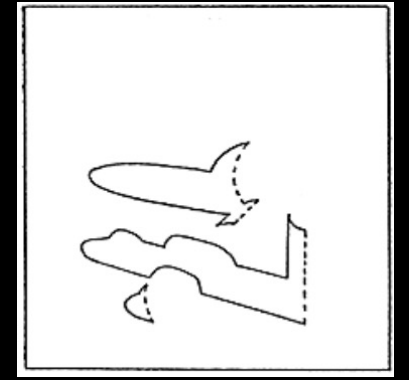
Barrow and Tenenbaum 1978



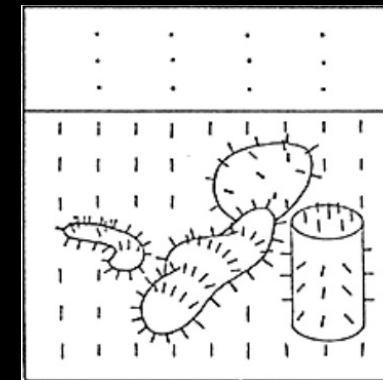
Original Scene



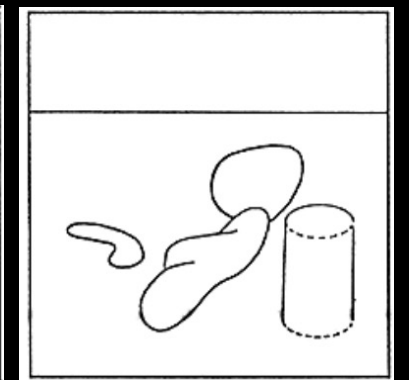
Reflectance/Albedo



Illumination



Orientation



Distance

# StyleGAN knows Normal, Depth, Albedo, and More

NeurIPS 2023

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Anand Bhattad



Daniel McKee



Derek Hoiem

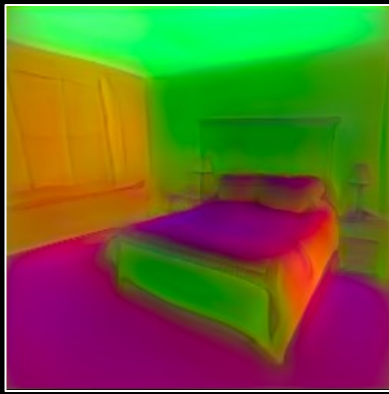


David Forsyth

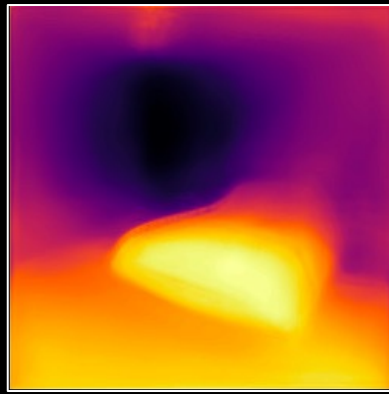
# StyleGAN knows “Intrinsic Images”



