



Detecting and Restoring Non-Standard Hands in Stable Diffusion Generated Images

Yiqun Zhang¹ Zhenyue Qin^{1,2} Dylan Campbell¹
¹The Australian National University ²Seeing Machines

COMP
8755

Overview

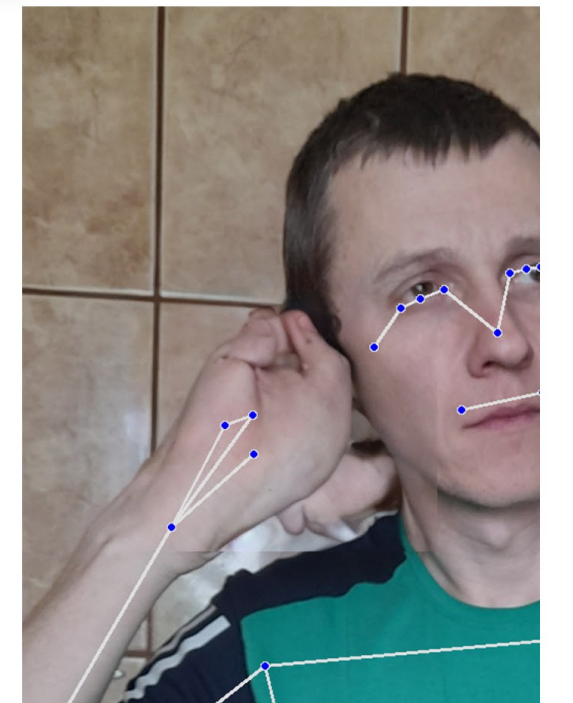
We introduce a pipeline using a fine-tuned YOLO, MediaPipe, ControlNet and fine-tuned Instruct-Pix2Pix model to detect and restore non-standard hands in stable diffusion generated images. Finally, we used FID to verify the effectiveness of the pipeline.



Non-standard hand

#2 Body Pose Estimation

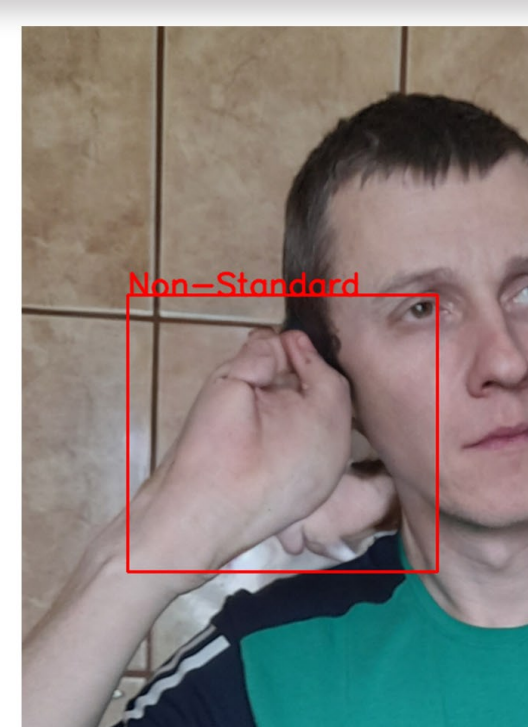
MediaPipe offers advanced vision-based machine learning techniques, detecting full human skeletons and specifically identifying three hand landmarks. This enables reliable hand size, position, and gesture recognition, even in blurred images, and distinguishes palm orientation.



