

# Imagic: Text-Based Real Image Editing with Diffusion Models

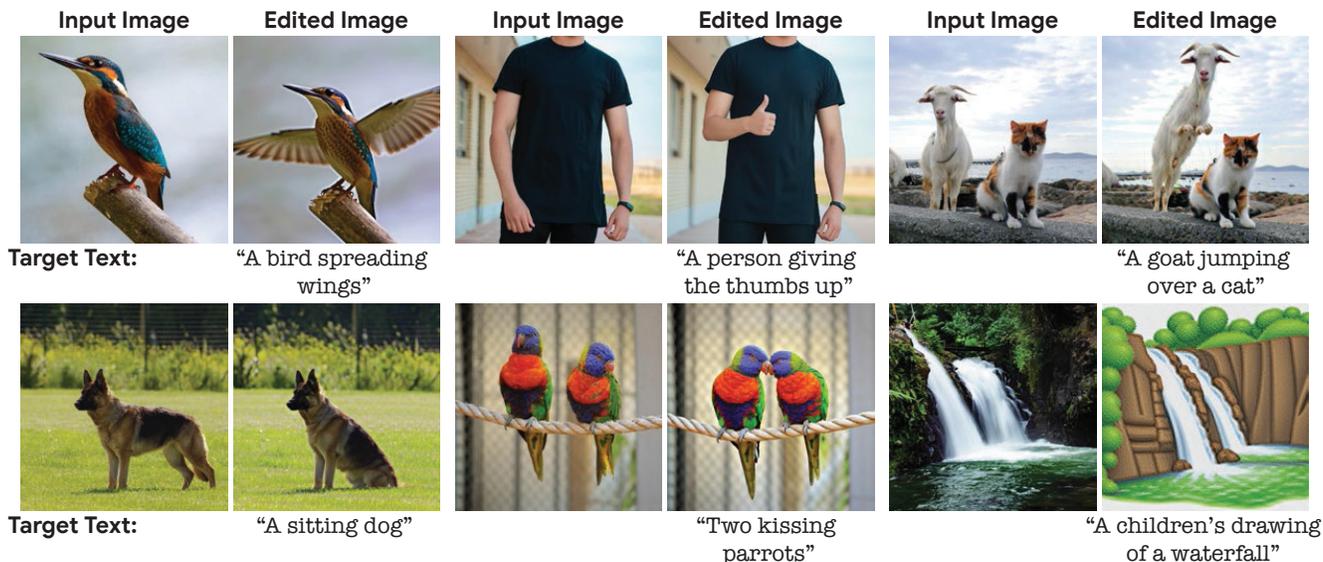
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Figure 1. **Imagic – Editing a single real image.** Our method can perform various text-based semantic edits on a single real input image, including highly complex non-rigid changes such as posture changes and editing multiple objects. Here, we show pairs of  $1024 \times 1024$  input (real) images, and edited outputs with their respective target texts.

## Abstract

Text-conditioned image editing has recently attracted considerable interest. However, most methods are currently limited to one of the following: specific editing types (e.g., object overlay, style transfer), synthetically generated images, or requiring multiple input images of a common object. In this paper we demonstrate, for the very first time, the ability to apply complex (e.g., non-rigid) text-based semantic edits to a single real image. For example, we can change the posture and composition of one or multiple objects inside an image, while preserving its original characteristics. Our method can make a standing dog sit down, cause a bird to spread its wings, etc. – each within its single high-resolution user-provided natural image. Contrary to previous work, our proposed method requires only a single input image and a target text (the desired edit). It operates on real images, and

does not require any additional inputs (such as image masks or additional views of the object). Our method, called *Imagic*, leverages a pre-trained text-to-image diffusion model for this task. It produces a text embedding that aligns with both the input image and the target text, while fine-tuning the diffusion model to capture the image-specific appearance. We demonstrate the quality and versatility of *Imagic* on numerous inputs from various domains, showcasing a plethora of high quality complex semantic image edits, all within a single unified framework. To better assess performance, we introduce *TEdBench*, a highly challenging image editing benchmark. We conduct a user study, whose findings show that human raters prefer *Imagic* to previous leading editing methods on *TEdBench*.

## 1. Introduction

Applying non-trivial semantic edits to real photos has long been an interesting task in image processing [41]. It has attracted considerable interest in recent years, enabled by the considerable advancements of deep learning-based systems. Image editing becomes especially impres-

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The first author performed this work as an intern at Google Research. Project page: <https://imagic-editing.github.io/>.

