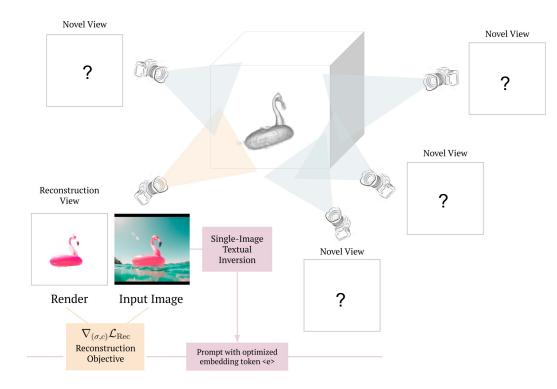
Magic123: One Image to High-Quality 3D Object Generation Using Both 2D and 3D Diffusion Priors



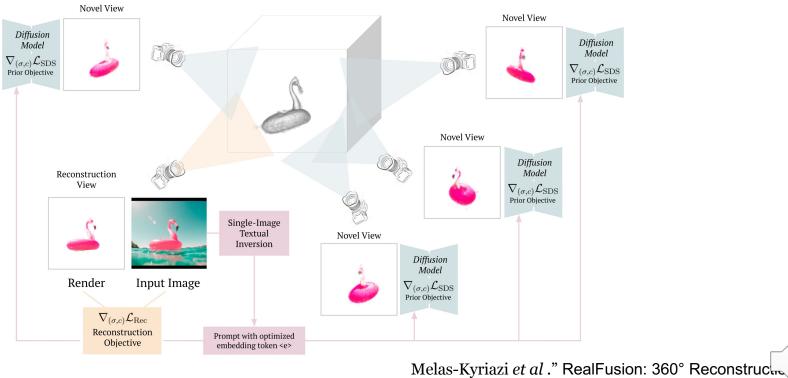
Image-to-3D is an III-Posed Problem



primary focus of this task is the utilization of priors.



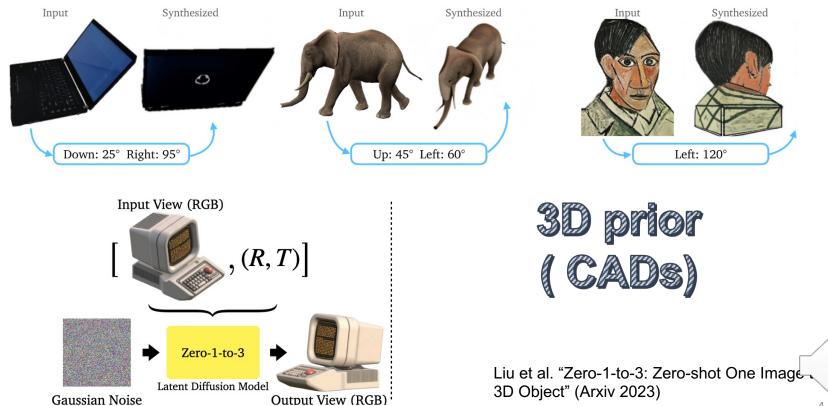
Related Works – 2D Prior Based



of Any Object from a Single Image." (CVPR 2023)

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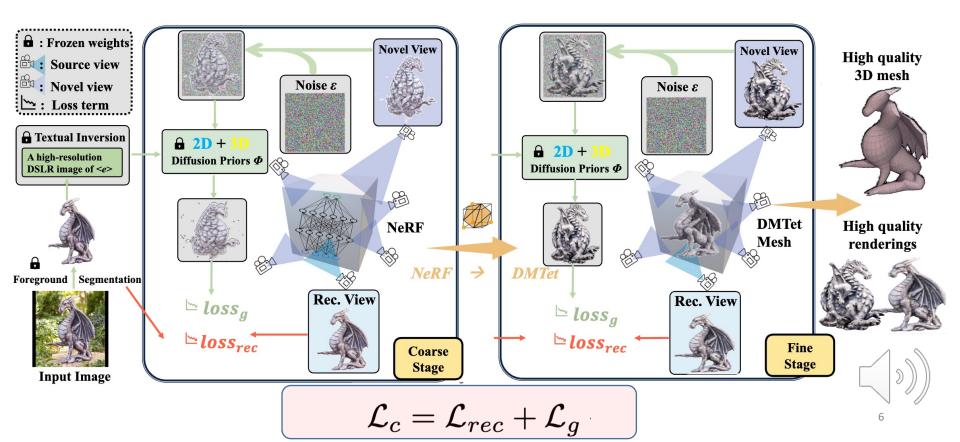
Related Works – 3D Prior Based



