

# Complex-Valued Holographic Radiance Fields

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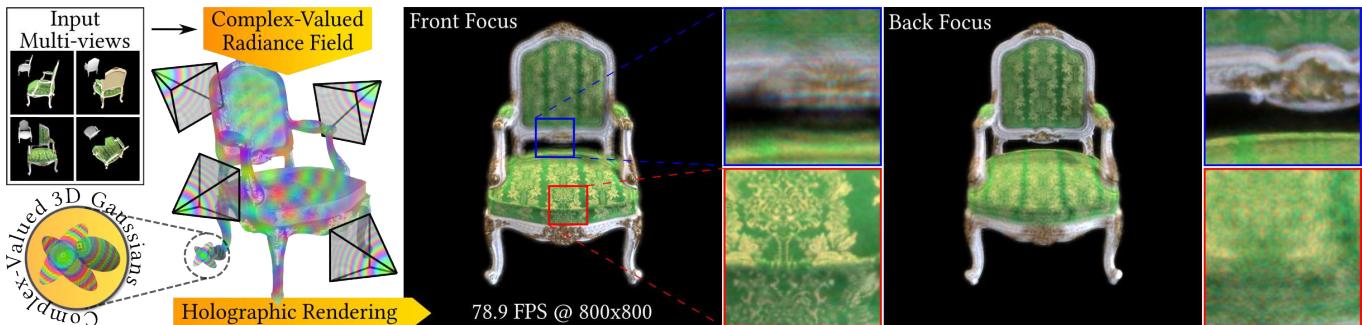


Fig. 1. Complex-Valued Holographic Radiance Fields. Our method explicitly treats the complex-valued holographic radiance fields as the primary optimization target, jointly optimizing the 3D scene across multiple viewpoints to model intensity, interference, and diffraction of light in scene representations. The complex-valued 3D Gaussians will be projected to multiple depth planes, resulting in a complex 3D hologram via holographic rendering. This enables holographic reconstruction with depth-of-field effects: green boxes highlight the back focus region, and red boxes show the front focus region.

Modeling wave properties of light is an important milestone for advancing physically based rendering. In this paper, we propose complex-valued holographic radiance fields, a method that optimizes scenes without relying on intensity-based intermediaries. By leveraging multi-view images, our method directly optimizes a scene representation using complex-valued Gaussian primitives representing amplitude and phase values aligned with the scene geometry. Our approach eliminates the need for computationally expensive holographic rendering that typically utilizes a single view of a given scene. This accelerates holographic rendering speed by 30x-10,000x while achieving on-par image quality with state-of-the-art holography methods, representing a promising step towards bridging the representation gap between modeling wave properties of light and 3D geometry of scenes.

CCS Concepts: • Computing methodologies → Mixed / augmented reality; 3D imaging; Computer graphics; Rendering.

Additional Key Words and Phrases: Novel View Synthesis, Radiance Fields, 3D Gaussians, Computer-Generated Holography

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## 1 Introduction

Light exhibits numerous physical phenomena beyond mere intensity, including wave-optics properties such as spectral variations [Kim et al. 2023], polarization [Zhao et al. 2022], diffraction, and interference [Goodman 2005]. Accounting for wave-optics properties of light more accurately could help increase the visual fidelity in 3D scene representations [Wen et al. 2025]. Most recently, 3D Gaussian Splatting (3DGS) [Kerbl et al. 2023] has emerged as an effective 3D scene representation to synthesize novel-view intensity images. However, 3DGS neglects wave-optics properties of light. In addition, the applications of physically based rendering and emerging holographic 3D displays [Kim et al. 2024] in computer graphics demand modeling these wave-optics properties to be accounted for.

Computer-Generated Holography (CGH) synthesizes holograms that faithfully reconstruct wavefronts emitted from 3D scenes. While CGH has been predominantly utilized for holographic display applications, it has recently garnered increasing interest from the rendering community for generating physically plausible scenes in computer graphics [Steinberg et al. 2024, 2022]. Existing CGH methods treat hologram synthesis as a post-processing task applied after the conventional rendering pipeline. These methods typically estimate holograms that reproduce the desired reconstructed intensity image for a fixed viewpoint [Shi et al. 2021] or a limited viewing angle [Chakravarthula et al. 2022; Chen et al. 2025]. When such methods [Chakravarthula et al. 2022; Chen et al. 2025; Shi et al. 2021] are queried with a new viewpoint, they have to be recalculated for a

new hologram using only the provided viewpoint information. Most recently, the work by Choi et al. [2025] generates holograms of 3D scenes represented with real-valued, intensity-based 2D Gaussian primitives. Their method introduces multi-view based approaches tailored for CGH for the first time. Their work [Choi et al. 2025] requires an additional step of transformation for each queried viewpoint, greatly increasing computational complexity. In this context, the previous CGH methods are **intrinsically not coupled to the geometry of the 3D scenes**. Thus, such holographic scene representations without any transformation or recalculation would lead to noise-like visuals rather than perspective images when the viewpoint changes, as demonstrated in Fig. 2.

