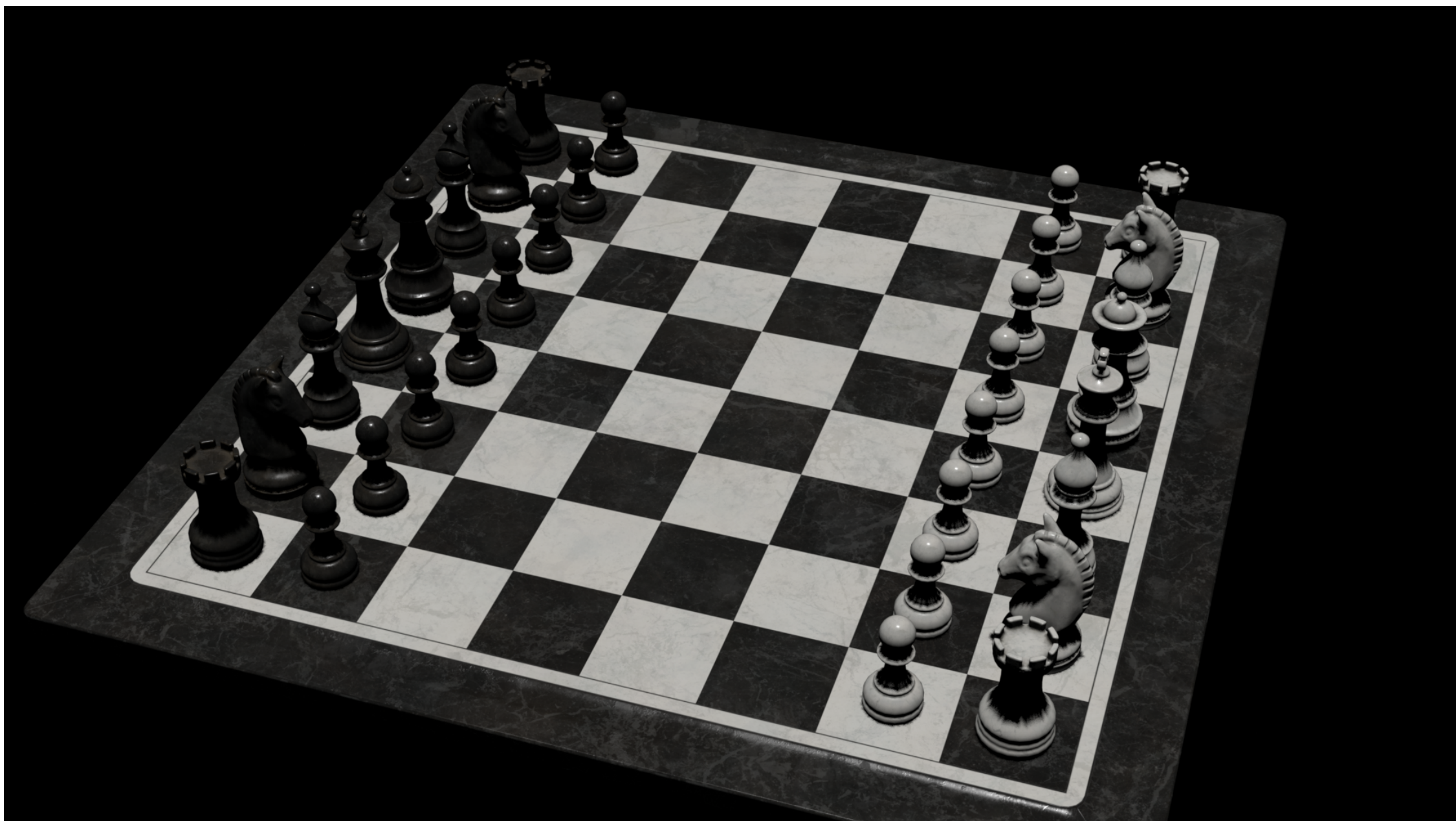


Extended Presentation

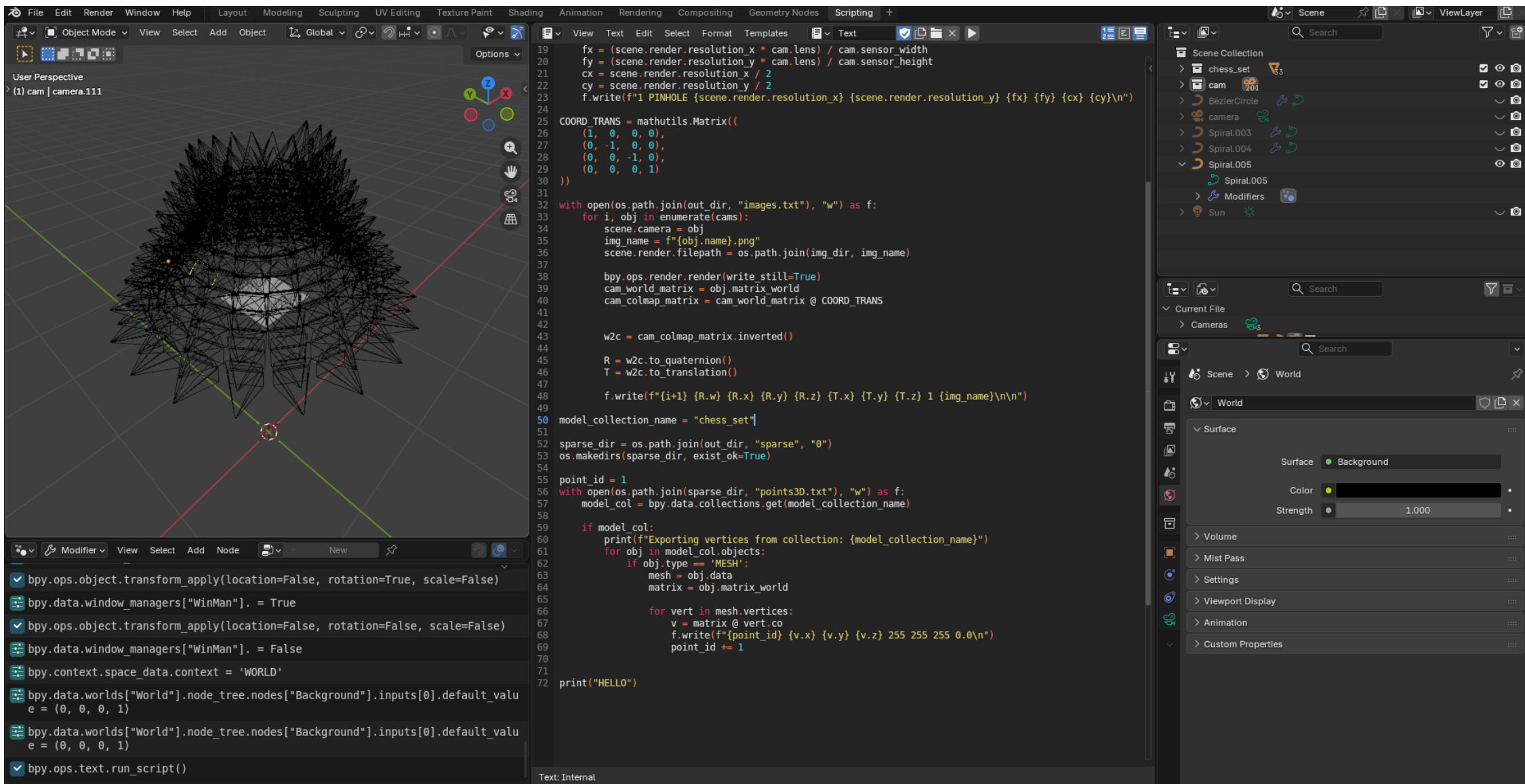
3DGS trained on chess board

