

All of these are done with Flux2Klein 4B

1. Core Room Staging & Furnishing

These pipelines demonstrate the model's ability to take basic empty rooms or poorly styled photographs and generate fully staged, high-fidelity interior designs while keeping the walls, windows, and structural lines mathematically locked.

Test Case 1: Standard Room Transformation

Demonstrates natural light integration and modern furniture styling.

Input Room:



AI Generated Design:



Test Case 2: Complete Redecorating & Staging

Showcases full replacement of older interior finishes (beds, shelves, flooring) with contemporary equivalents.

Input Room:



AI Generated Design:



Test Case 3: Empty Spatial Staging

The fundamental architectural task: populating a completely empty space with high-end, coherent furnishings.

Empty Space:



Staged Output:



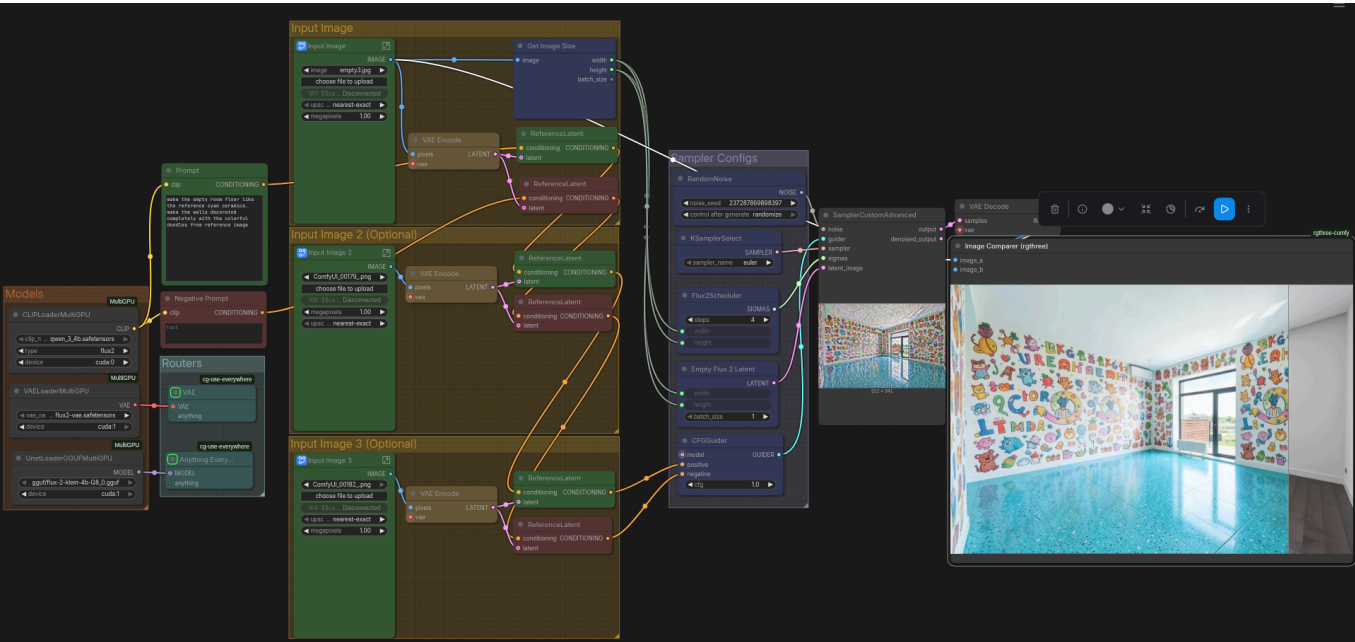
2. Reference-Guided Staging ("Shop the Look")

A critical e-commerce capability: allowing users to inject specific commercial products directly into empty room blockouts or existing photographs.

Multi-Reference Empty Room Staging

Using an empty room canvas to test individual and combined reference product injections.