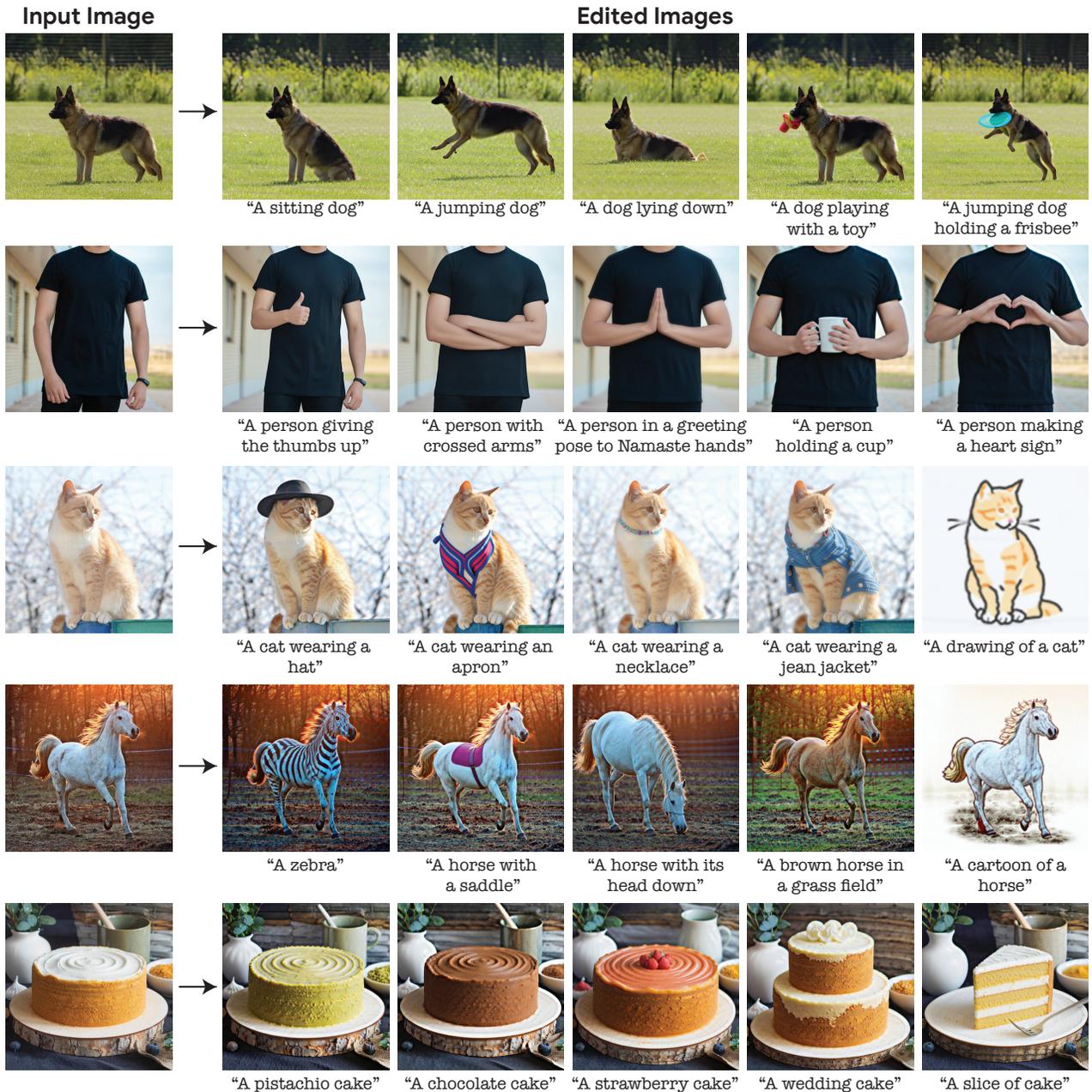


Figure 2. Different target texts applied to the same image. *Imagic* edits the same image differently depending on the input text.

sive when the desired edit is described by a simple natural language text prompt, since this aligns well with human communication. Many methods were developed for text-based image editing, showing promising results and continually improving [8, 10, 33]. However, the current leading methods suffer from, to varying degrees, several drawbacks: (i) they are limited to a specific set of edits such as painting over the image, adding an object, or transferring style [6, 33]; (ii) they can operate only on images from a specific domain or synthetically generated images [20, 43]; or (iii) they require auxiliary inputs in addition to the in-

put image, such as image masks indicating the desired edit location, multiple images of the same subject, or a text describing the original image [6, 17, 39, 47, 51].

In this paper, we propose a semantic image editing method that mitigates all the above problems. Given only an input image to be edited and a single text prompt describing the target edit, our method can perform sophisticated non-rigid edits on real high-resolution images. The resulting image outputs align well with the target text, while preserving the overall background, structure, and composition of the original image. For example, we can make two parrots kiss

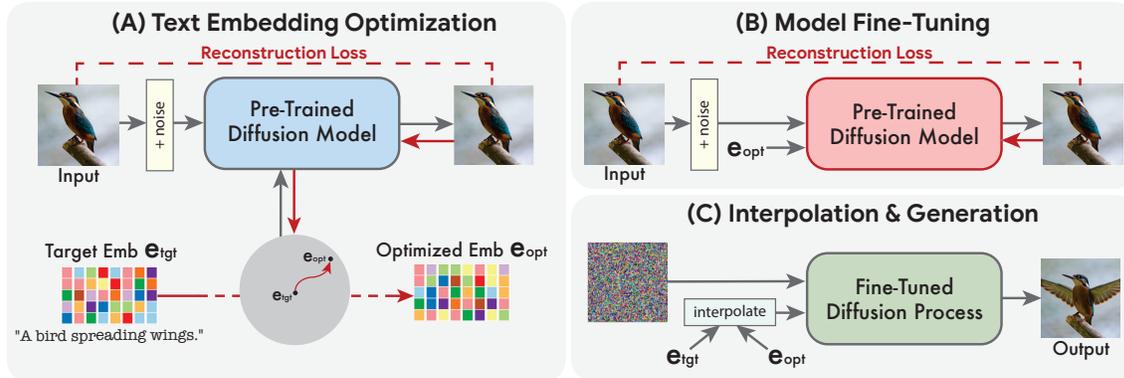


Figure 3. **Schematic description of *Imagic*.** Given a real image and a target text prompt: (A) We encode the target text and get the initial text embedding  $e_{tgt}$ , then optimize it to reconstruct the input image, obtaining  $e_{opt}$ ; (B) We then fine-tune the generative model to improve fidelity to the input image while fixing  $e_{opt}$ ; (C) Finally, we interpolate  $e_{opt}$  with  $e_{tgt}$  to generate the final editing result.