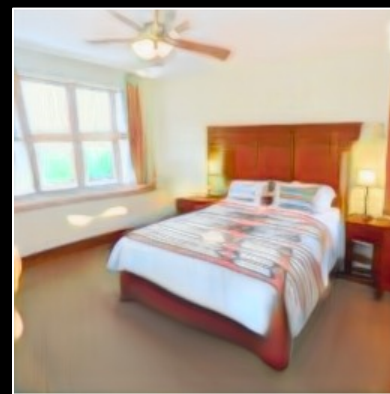
StyleGAN Image



StyleGAN Normals



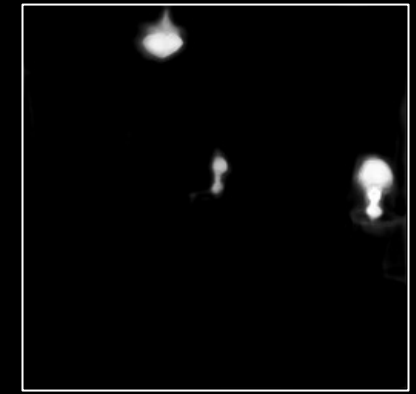
StyleGAN Depth



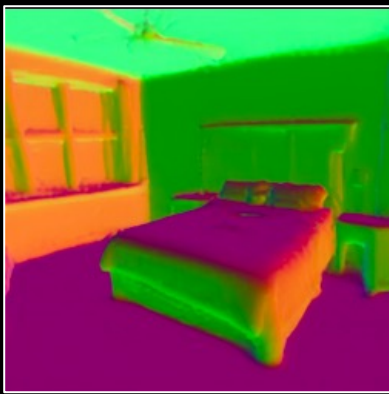
StyleGAN Albedo



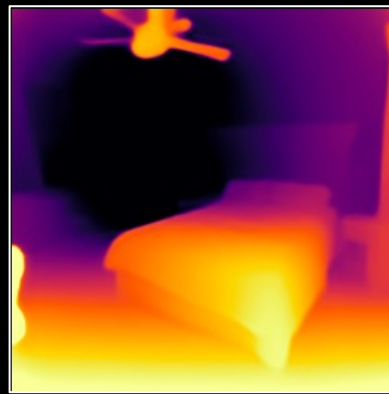
StyleGAN Shading



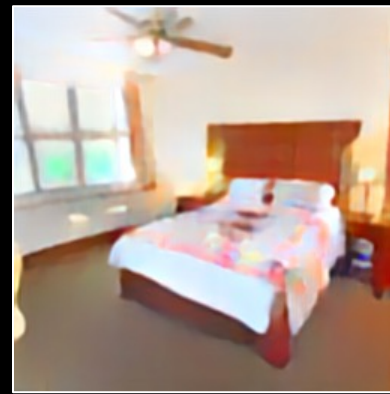
StyleGAN Segment



Normals  
[Kar et al. '22]



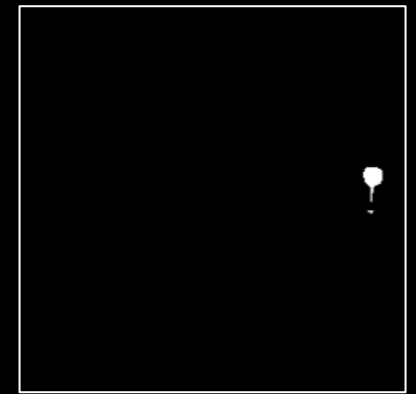
Depth  
[Bhat et al. '23]



Albedo  
[Forsyth and Rock '22]



Shading  
[Forsyth and Rock '22]



Segment  
[Fang et al. '23]

# Is it only StyleGAN that knows Intrinsic Images?

Nope! All Generative Models seem to know about Intrinsic Images



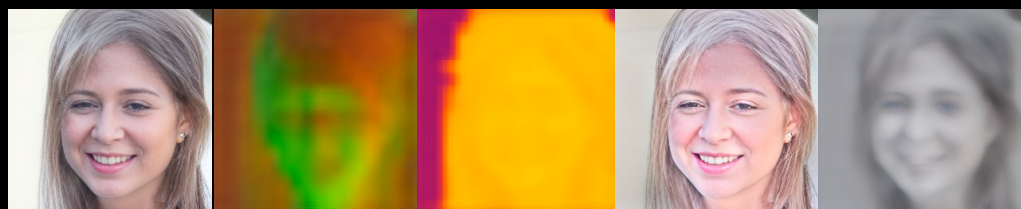


Image      Normals      Depth      Albedo      Shading

(a) VQGAN FFHQ (Autoregressive)