Ground Truth

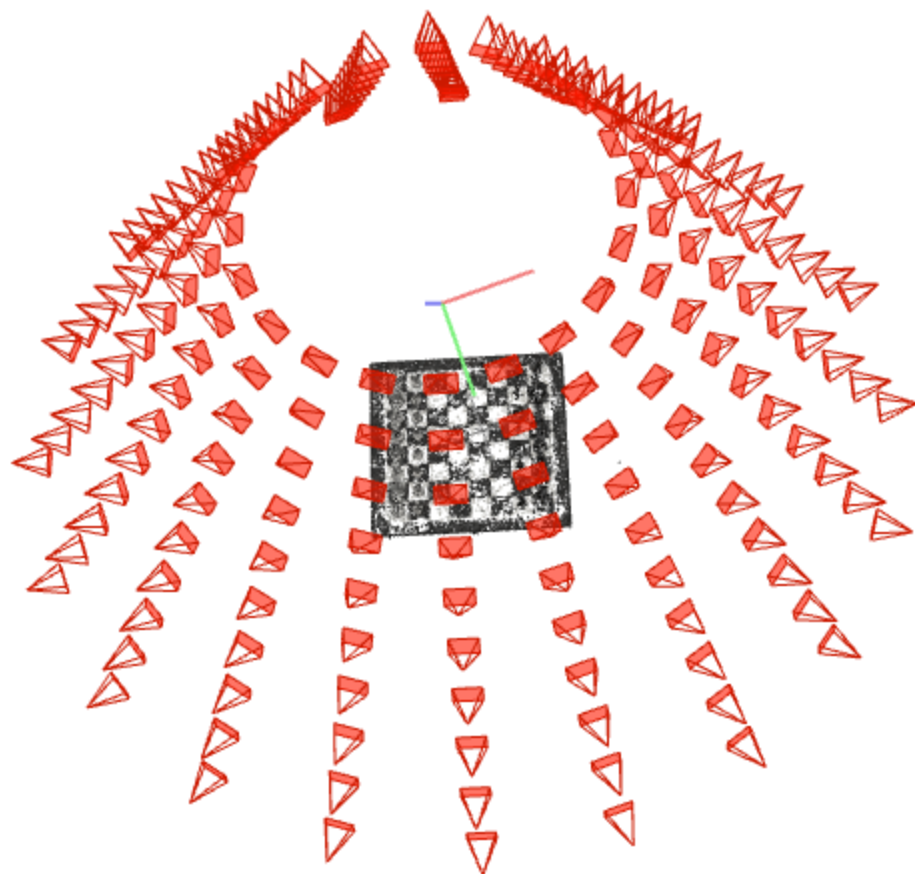
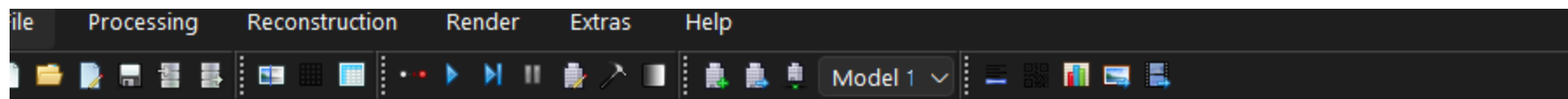


- Pipeline:
 - Model the scene in Blender
 - Create camera curve
 - Populate the curve
 - Capture images
 - COLMAP camera extrinsics reconstruction
 - Fit gaussians using gsplat