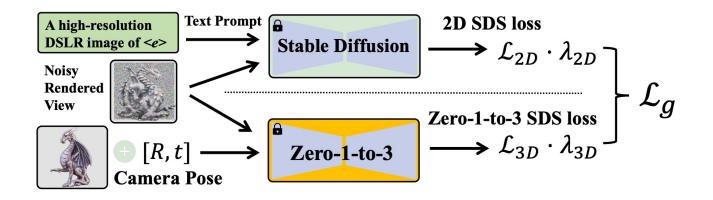
Magic123: One Image to High-Quality 3D Object Generation Using Both 2D and 3D Diffusion Priors



Pipeline



Combined 2D Prior and 3D Prior



$$\mathcal{L}_g = \lambda_{2D} \mathcal{L}_{2D} + \lambda_{3D} \mathcal{L}_{3D},$$

Liu et al. "Zero-1-to-3: Zero-shot One Image 3D Object" (Arxiv 2023)

Intuition













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| Dataset | Metrics\Methods | Point-E | Shap-E | 3DFuse | NeuralLift | RealFusion | Zero-1-to-3 | Magic123 (Ours) |
|--------------|------------------|---------|--------|--------|------------|------------|-------------|-----------------|
| NeRF4 | CLIP-Similarity↑ | 0.48 | 0.60 | 0.60 | 0.52 | 0.38 | 0.62 | 0.80 |
| | PSNR↑ | 0.70 | 0.99 | 11.64 | 12.55 | 15.37 | 23.96 | 24.62 |
| | LPIPS↓ | 0.80 | 0.76 | 0.29 | 0.40 | 0.20 | 0.05 | 0.03 |
| RealFusion15 | CLIP-Similarity↑ | 0.53 | 0.59 | 0.67 | 0.65 | 0.67 | 0.75 | 0.82 |
| | PSNR↑ | 0.98 | 1.23 | 18.87 | 11.08 | 10.32 | 19.49 | 19.50 |
| | LPIPS↓ | 0.78 | 0.74 | 0.38 | 0.53 | 0.14 | 0.11 | 0.10 |

Comparisons



(v))

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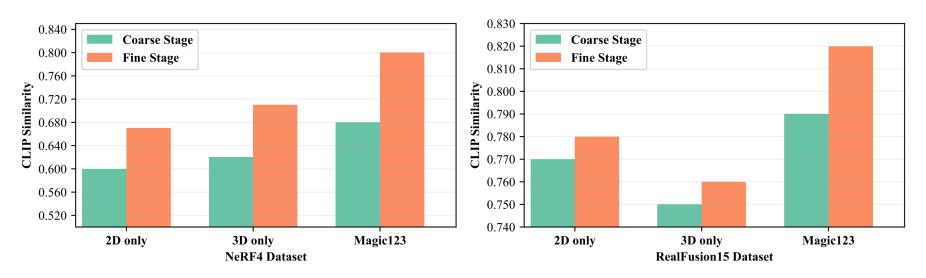


(Ours



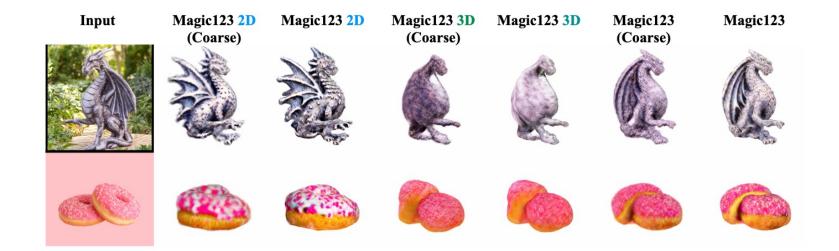
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Ablation Study