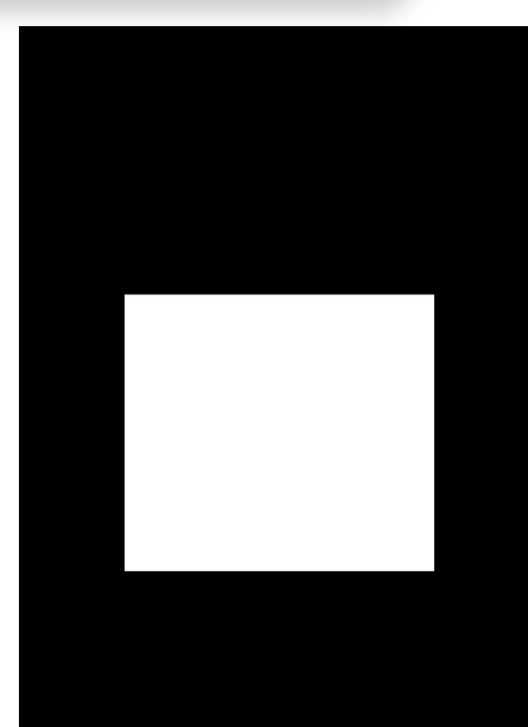
Body skeleton

#1 Non-Standard Hand Detection

We use a fine-tuned YOLOv8 to detect both standard and non-standard hands. Then standard hands are transformed into a mask called "bounding box mask" for future processing.



Bounding box



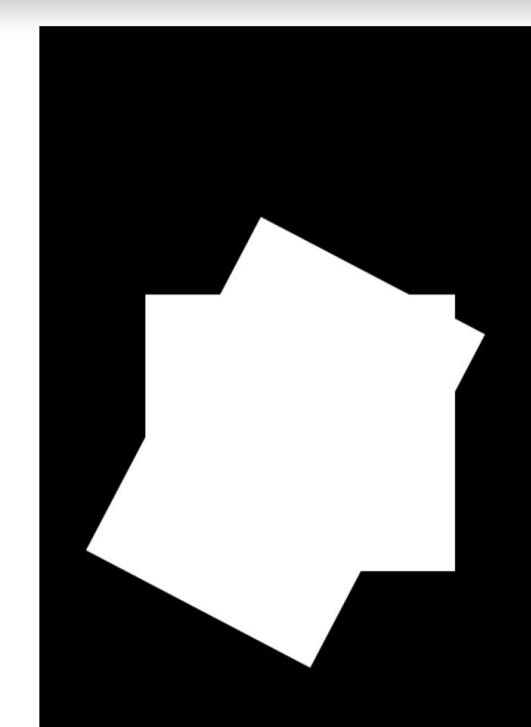
Bounding box mask

#3 Control Image Generation

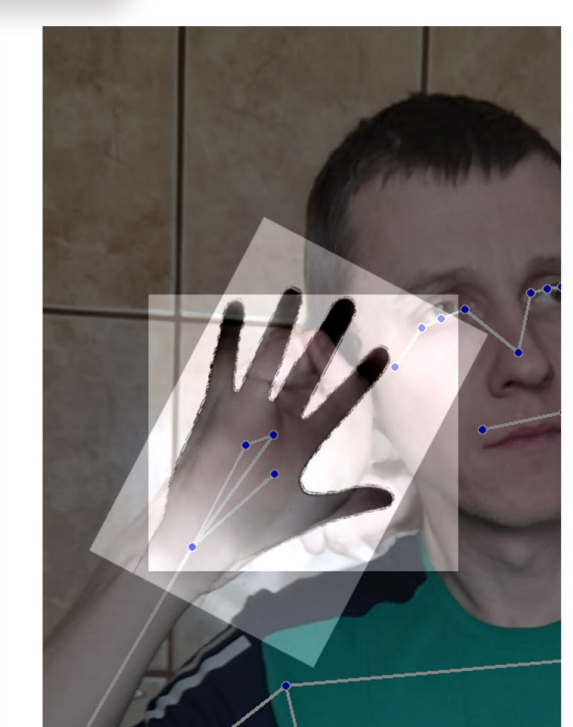
Apply MediaPipe and YOLO to produce control image. Take the union of template mask and bounding box mask to get the union mask.