or make a person give the thumbs up, as demonstrated in Figure 1. Our method, which we call *Imagic*, provides the first demonstration of text-based semantic editing that applies such sophisticated manipulations to a single real high-resolution image, including editing multiple objects. In addition, *Imagic* can also perform a wide variety of edits, including style changes, color changes, and object additions.

To achieve this feat, we take advantage of the recent success of text-to-image diffusion models [47, 50, 53]. Diffusion models are powerful state-of-the-art generative models, capable of high quality image synthesis [16, 22]. When conditioned on natural language text prompts, they are able to generate images that align well with the requested text. We adapt them in our work to edit real images instead of synthesizing new ones. We do so in a simple 3-step process, as depicted in Figure 3: We first optimize a text embedding so that it results in images similar to the input image. Then, we fine-tune the pre-trained generative diffusion model (conditioned on the optimized embedding) to better reconstruct the input image. Finally, we linearly interpolate between the target text embedding and the optimized one, resulting in a representation that combines both the input image and the target text. This representation is then passed to the generative diffusion process with the fine-tuned model, which outputs our final edited image.

We conduct several experiments and apply our method on numerous images from various domains. Our method outputs high quality images that both resemble the input image to a high degree, and align well with the target text. These results showcase the generality, versatility, and quality of *Imagic*. We additionally conduct an ablation study, highlighting the effect of each element of our method. When compared to recent approaches suggested in the literature, *Imagic* exhibits significantly better editing quality and faithfulness to the original image, especially when tasked with sophisticated non-rigid edits. This is further supported by a human perceptual evaluation study, where raters strongly prefer *Imagic* over other methods on a novel

benchmark called *TEdBench* – Textual Editing Benchmark.

We summarize our main contributions as follows:

1. We present *Imagic*, the first text-based semantic image editing technique that allows for complex non-rigid edits on a single real input image, while preserving its overall structure and composition.
2. We demonstrate a semantically meaningful linear interpolation between two text embedding sequences, uncovering strong compositional capabilities of text-to-image diffusion models.
3. We introduce *TEdBench* – a novel and challenging complex image editing benchmark, which enables comparisons of different text-based image editing methods.

## 2. Related Work

Following recent advancements in image synthesis quality [26–29], many works utilized the latent space of pre-trained generative adversarial networks (GANs) to perform a variety of image manipulations [3, 19, 36, 43, 56, 57]. Multiple techniques for applying such manipulations on real images were suggested, including optimization-based methods [1, 2, 25], encoder-based methods [4, 48, 64], and methods adjusting the model per input [5, 9, 15, 49]. In addition to GAN-based methods, some techniques utilize other deep learning-based systems for image editing [8, 12].

More recently, diffusion models were utilized for similar image manipulation tasks, showcasing remarkable results. SDEdit [38] adds intermediate noise to an image (possibly augmented by user-provided brush strokes), then denoises it using a diffusion process conditioned on the desired edit, which is limited to global edits. DDIB [62] encodes an input image using DDIM inversion with a source class (or text), and decodes it back conditioned on the target class (or text) to obtain an edited version. DiffusionCLIP [33] utilizes language-vision model gradients, DDIM inversion [59], and model fine-tuning to edit images using a domain-specific diffusion model. It was also suggested to edit images by

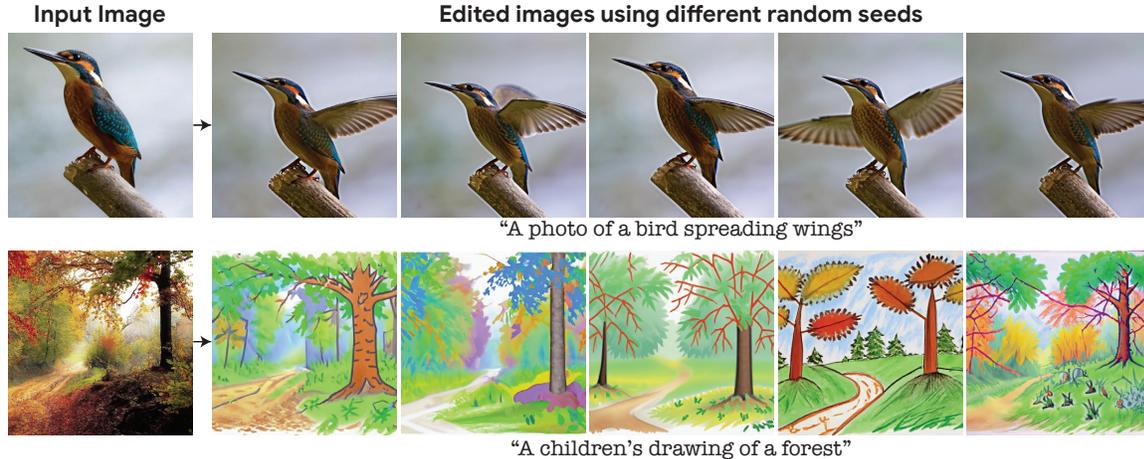


Figure 4. **Multiple edit options.** *Imagic* utilizes a probabilistic model, enabling it to generate multiple options with different random seeds.