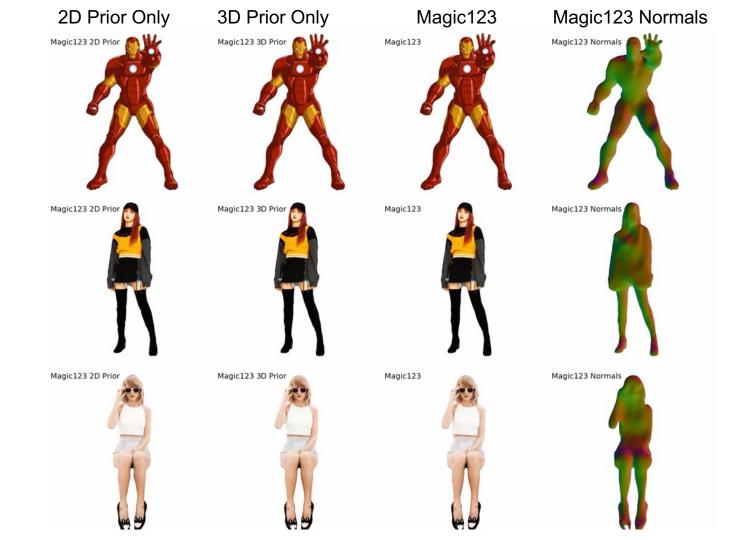


Magic123 full pipeline achieves the best performance, demonstrating the effectiveness of the joint 2D and 3D prior and the coarse-to-fine pipeline.

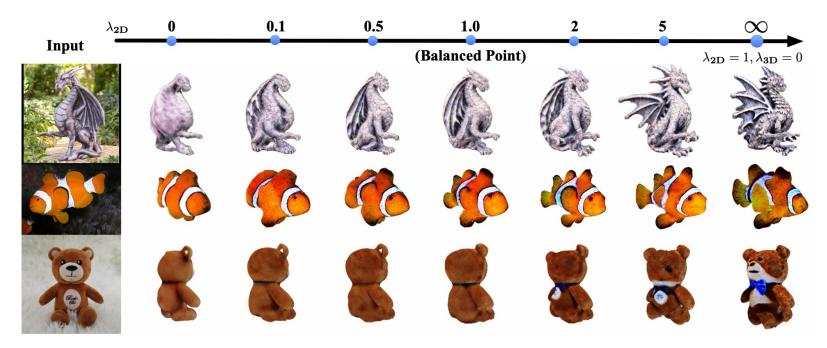
Ablation Study



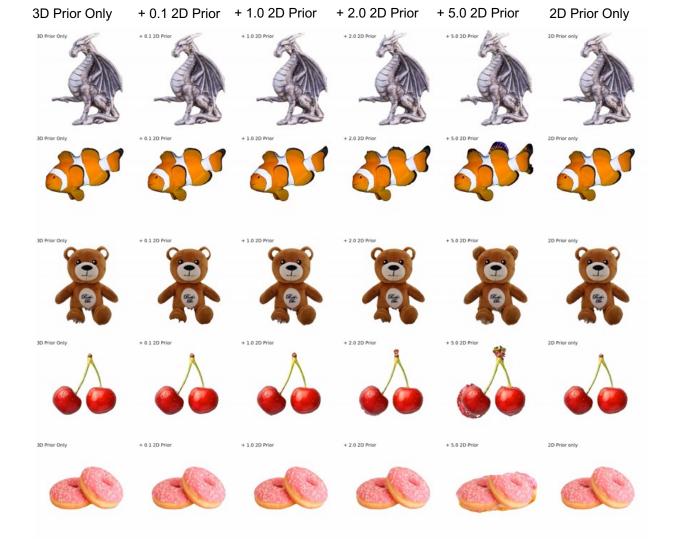
Magic123 full pipeline achieves the best performance, demonstrating the effectiveness of the joint 2D and 3D prior and the coarse-to-fine pipeline.



Ablation Study for the Joint 2D and 3D Prior



Increasing the 2D prior weight leads to a 3D geometry with higher imagination and more details but less 3D consistencies and vice versa.





Limitations





Discontinuity





Limitations



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Check Website + Code

https://guochenggian.github.io/project/magic123