ComfyUI Workflow Canvas Schematic:



Stage 1: Reference 1 Integrated:



Stage 2: Reference 1 & 2 Integrated:



3. Fine-Grained Object & Carpet Replacement

These examples highlight selective inpainting where only a masked sub-region is regenerated, demonstrating the difference between standard generative filling and IPAdapter-driven texture injection.

Bed Replacement: Generative vs. Product Inpainting

Comparing standard generative filling against precise reference product injection.

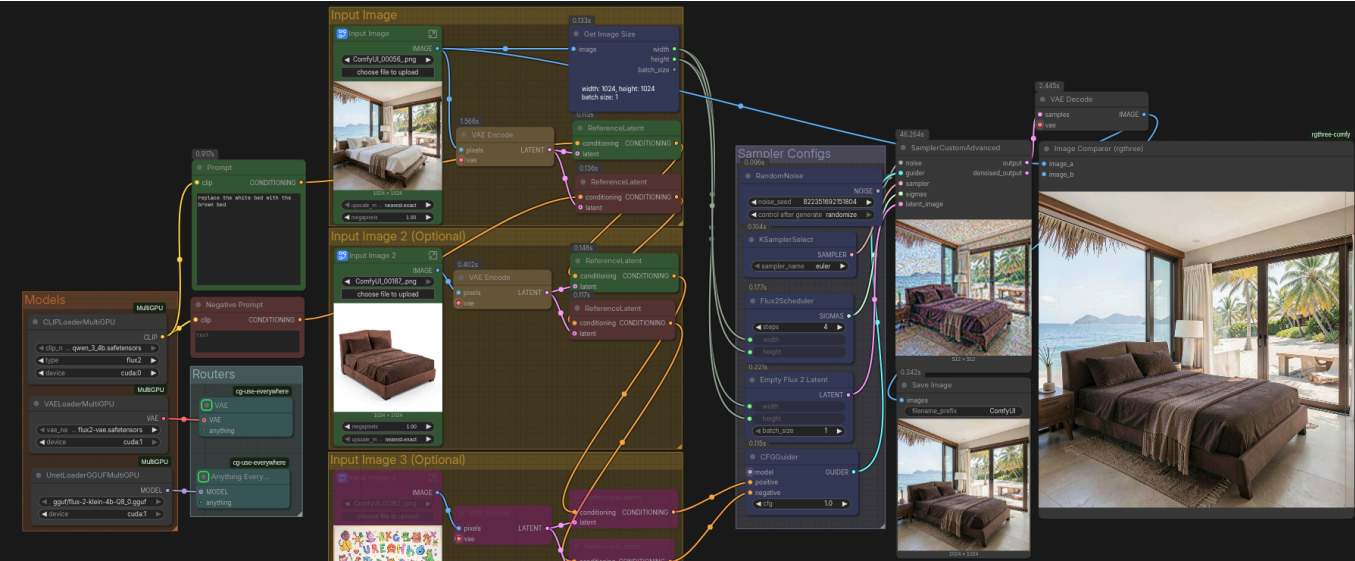
Base Target Image:



Reference Product:



Option A: Standard Generative Inpainting:



Option B: Reference Product Guided Inpainting:



