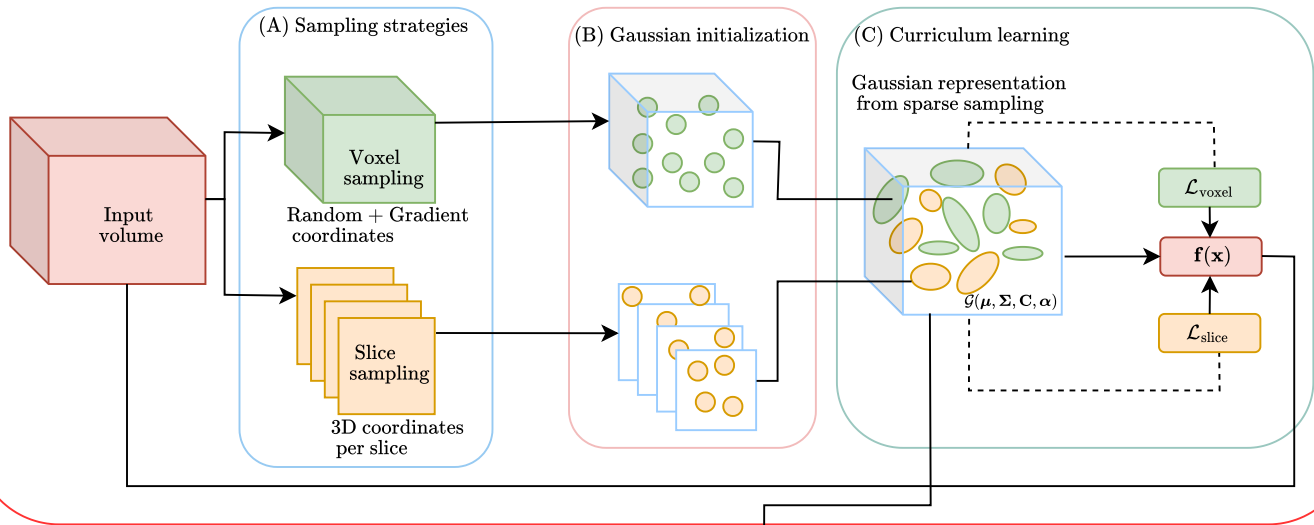
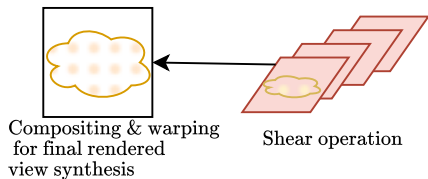


Gaussian representation optimization

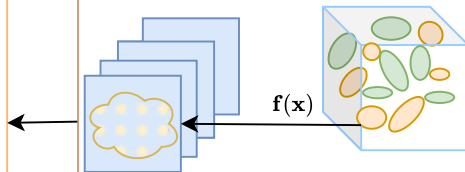


(G) Final rendered view synthesis



Gaussian representation rendering

(F) Compute intensity for all texels in arbitrary view-based textures using $\mathcal{G}$



(E) Arbitrary view-based textures