synthesizing data in user-provided masks, while keeping the rest of the image intact [6, 14, 39]. Liu et al. [37] guide a diffusion process with a text and an image, synthesizing images similar to the given one, and aligned with the given text. Hertz et al. [20] alter a text-to-image diffusion process by manipulating cross-attention layers, providing more fine-grained control over generated images, and can edit real images in cases where DDIM inversion provides meaningful attention maps. Textual Inversion [17] and DreamBooth [51] synthesize novel views of a given subject given 3–5 images of the subject and a target text (rather than edit a single image), with DreamBooth requiring additional generated images for fine-tuning the models. In this work, we provide the first text-based semantic image editing tool that operates on a single real image, maintains high fidelity to it, and applies non-rigid edits given a single free-form natural language text prompt.

### 3. Imagic: Diffusion-Based Real Image Editing

#### 3.1. Preliminaries

Diffusion models [22, 58, 60, 66] are a family of generative models that has recently gained traction, as they advanced the state-of-the-art in image generation [16, 31, 61, 65], and have been deployed in various downstream applications such as image restoration [30, 52], adversarial purification [11, 40], image compression [63], image classification [69], and others [13, 18, 32, 44, 55, 67].

The core premise of these models is to initialize with a randomly sampled noise image  $\mathbf{x}_T \sim \mathcal{N}(0, \mathbf{I})$ , then iteratively refine it in a controlled fashion, until it is synthesized into a photorealistic image  $\mathbf{x}_0$ . Each intermediate sample  $\mathbf{x}_t$  (for  $t \in \{0, \dots, T\}$ ) satisfies

$$\mathbf{x}_t = \sqrt{\alpha_t} \mathbf{x}_0 + \sqrt{1 - \alpha_t} \boldsymbol{\epsilon}_t, \quad (1)$$

with  $0 = \alpha_T < \alpha_{T-1} < \dots < \alpha_1 < \alpha_0 = 1$  being hyperparameters of the diffusion schedule, and  $\boldsymbol{\epsilon}_t \sim \mathcal{N}(0, \mathbf{I})$ . Each refinement step consists of an application of a neural

network  $f_\theta(\mathbf{x}_t, t)$  on the current sample  $\mathbf{x}_t$ , followed by a random Gaussian noise perturbation, obtaining  $\mathbf{x}_{t-1}$ . The network is trained for a simple denoising objective, aiming for  $f_\theta(\mathbf{x}_t, t) \approx \boldsymbol{\epsilon}_t$  [22, 58]. This leads to a learned image distribution with high fidelity to the target distribution, enabling stellar generative performance.

This method can be generalized for learning conditional distributions – by conditioning the denoising network on an auxiliary input  $\mathbf{y}$ , the network  $f_\theta(\mathbf{x}_t, t, \mathbf{y})$  and its resulting diffusion process can faithfully sample from a data distribution conditioned on  $\mathbf{y}$ . The conditioning input  $\mathbf{y}$  can be a low-resolution version of the desired image [54] or a class label [23]. Furthermore,  $\mathbf{y}$  can also be on a text sequence describing the desired image [7, 47, 50, 53]. By incorporating knowledge from large language models (LLMs) [46] or hybrid vision-language models [45], these *text-to-image diffusion models* have unlocked a new capability – users can generate realistic high-resolution images using only a text prompt describing the desired scene. In all these methods, a low-resolution image is first synthesized using a generative diffusion process, and then it is transformed into a high-resolution one using additional auxiliary models.

#### 3.2. Our Method

Given an input image  $\mathbf{x}$  and a target text which describes the desired edit, our goal is to edit the image in a way that satisfies the given text, while preserving a maximal amount of detail from  $\mathbf{x}$  (e.g., small details in the background and the identity of the object within the image). To achieve this feat, we utilize the text embedding layer of the diffusion model to perform semantic manipulations. Similar to GAN-based approaches [43, 49, 64], we begin by finding meaningful representation which, when fed through the generative process, yields images similar to the input image. We then fine-tune the generative model to better reconstruct the input image and finally manipulate the latent representation to obtain the edit result.