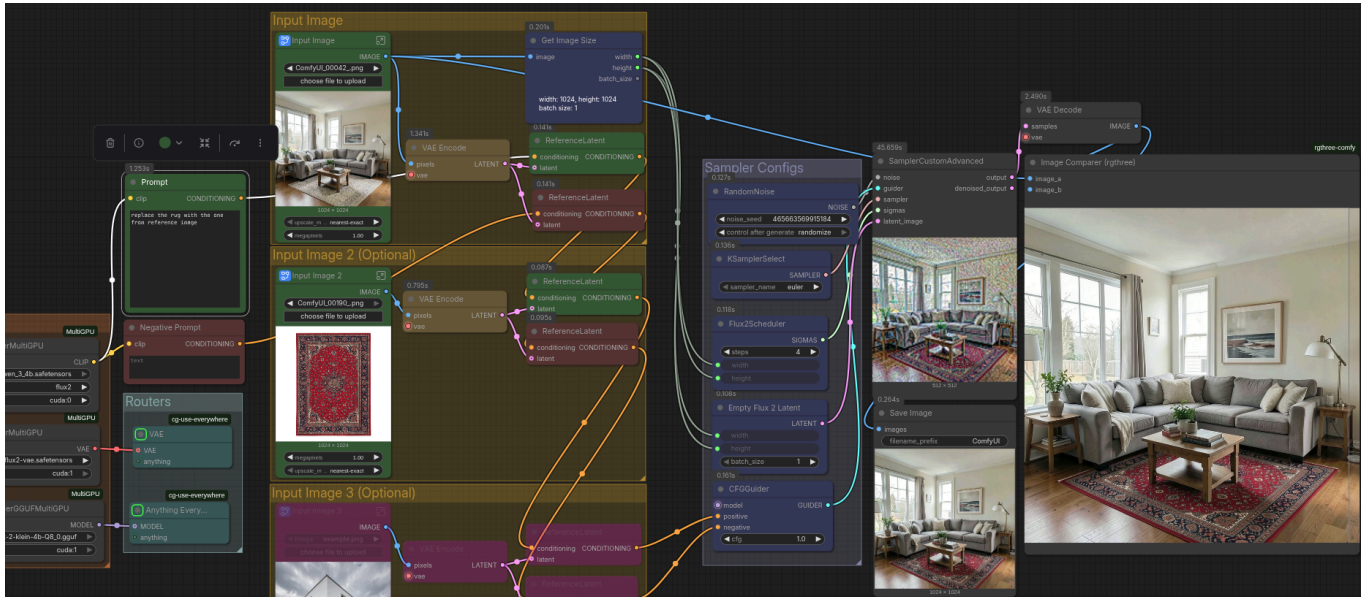
Carpet Replacement

Selective floor resurfacing while preserving tables, chairs, and surrounding perspective.

Before:



Carpet Replaced:



4. Aesthetic & Style Presets

Flux2Klein's high semantic density allows designers to render spaces using extremely diverse stylistic filters, ranging from photorealism to hyper-stylized digital art.

Anime Style Preset

Translating a photographic bedroom layout into a modern Anime/Lofi aesthetic across daytime and nighttime variations.

Base Bedroom Input:



Anime Daytime Render:



Anime Nighttime Render:



Coastal Beach Style Preset

Converting a standard bedroom into a bright, airy coastal aesthetic.

Before:



Beach Style Render:



Minecraft Block World Preset

A creative and playful block-world transformation showing the model's structural versatility.

Before "it was simple empty minecraft house":



Minecraft Aesthetic Render:



Sketch-to-Render Preset

Converting hand-drawn line art directly into photorealistic physical renders without requiring a complex multi-ControlNet stack.

Line Sketch:



Photorealistic Render:



Monochrome Restyling Presets

Generating full interior styles, textures, and coloring directly from grey-boxed blockout files.

Example 1

Blockout Input:



Colorized Render:



Example 2

Blockout Input:



Colorized Render:



🧹 5. Scene Decluttering & Atmospheric Controls

Beyond styling, the DiT architecture understands the physics of clutter and ambient lighting, allowing for clean physical transformations.

Decluttering / "Magic Clean"

Removes scattered clothing, garbage, and unmade bedding to construct a clean real-estate-ready staging design.

Cluttered Input:



Decluttered Output:



Lighting & Time-of-Day Transition

Altering a scene's time of day and light sources (daylight to artificial warm lamps) while keeping every piece of furniture in place.

Base Room Input:



Daylight Styled Render:



Cozy Dimmable Night Render:



Closed Curtains Night Render:



Exterior Environmental Controls

Varying the atmospheric, lighting, and weather profile of a neighborhood photograph.

