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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 Layout2Im [ZMYS19], LAMA [LWK*21], LostGAN-V2 [SW20], and CAL2I [HLY*21]. Figures 1 to 6 show the performance of each method on the COCO-Stuff [CUF18] and Visual Genome [KZG*17] datasets.

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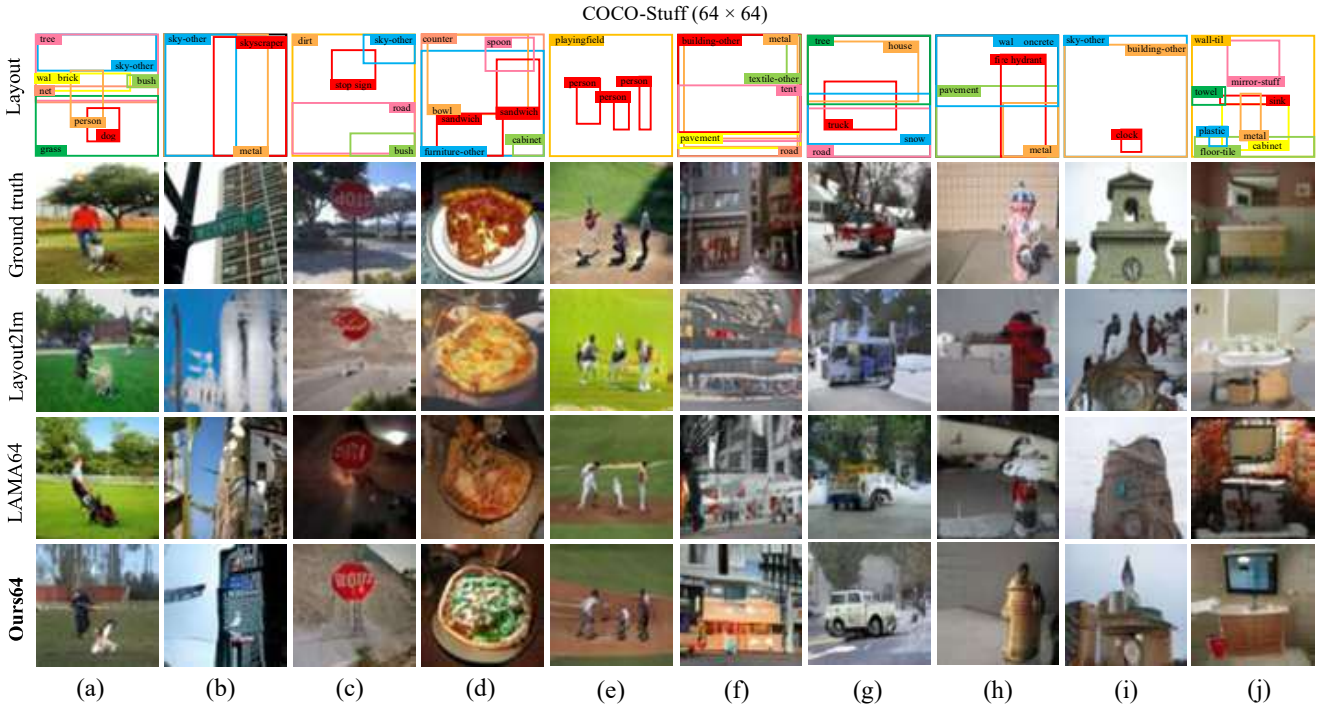

Figure 1: *Examples of generating samples from a given layout using different methods on the COCO-Stuff [CUF18] dataset. All images are of* 64×64 *resolution.*