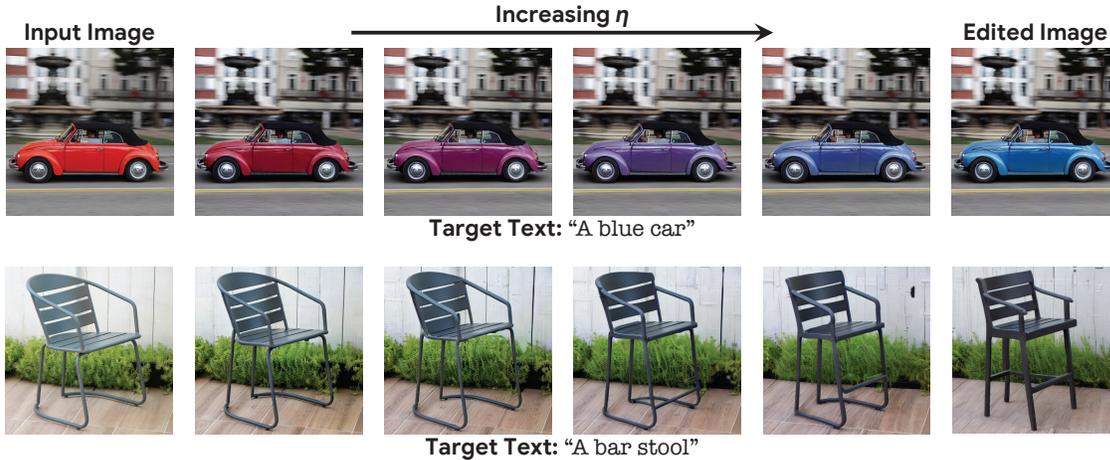


Figure 5. **Smooth interpolation.** We can smoothly interpolate between the optimized text embedding and the target text embedding, resulting in a gradual editing of the input image toward the required text as  $\eta$  increases (See animated GIFs in supplementary material).

More formally, as depicted in Figure 3, our method consists of 3 stages: (i) we optimize the text embedding to find one that best matches the given image in the vicinity of the target text embedding; (ii) we fine-tune the diffusion models to better match the given image; and (iii) we linearly interpolate between the optimized embedding and the target text embedding, in order to find a point that achieves both fidelity to the input image and target text alignment. We now turn to describe each step in more detail.

**Text embedding optimization** The target text is first passed through a text encoder [46], which outputs its corresponding text embedding  $\mathbf{e}_{tgt} \in \mathbb{R}^{T \times d}$ , where  $T$  is the number of tokens in the given target text, and  $d$  is the token embedding dimension. We then freeze the parameters of the generative diffusion model  $f_\theta$ , and optimize the target text embedding  $\mathbf{e}_{tgt}$  using the denoising diffusion objective [22]:

$$\mathcal{L}(\mathbf{x}, \mathbf{e}, \theta) = \mathbb{E}_{t, \epsilon} \left[ \|\epsilon - f_\theta(\mathbf{x}_t, t, \mathbf{e})\|_2^2 \right], \quad (2)$$

where  $t \sim \text{Uniform}[1, T]$ ,  $\mathbf{x}_t$  is a noisy version of  $\mathbf{x}$  (the input image) obtained using  $\epsilon \sim \mathcal{N}(0, \mathbf{I})$  and Equation 1, and  $\theta$  are the pre-trained diffusion model weights. This results in a text embedding that matches our input image as closely as possible. We run this process for relatively few steps, in order to remain close to the initial target text embedding, obtaining  $\mathbf{e}_{opt}$ . This proximity enables meaningful linear interpolation in the embedding space, which does not exhibit linear behavior for distant embeddings.

**Model fine-tuning** Note that the obtained optimized embedding  $\mathbf{e}_{opt}$  does not necessarily lead to the input image  $\mathbf{x}$  exactly when passed through the generative diffusion process, as our optimization runs for a small number of steps (see top left image in Figure 7). Therefore, in the second stage of our method, we close this gap by optimizing the model parameters  $\theta$  using the same loss function presented in Equation 2, while freezing the optimized embedding.

This process shifts the model to fit the input image  $\mathbf{x}$  at the point  $\mathbf{e}_{opt}$ . In parallel, we fine-tune any auxiliary diffusion models present in the underlying generative method, such as super-resolution models. We fine-tune them with the same reconstruction loss, but conditioned on  $\mathbf{e}_{tgt}$ , as they will operate on an edited image. The optimization of these auxiliary models ensures the preservation of high-frequency details from  $\mathbf{x}$  that are not present in the base resolution. Empirically, we found that at inference time, inputting  $\mathbf{e}_{tgt}$  to the auxiliary models performs better than using  $\mathbf{e}_{opt}$ .

**Text embedding interpolation** Since the generative diffusion model was trained to fully recreate the input image  $\mathbf{x}$  at the optimized embedding  $\mathbf{e}_{opt}$ , we use it to apply the desired edit by advancing in the direction of the target text embedding  $\mathbf{e}_{tgt}$ . More formally, our third stage is a simple linear interpolation between  $\mathbf{e}_{tgt}$  and  $\mathbf{e}_{opt}$ . For a given hyperparameter  $\eta \in [0, 1]$ , we obtain

$$\bar{\mathbf{e}} = \eta \cdot \mathbf{e}_{tgt} + (1 - \eta) \cdot \mathbf{e}_{opt}, \quad (3)$$

which is the embedding that represents the desired edited image. We then apply the base generative diffusion process using the fine-tuned model, conditioned on  $\bar{\mathbf{e}}$ . This results in a low-resolution edited image, which is then super-resolved using the fine-tuned auxiliary models, conditioned on the target text. This generative process outputs our final high-resolution edited image  $\bar{\mathbf{x}}$ .

### 3.3. Implementation Details

Our framework is general and can be combined with different generative models. We demonstrate it using two different state-of-the-art text-to-image generative diffusion models: Imagen [53] and Stable Diffusion [50].

