

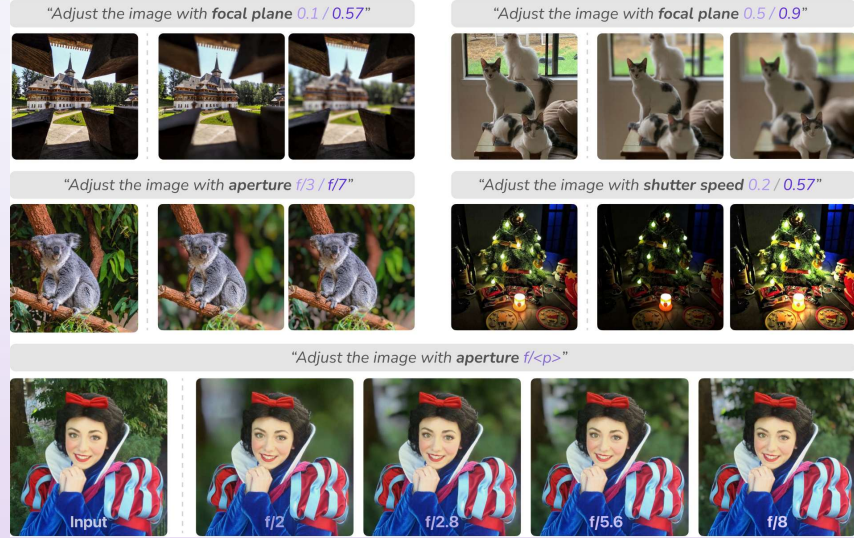
CamEdit: Continuous Camera Parameter Control for Photorealistic Image Editing

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Introduction

Existing editing models focus on semantic/stylistic editing, failing to enable precise control over camera parameters.

Challenge: Existing text-driven diffusion model relies on discrete tokens, failing to handle *continuous camera parameters* or maintain *physical consistency* in effects.

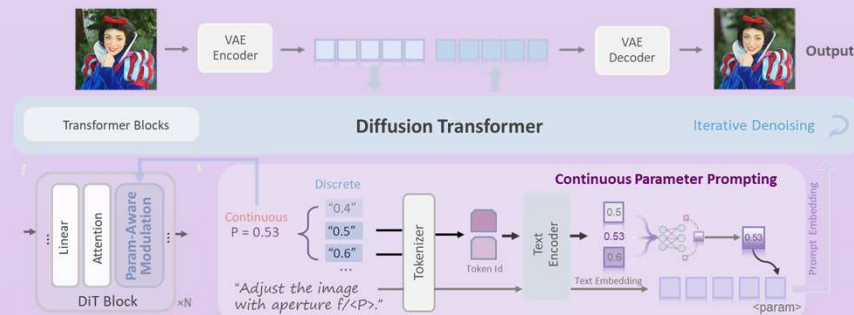


CamEdit Enable **continuous, fine-grained, and photorealistic** control over **camera parameters**, such as Aperture, Focal Plane, and Shutter Speed.

Proposed Method

Framework

CamEdit adopts the instruction-driven editing paradigm of IP2P, and equips SD3 with precise continuous control over intrinsic camera parameters.



Contribution

Existing Editing Methods

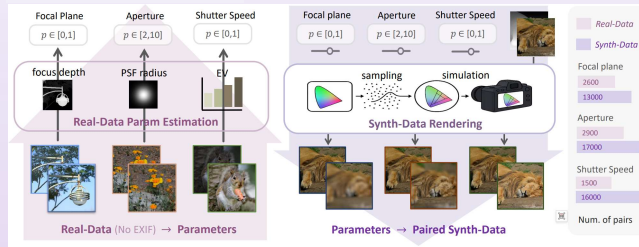
- Discrete textual tokens limit control precision
- Fail to capture parameter-specific effects
- Lack of paired data with camera annotations

CamEdit (Ours)

- Continuous Parameter Prompting
- Parameter-Aware Modulation (PAM)
- CamEdit50K: Real & Synthetic Data

CamEdit, a diffusion-based framework for **photorealistic image editing** that enables continuous and fine-grained control over intrinsic camera parameters

CamEdit50K



Unifying real and synthetic imagery with **explicit ground-truth parameters** for focal plane, aperture, and shutter speed.

Continuous Parameter Prompting

By interpolating anchors, we map continuous values into the text space while preserving semantic alignment.

$$e_p = \text{Linear}([e_i, e_{i+1}]) + \text{MLP}(\phi(p))$$

Parameter-Aware Modulation

Spatial: Displace for geometric/depth distortion.

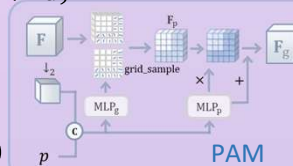
$$\Delta G = \text{MLP}_g(\text{AvgPool}(F), p) \in \mathbb{R}^{2 \times H \times W}$$

$$F_g = \text{grid_sample}(F, G_{\text{base}} + \Delta G)$$

Channel-wise: Scales for global exposure control.

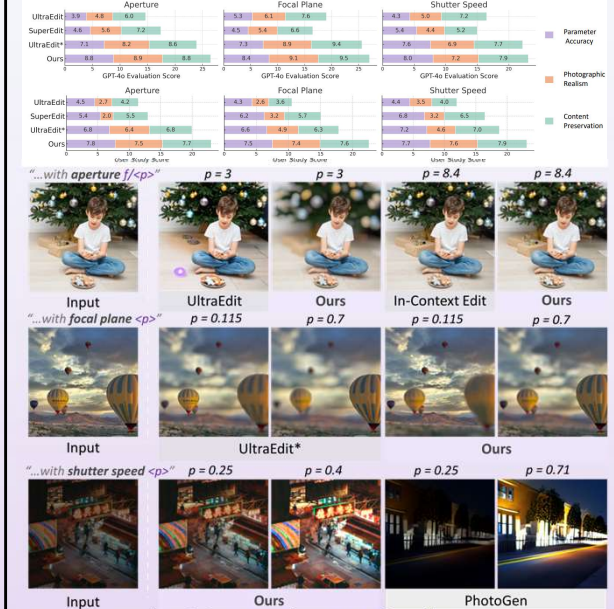
$$F_p = \gamma(p) \cdot F_g + \beta(p)$$

$$\gamma(p), \beta(p) = \text{MLP}_p(\text{AvgPool}(F), p)$$



Experiments

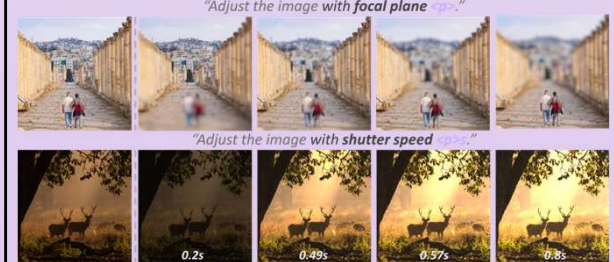
Compared with Editing Methods



Compared with Render Methods



More Results



Compared to existing models that lack precise control, our method achieves continuous manipulation across parameters.