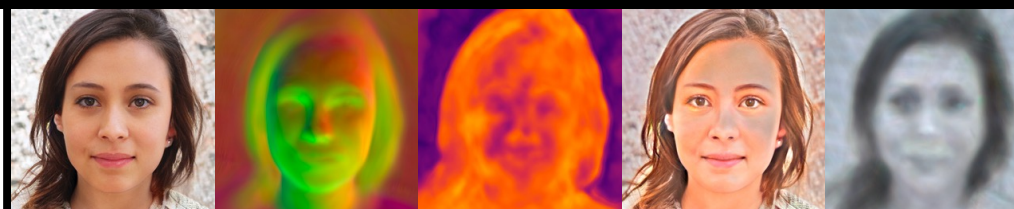
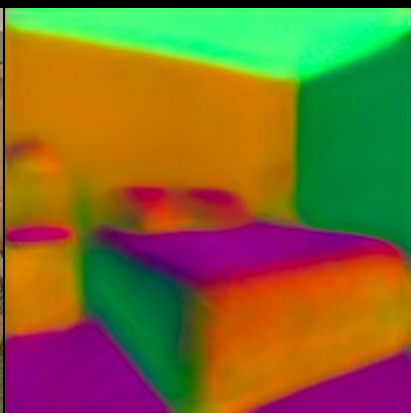


Image      Normals      Depth      Albedo      Shading

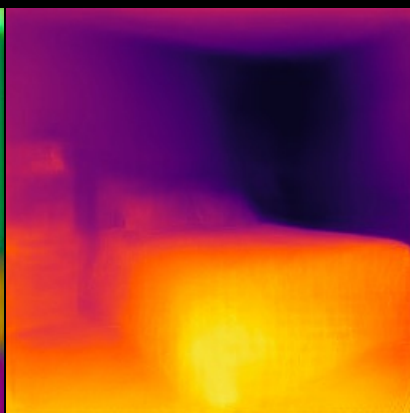
(b) StyleGAN-XL FFHQ (GAN)



Image



Normals



Depth



Albedo



Shading

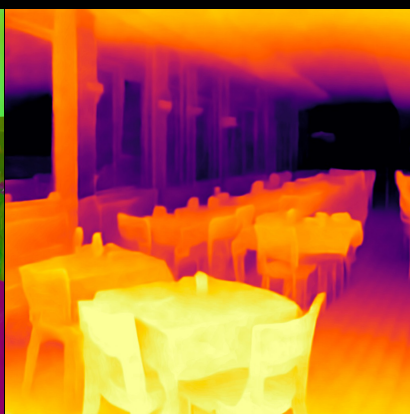
(c) StyleGAN-v2 LSUN Bedroom (GAN)



Image



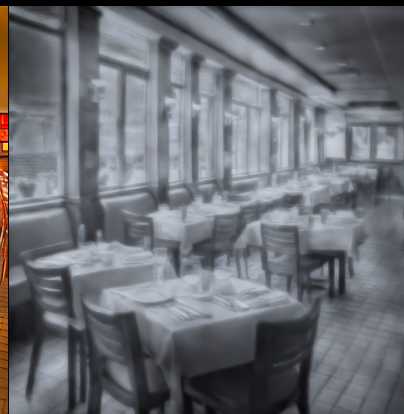
Normals



Depth



Albedo



Shading

(d) Stable Diffusion 2.1 (Diffusion)

Generative Models seems to  
“understand” 3D world

Is there anything that they get it wrong?