Imagen [53] consists of 3 separate text-conditioned diffusion models: (i) a generative diffusion model for  $64 \times 64$ -pixel images; (ii) a super-resolution (SR) diffusion model turning  $64 \times 64$ -pixel images into  $256 \times 256$  ones; and (iii) another SR model transforming  $256 \times 256$ -pixel images

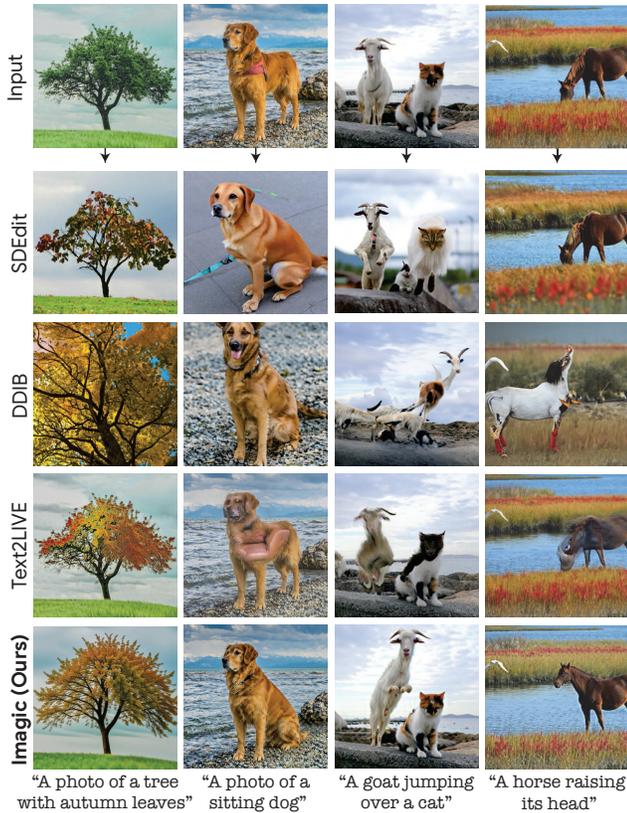


Figure 6. **Method comparison.** We compare *SDEdit* [38], *DDIB* [62], and *Text2LIVE* [8] to our method. *Imagic* successfully applies the desired edit, while preserving the original image details well.

into the  $1024 \times 1024$  resolution. By cascading these 3 models [23] and using classifier-free guidance [24], Imagen constitutes a powerful text-guided image generation scheme.

We optimize the text embedding using the  $64 \times 64$  diffusion model and the Adam [34] optimizer for 100 steps and a fixed learning rate of  $1e-3$ . We then fine-tune the  $64 \times 64$  diffusion model by continuing Imagen’s training for 1500 steps for our input image, conditioned on the optimized embedding. In parallel, we also fine-tune the  $64 \times 64 \rightarrow 256 \times 256$  SR diffusion model using the target text embedding and the original image for 1500 steps, in order to capture high-frequency details from the original image. We find that fine-tuning the  $256 \times 256 \rightarrow 1024 \times 1024$  model adds little to no effect to the results, therefore we opt to use its pre-trained version conditioned on the target text. This entire optimization process takes around 8 minutes per image on two TPUv4 chips.

Afterwards, we interpolate the text embeddings according to Equation 3. Because of the fine-tuning process, using  $\eta=0$  will generate the original image, and as  $\eta$  increases, the image will start to align with the target text. To maintain both image fidelity and target text alignment, we choose an intermediate  $\eta$ , usually residing between 0.6 and 0.8 (see Figure 9). We then generate with Imagen [53] with its pro-

vided hyperparameters. We find that using the DDIM [59] sampling scheme generally provides slightly improved results over the more stochastic DDPM scheme.

In addition to Imagen, we also implement our method with the publicly available Stable Diffusion model (based on Latent Diffusion Models [50]). This model applies the diffusion process in the latent space (of size  $4 \times 64 \times 64$ ) of a pre-trained autoencoder, working with  $512 \times 512$ -pixel images. We apply our method in the latent space as well. We optimize the text embedding for 1000 steps with a learning rate of  $2e-3$  using Adam [34]. Then, we fine-tune the diffusion model for 1500 steps with a learning rate of  $5e-7$ . This process takes 7 minutes on a single Tesla A100 GPU.

## 4. Experiments

### 4.1. Qualitative Evaluation

We applied our method on a multitude of real images from various domains, with simple text prompts describing different editing categories such as: style, appearance, color, posture, and composition. We collect high-resolution free-to-use images from Unsplash and Pixabay. After optimization, we generate each edit with 8 random seeds and choose the best result. *Imagic* is able to apply various editing categories on general input images and texts, as we show in Figure 1 and the supplementary material. We experiment with different text prompts for the same image in Figure 2, showing the versatility of *Imagic*. Since the underlying generative diffusion model that we utilize is probabilistic, our method can generate different results for a single image-text pair. We show multiple options for the same edit using different random seeds in Figure 4, slightly tweaking  $\eta$  for each seed. This stochasticity allows the user to choose among these different options, as natural language text prompts can generally be ambiguous and imprecise.

While we use Imagen [53] in most of our experiments, *Imagic* is agnostic to the generative model choice. Thus, we also implement *Imagic* with Stable Diffusion [50]. In Figure 5 (and in the supplementary material) we show that *Imagic* successfully performs complex non-rigid edits also using Stable Diffusion while preserving the image-specific appearance. Furthermore, *Imagic* (using Stable Diffusion) exhibits smooth semantic interpolation properties as  $\eta$  is changed. We hypothesize that this smoothness property is a byproduct of the diffusion process taking place in a semantic latent space, rather than in the image pixel space.

