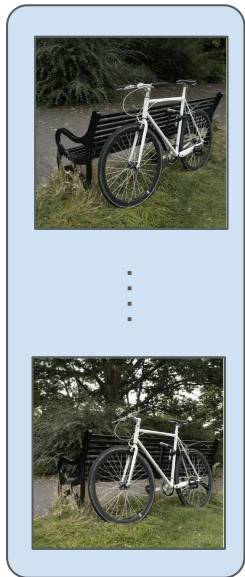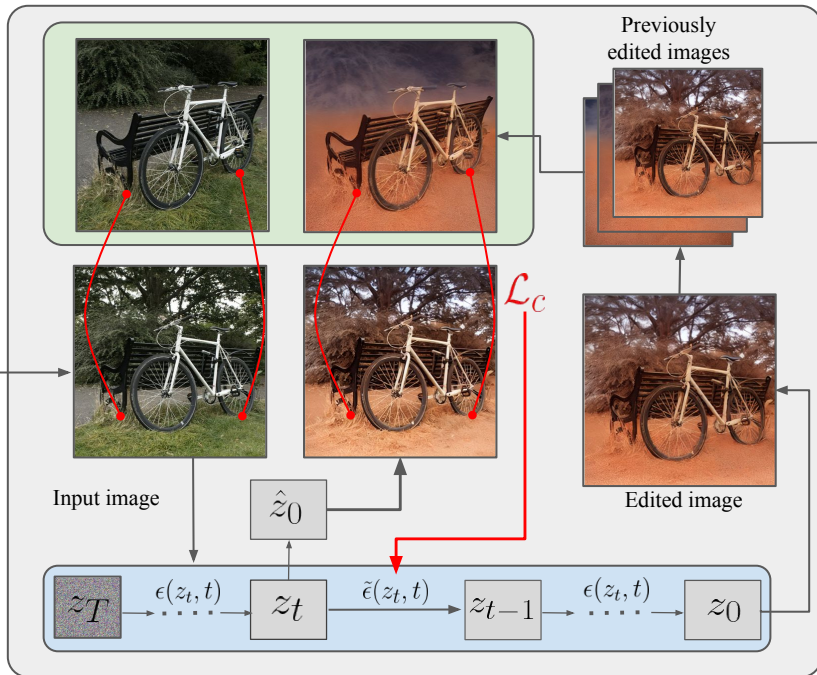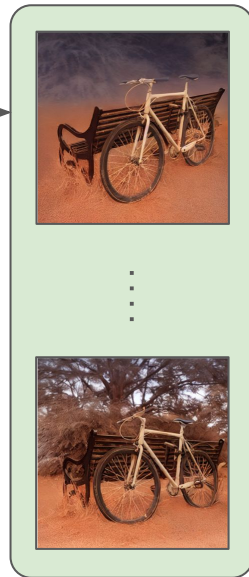Unedited Images

Multi-View Consistency Guided Diffusion Sampling

Previously edited images

Edited Images

3D Editing

Gaussian Splatting

New Rendered Views

$\mathcal{L}_c$

Input image

Edited image

$\hat{z}_0$

z_T $\quad \epsilon(z_t, t) \quad$ z_t $\quad \tilde{\epsilon}(z_t, t) \quad$ z_{t-1} $\quad \epsilon(z_t, t) \quad$ z_0