Base Exterior Input:



Cartoon Stylized Render:



Alternative Cartoon Render:



Sunset Orange Glow Render:



Twilight Purple Dusk Render:



Wet Rainy Atmosphere Render:



6. Technical Super-Resolution & Cleanup (SeedVR2)

While standard diffusion models can generate micro-noise or texture seams on large smooth surfaces, SeedVR2 resolves this via consistent upscaling.

Low-Resolution Raw Generation:



Cleaned FHD Upscale Output:



7. Core Production Workflows

These workflow maps illustrate the orchestration pipelines built inside ComfyUI to handle complex batch routing, structural guidance parameters, and post-processing filters.

Main Image Edit Workflow:

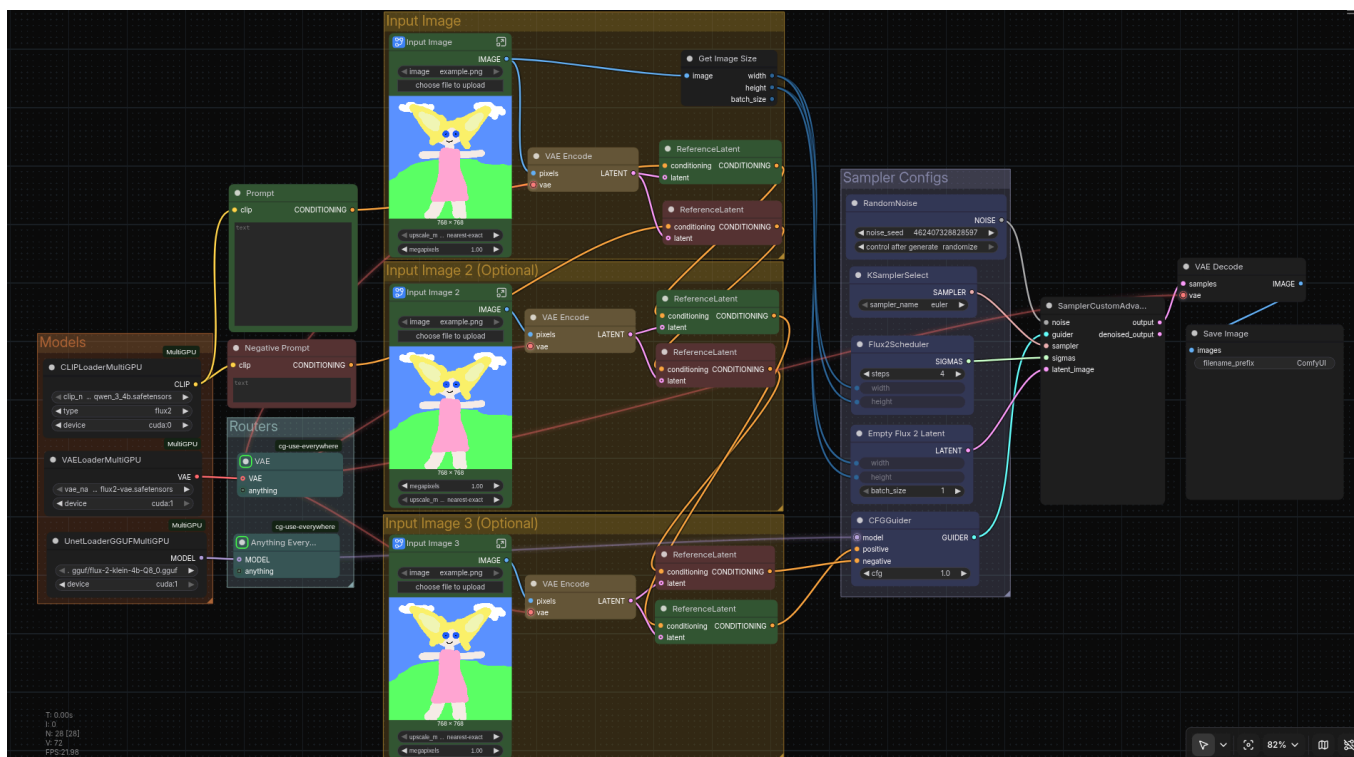


Image Edit Workflow :