### 4.2. Comparisons

We compare *Imagic* to the current leading general-purpose techniques that operate on a single input real-world image, and edit it based on a text prompt. Namely, we compare our method to Text2LIVE [8], DDIB [62], and SDEdit [38]. We use Text2LIVE’s default provided hyperparameters. We feed it with a text description of the tar-

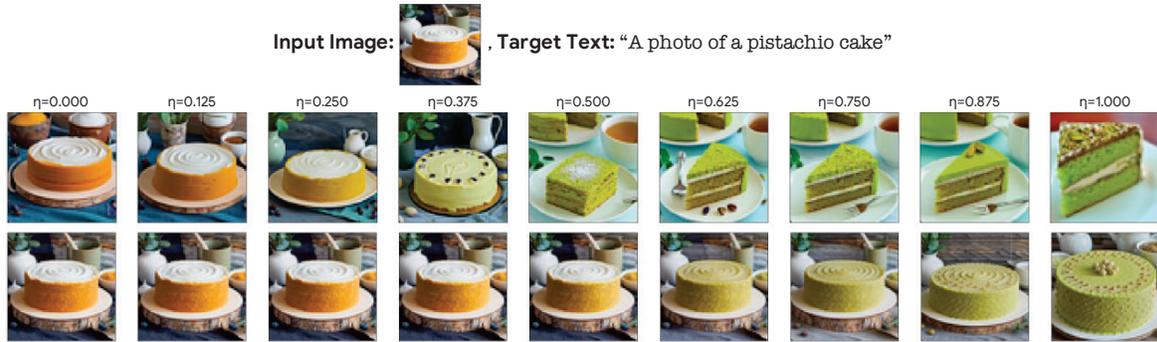


Figure 7. **Embedding interpolation.** Varying  $\eta$  with the same seed, using the pre-trained (top) and fine-tuned (bottom) models.

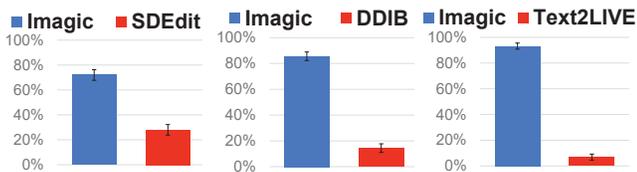


Figure 8. **User study results.** Preference rates (with 95% confidence intervals) for image editing quality of Imagic over SDEdit [38], DDIB [62], and Text2LIVE [8].

get object (e.g., “dog”) and one of the desired edit (e.g., “sitting dog”). For SDEdit and DDIB, we apply their proposed technique with the same Imagen [53] model and target text prompt that we use. We keep the diffusion hyperparameters from Imagen, and choose the intermediate diffusion timestep for SDEdit independently for each image to achieve the best target text alignment without drastically changing the image contents. For DDIB, we provide an additional source text.

Figure 6 shows editing results of different methods. For SDEdit and Imagic, we sample 8 images using different random seeds and display the result with the best alignment to both the target text and the input image. As can be observed, our method maintains high fidelity to the input image while aptly performing the desired edits. When tasked with a complex non-rigid edit such as making a dog sit, our method significantly outperforms previous techniques. Imagic constitutes the first demonstration of such sophisticated text-based edits applied on a single real-world image. We verify this claim through a user study in subsection 4.3.

### 4.3. TEdBench and User Study

Text-based image editing methods are a relatively recent development, and Imagic is the first to apply complex non-rigid edits. As such, no standard benchmark exists for evaluating non-rigid text-based image editing. We introduce TEdBench (Textual Editing Benchmark), a novel collection of 100 pairs of input images and target texts describing a desired complex non-rigid edit. We hope that future research will benefit from TEdBench as a standardized evaluation set for this task.

We quantitatively evaluate Imagic’s performance via an

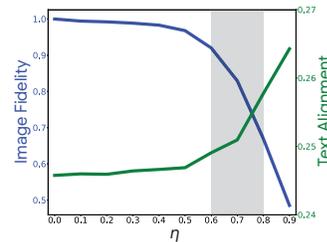


Figure 9. **Editability-fidelity tradeoff.** CLIP score (target text alignment) and  $1-LPIPS$  (input image fidelity) as functions of  $\eta$ , averaged over 150 inputs. Edited images tend to match both the input image and text in the highlighted area.

extensive human perceptual evaluation study on TEdBench, performed using Amazon Mechanical Turk. Participants were shown an input image and a target text, and were asked to choose the better editing result from one of two options, using the standard practice of Two-Alternative Forced Choice (2AFC) [8,35,42]. The options to choose from were our result and a baseline result from one of: SDEdit [38], DDIB [62], or Text2LIVE [8]. In total, we collected 9213 answers, whose results are summarized in Figure 8. As can be seen, evaluators exhibit a strong preference towards our method, with a preference rate of more than 70% across all considered baselines. See supplementary material for more details about the user study and method implementations.