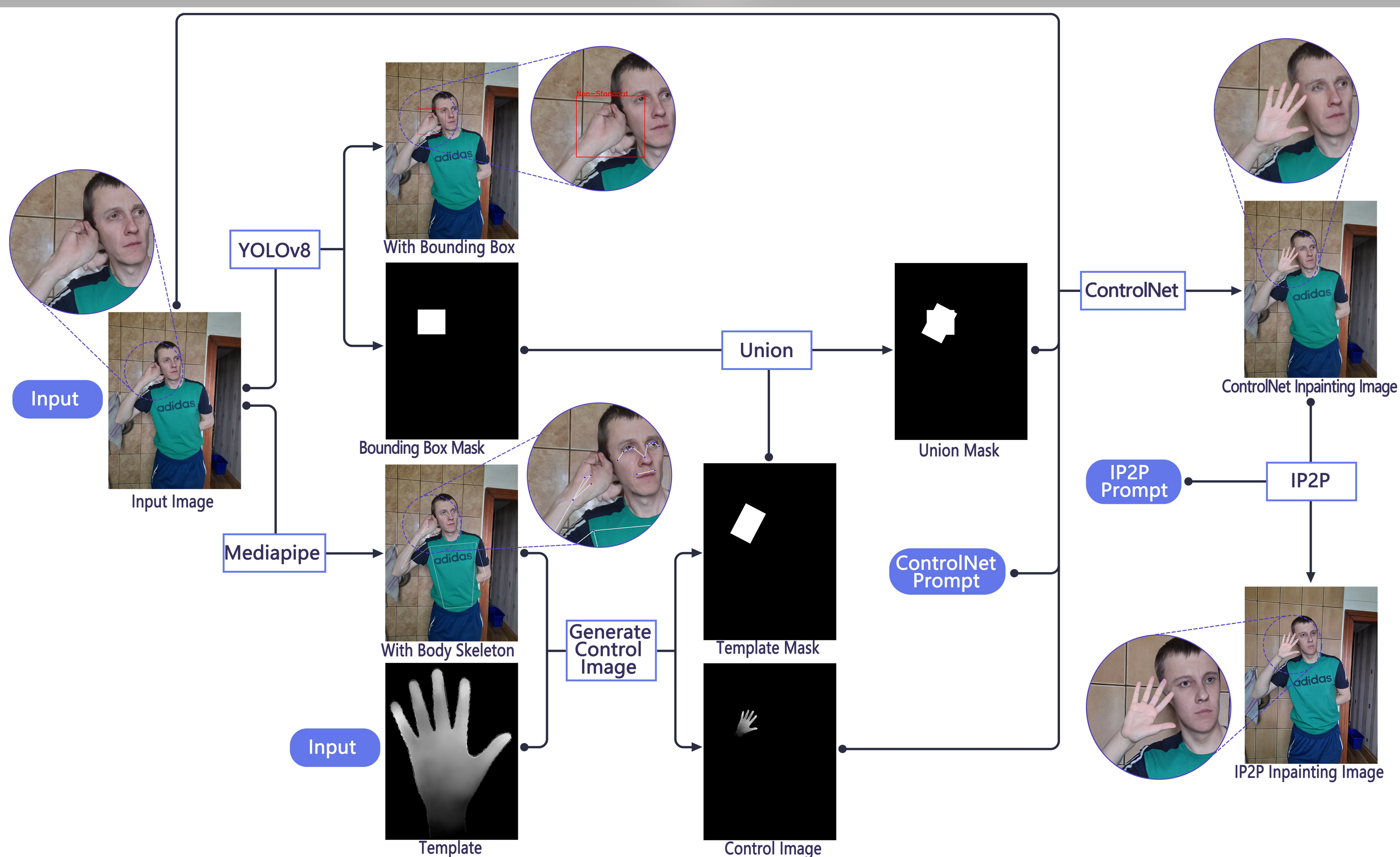
Control image



Union mask



Visualization



#4 ControlNet

We use ControlNet with the union mask to target specific regions in the image. The control image guides hand positioning and gestures.



Non-standard hand



ControlNet inpainting

#5 IP2P

We fine-tuned the IP2P model for image enhancement. This process results in a more lifelike and high-fidelity hand texture.



Non-standard hand



IP2P inpainting

#6 Result

We use FID (Frechet Inception Distance) to evaluate our restored results. A lower FID represents a more realistic image. The following results show our method is effective.

FID with standard hand	FID
Non-standard hand	52.92
ControlNet inpainting	41.19
IP2P inpainting	33.23

SCAN
AND
TRY



<http://gradio.yiqun.io>