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.*

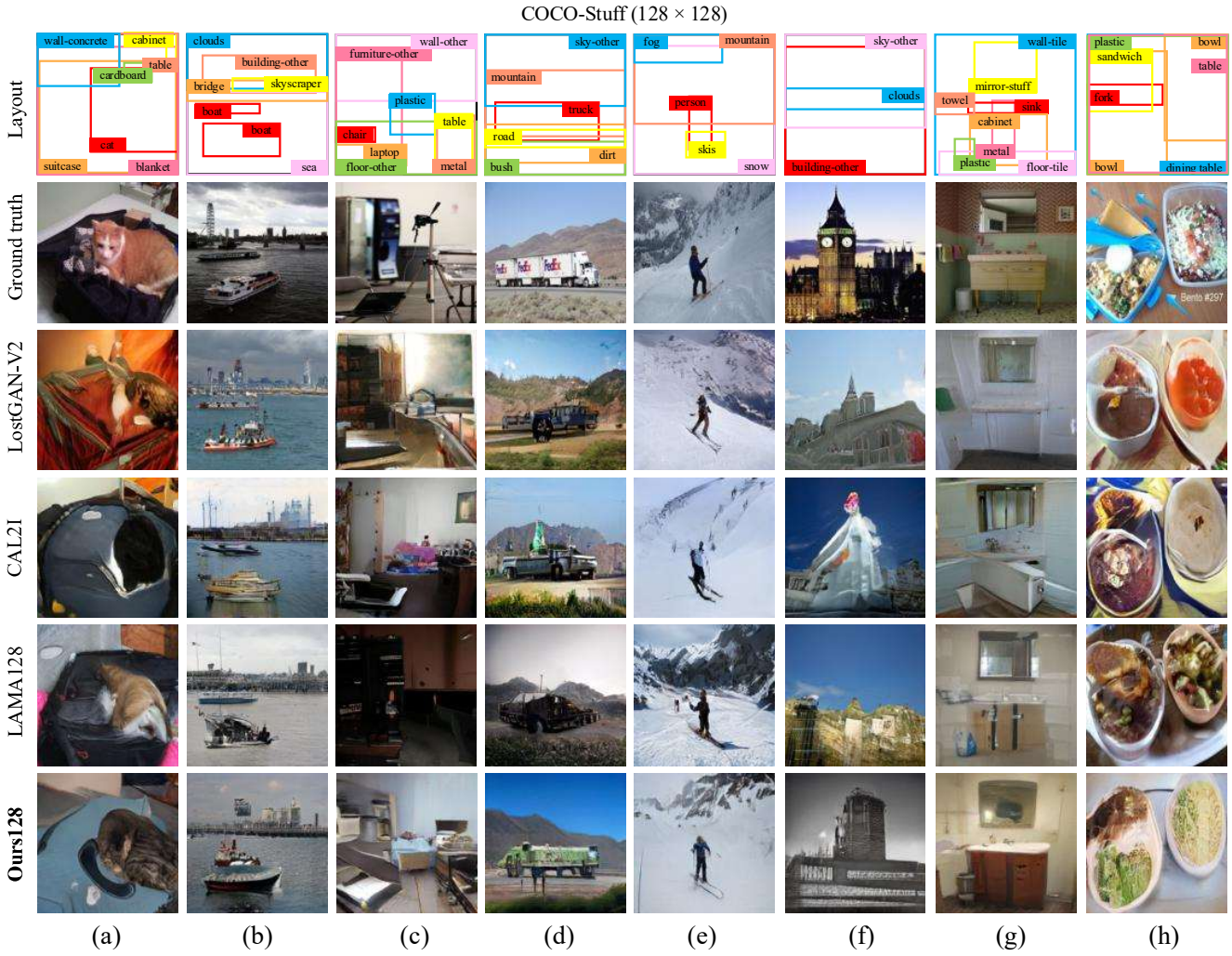

Figure 3: *Examples of generating samples from a given layout using different methods on the COCO-Stuff [CUF18] dataset. All images are of* 128 × 128 *resolution.*