### 4.4. Ablation Study

**Fine-tuning and optimization** We generate edited images for different  $\eta$  values using the pre-trained  $64 \times 64$  diffusion model and our fine-tuned one, in order to gauge the effect of fine-tuning on the output quality. We use the same optimized embedding and random seed, and qualitatively evaluate the results in Figure 7. Without fine-tuning, the scheme does not fully reconstruct the original image at  $\eta = 0$ , and fails to retain the image’s details as  $\eta$  increases. In contrast, fine-tuning imposes details from the input image beyond just the optimized embedding, allowing our scheme to retain these details for intermediate values of  $\eta$ , thereby enabling semantically meaningful linear interpolation. Thus, we conclude that model fine-tuning is essential for our method’s success. Furthermore, we experiment with the number of text embedding optimization steps in the supplementary material. Our findings suggest that optimizing the text embedding with a smaller number of steps limits our editing capabilities, while optimizing for more than 100 steps yields little to no added value.

**Interpolation intensity** As can be observed in Figure 7, fine-tuning increases the  $\eta$  value at which the model strays from reconstructing the input image. While the optimal  $\eta$  value may vary per input (as different edits require different intensities), we attempt to identify the region in which the edit is best applied. To that end, we apply our editing scheme with different  $\eta$  values, and calculate the outputs’ CLIP score [21, 45] w.r.t. the target text, and their LPIPS score [68] w.r.t. the input image subtracted from 1. A higher CLIP score indicates better output alignment with the target text, and a higher  $1 - \text{LPIPS}$  indicates higher fidelity to the input image. We repeat this process for 150 image-text inputs, and show the average results in Figure 9. We observe that for  $\eta$  values smaller than 0.4, outputs are almost identical to the input images. For  $\eta \in [0.6, 0.8]$ , the images begin to change (according to LPIPS), and align better with the text (as the CLIP score rises). Therefore, we identify this area as the most probable for obtaining satisfactory results. Note that while they provide a good sense of text or image alignment on average, CLIP score and LPIPS are imprecise measures that rely on neural network backbones, and their values noticeably differ for each different input image-text pair. As such, they are not suited for reliably choosing  $\eta$  for each input in an automatic way, nor can they faithfully assess an editing method’s performance.

#### 4.5. Limitations

We identify two main failure cases of our method: In some cases, the desired edit is applied very subtly (if at all), therefore not aligning well with the target text. In other cases, the edit is applied well, but it affects extrinsic image details such as zoom or camera angle. We show examples of these two failure cases in the first and second row of Figure 10, respectively. When the edit is not applied strongly enough, increasing  $\eta$  usually achieves the desired result, but it sometimes leads to a significant loss of original image details (for all tested random seeds) in a handful of cases. As for zoom and camera angle changes, these usually occur before the desired edit takes place, as we progress from a low  $\eta$  value to a large one, which makes circumventing them difficult. We demonstrate this in the supplementary material, and include additional failure cases in *TEdBench* as well.

These limitations can possibly be mitigated by optimizing the text embedding or the diffusion model differently, or by incorporating cross-attention control akin to Hertz et al. [20]. We leave those options for future work. Also, since our method relies on a pre-trained text-to-image diffusion model, it inherits the model’s generative limitations and biases. Therefore, unwanted artifacts are produced when the desired edit involves generating failure cases of the underlying model. For instance, Imagen is known to show substandard generative performance on human faces [53]. Additionally, the optimization required by Imagic (and other

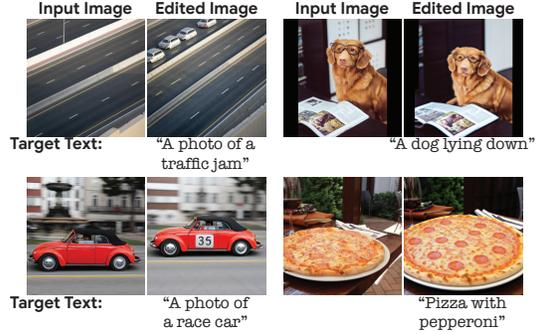


Figure 10. **Failure cases.** *Insufficient consistency with the target text (top), or changes in camera viewing angle (bottom).*

editing methods [8]) is slow, and may hinder their direct deployment in user-facing applications.

## 5. Conclusions and Future Work

We propose a novel image editing method called *Imagic*. Our method accepts a single image and a simple text prompt describing the desired edit, and aims to apply this edit while preserving a maximal amount of details from the image. To that end, we utilize a pre-trained text-to-image diffusion model and use it to find a text embedding that represents the input image. Then, we fine-tune the diffusion model to fit the image better, and finally we linearly interpolate between the embedding representing the image and the target text embedding, obtaining a semantically meaningful mixture of them. This enables our scheme to provide edited images using the interpolated embedding. Contrary to other editing methods, our approach can produce sophisticated non-rigid edits that may alter the pose, geometry, and/or composition of objects within the image as requested, in addition to simpler edits such as style or color. It requires the user to provide only a single image and a simple target text prompt, without the need for additional auxiliary inputs such as image masks.

Our future work may focus on further improving the method’s fidelity to the input image and identity preservation, as well as its sensitivity to random seeds and to the interpolation parameter  $\eta$ . Another intriguing research direction would be the development of an automated method for choosing  $\eta$  for each requested edit.

**Societal Impact** Our method aims to enable complex editing of real world images using textual descriptions of the target edit. As such, it is prone to societal biases of the underlying text-based generative models, albeit to a lesser extent than purely generative methods since we rely mostly on the input image for editing. However, as with other approaches that use generative models for image editing, such techniques might be used by malicious parties for synthesizing fake imagery to mislead viewers. To mitigate this, further research on the identification of synthetically edited or generated content is needed.

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