

ABSTRACT

GENERATIVE MODEL-BASED MODIFICATION OF VISUAL CONTENT IN COMPUTING SYSTEMS

Embodiments of the present disclosure provide techniques for generating candidate visual assets using generative artificial intelligence models and a selection of a visual asset based on which the candidate visual assets are generated. An example method generally includes receiving an indication of a visual asset for modification and an input natural language prompt specifying a design objective to be applied to the indicated visual asset. The design objective is translated to a plurality of transforms to be applied to the indicated visual asset. A candidate set of visual assets is generated based on applying the plurality of transforms to the indicated visual asset, and the candidate set of visual assets are output for selection in a user interface.

Figure 5