# Shadows Don't Lie and Lines Can't Bend!

## Generative Models Don't Know Projective Geometry...for now

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CVPR 2024



Ayush Sarkar\*



Hanlin Mai\*



Amitabh Mahapatra\*



Lana Lazebnik



David Forsyth



Anand Bhattad

# Realistic Generated Images ...

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# ... but there are Shadow Errors



# ... but there are Perspective Errors



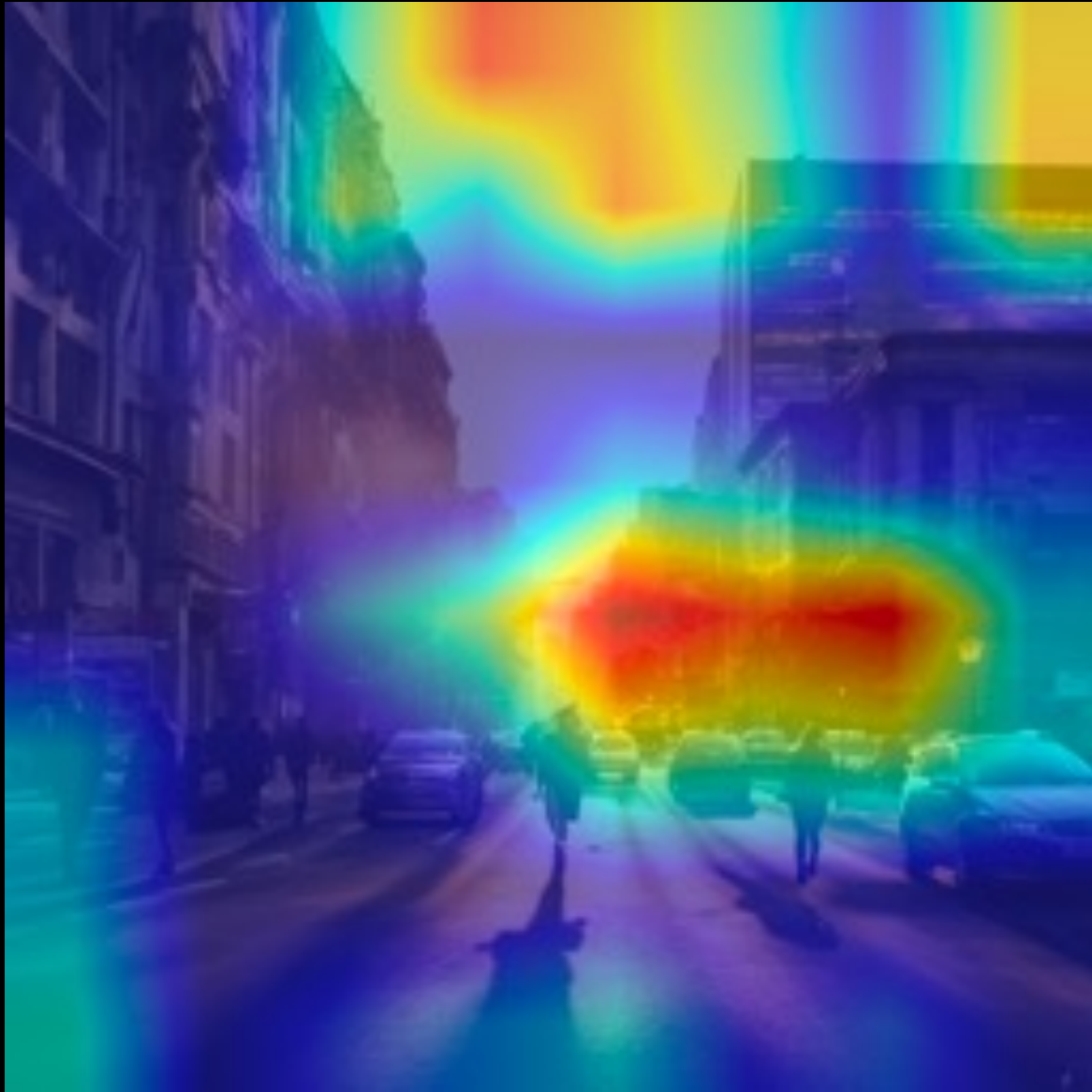
# Detected Shadow Errors

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# Detected Perspective Errors

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# What do Generative Image Models know?

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- a great deal of unexplored knowledge about scenes
- seem to “understand” 3D Scene
- but makes interesting mistakes