Blender



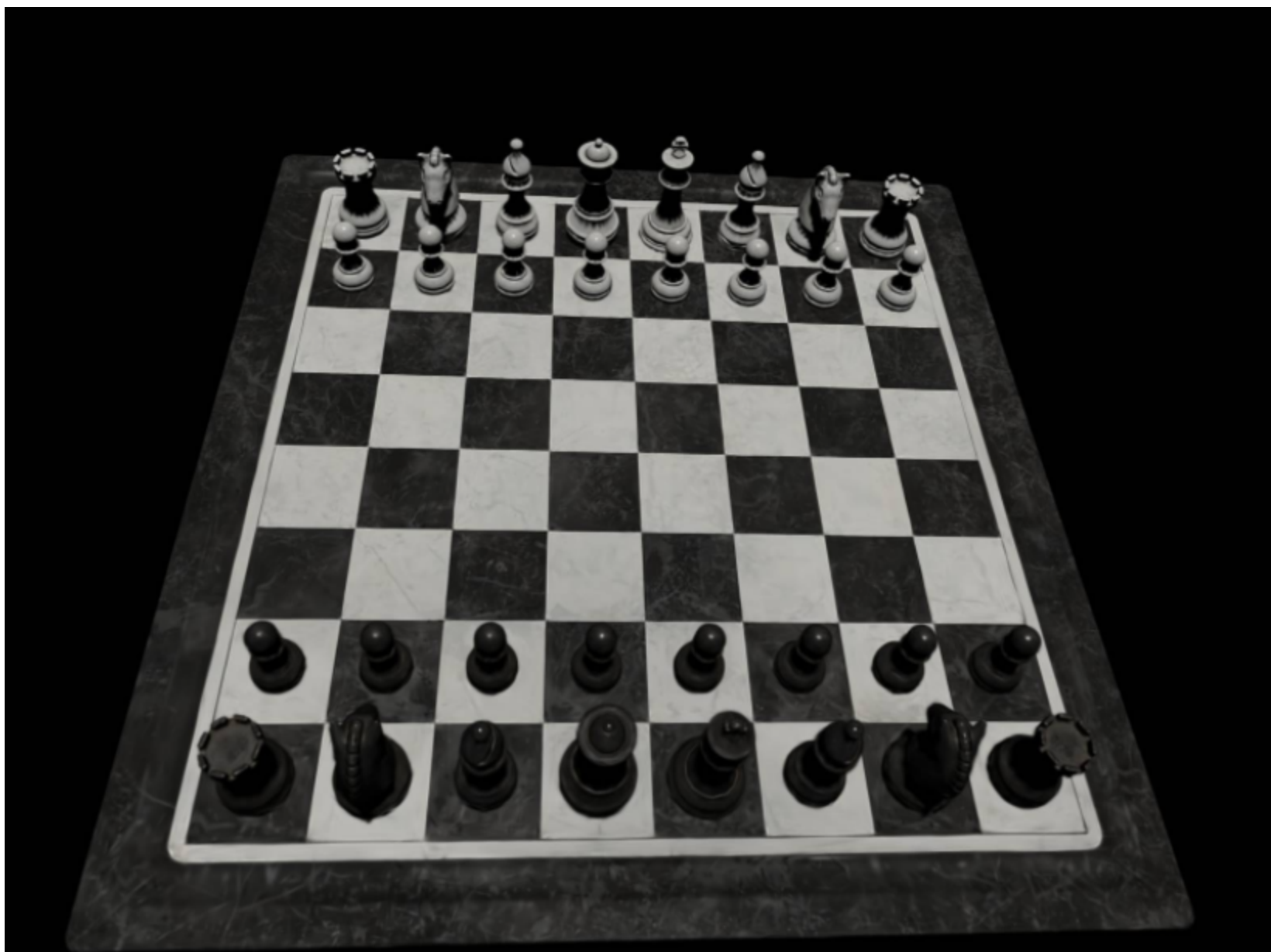
COLMAP



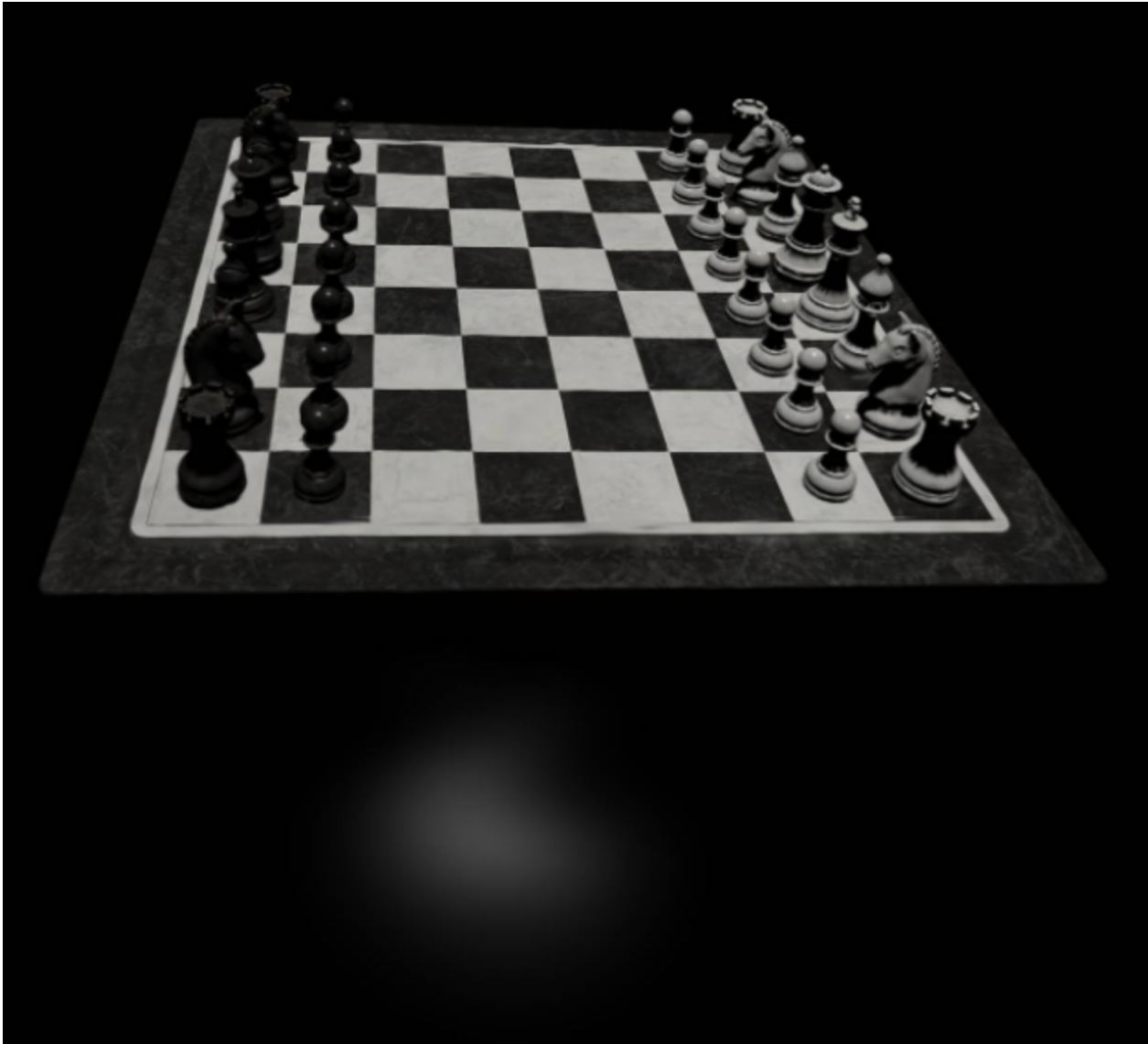
Time 00:00:00:00

201 Frames - 201 Images - 52685 Points

After 10000 iter.



Rogue gaussian



Demonstration of novel-view



Demonstration of novel-view for missing data



Demonstration of relighting.



