EL-GAN: Edge-Enhanced Generative Adversarial Network for Layout-to-Image Generation (Supplementary Material)

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In this supplementary material, we present more qualitative results. Methods for qualitative comparison specifically include Layout2lm [ZMY19], LAMA [LWK21], LostGAN-V2 [SW20], and CALI [HLY21]. Figures 1 to 6 show the performance of each method on the COCO-Stuff [CUF18] and Visual Genome [KZG17] datasets.

References


Figure 1: Examples of generating samples from a given layout using different methods on the COCO-Stuff [CUF18] dataset. All images are of 64 × 64 resolution.

Figure 2: Examples of generating samples from a given layout using different methods on the Visual Genome [KZG*17] dataset. All images are of 64 × 64 resolution.
Figure 3: Examples of generating samples from a given layout using different methods on the COCO-Stuff [CUF18] dataset. All images are of 128 × 128 resolution.
Figure 4: Examples of generating samples from a given layout using different methods on the Visual Genome [KZG*17] dataset. All images are of 128 × 128 resolution.
Figure 5: Examples of generating samples from a given layout using different methods on the COCO-Stuff [CUF18] dataset. All images are of 256 × 256 resolution.
Figure 6: Examples of generating samples from a given layout using different methods on the Visual Genome [KZG+17] dataset. All images are of 256 × 256 resolution.