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.*

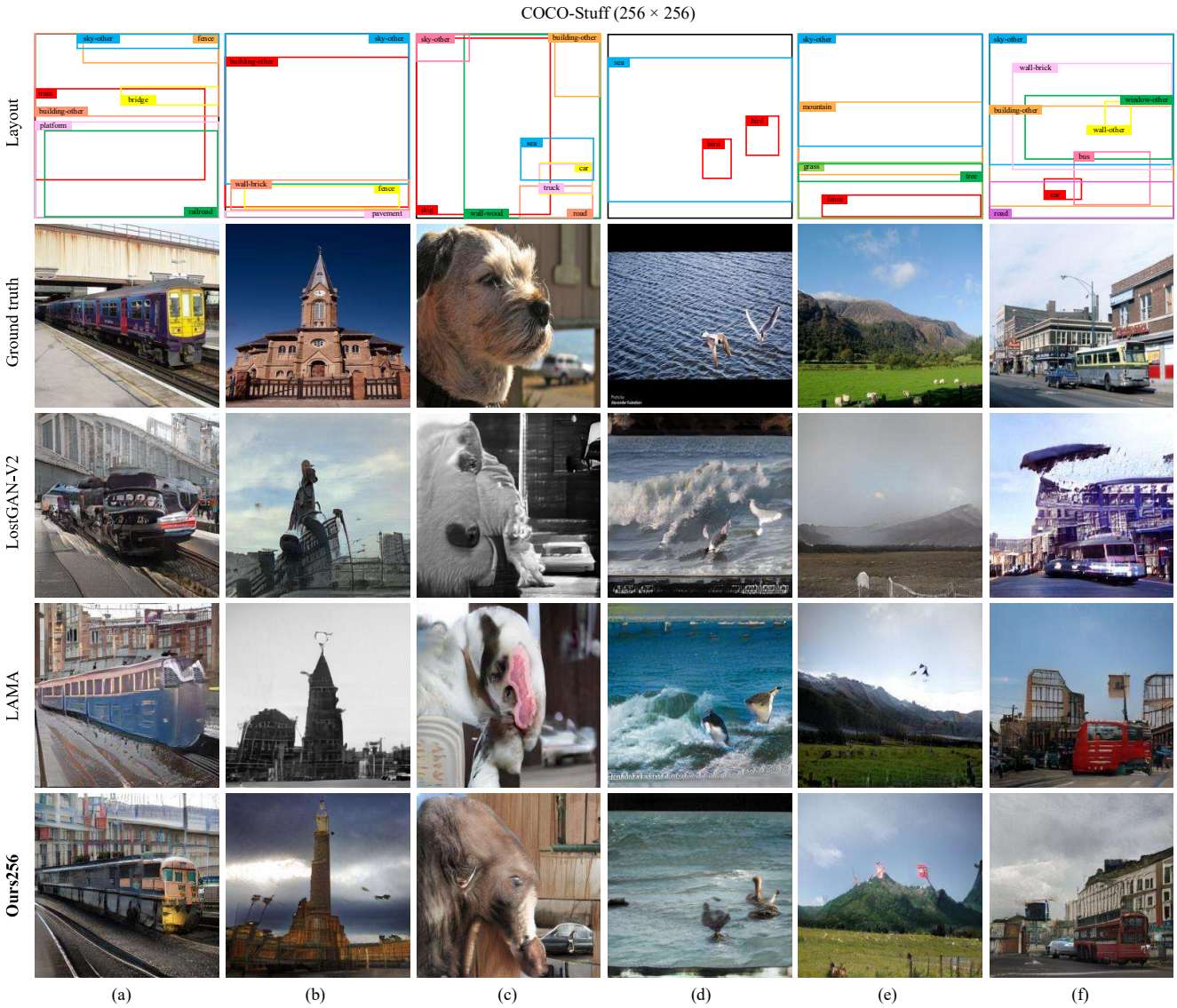

Figure 5: *Examples of generating samples from a given layout using different methods on the COCO-Stuff [CUF18] dataset. All images are of* 256×256 *resolution.*

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.*