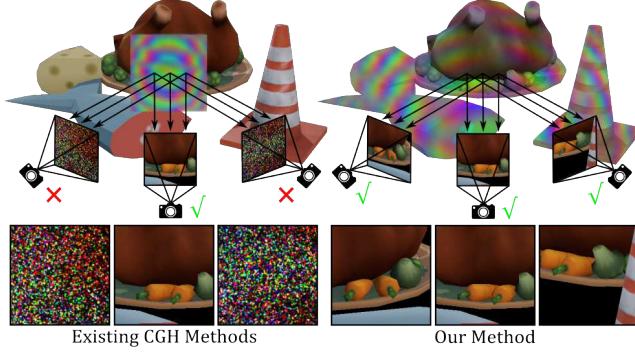


Fig. 2. Left: Existing CGH methods do not preserve geometry of scenes under viewpoint changes, necessitating transformation or recalculation per-view. Right: Our complex-valued holographic radiance field offers a 3D consistent representation in contrast.

Our work aims to merge 3DGS radiance fields and holographic rendering under one umbrella using complex numbers, which are widely adopted in holography for representing both amplitude and phase information from 3D scenes [Goodman 2005]. In this paper, we first introduce complex-valued Gaussian primitives. Our scene representation framework utilizes these complex-valued Gaussian primitives to model both amplitude and phase emitted from 3D scenes. Unlike previous intensity-based modeling methods [Choi et al. 2025], our method explicitly treats complex-valued holographic radiance fields as the primary optimization target, without the need for per-view transformation [Choi et al. 2025] or fixed viewpoint hologram recalculation [Chen et al. 2025]. Secondly, in our framework, the simulation of diffraction and interference phenomena is formulated as a differentiable rasterizer, rendering complex-valued 3D Gaussian primitives from novel views. In contrast to the existing CGH methods [Choi et al. 2025] scaling quadratically with the number of primitives, our approach achieves a linear relationship between the primitives and complexity, achieving 30x-10,000x speed improvements. By optimizing directly in the complex-valued domain across multiple viewpoints, our method achieves view-dependent diffraction and interference effects without relying on intensity-based intermediaries. Specifically, our contributions include:

- Complex-valued holographic radiance fields. We present a new variant of 3DGS, utilizing complex-valued Gaussian primitives. Uniquely, our method is transformation-free and follows the geometry of 3D scenes in terms of the phase and amplitude, regardless of the viewpoints.

- Complex-valued differentiable wave-optics rasterizer. We enabled efficient rendering and optimization of complex-valued holographic radiance fields by rasterizing optical waves emitted from a 3D scene.

We evaluate the image quality and speed of our method by comparing against existing Gaussian-based CGH approaches. Our codebase is publicly available at [REVIEW].

## 2 Related Work

Our approach bridges recent advances in neural rendering with holography, enabling the efficient generation of holograms from novel views. We will first review novel-view synthesis and then examine existing wave optics rendering techniques that also attempt to simulate light phenomena beyond intensity. Finally, we discuss the traditional CGH methods in general, including point-based, polygon-based, and layer-based methods.

### 2.1 Novel-View Synthesis

Traditional novel-view synthesis methods primarily model intensity and appearance, limiting their utility for emerging holographic display technologies that require phase-aware representations. Early techniques such as image-based rendering [Chaurasia et al. 2013] and volumetric scene representations [Hedman et al. 2017; Riegler and Koltun 2020] laid the groundwork for view-dependent appearance modeling. Building on these foundations, Neural Radiance Fields (NeRF) [Mildenhall et al. 2021] advanced the field by learning continuous radiance fields that capture view-dependent color and opacity. This representation has since been extended to improve visual quality and computational efficiency [Barron et al. 2021, 2022, 2023; Chen et al. 2022; Duckworth et al. 2024; Niemeyer et al. 2024; Rebain et al. 2021].

Point-based representations have recently advanced with 3DGS [Kerbl et al. 2023], emerging as a promising alternative to NeRF. 3DGS offers a promising foundation for our work, as it encodes both geometry and appearance using oriented Gaussian primitives, but it is still fundamentally limited to intensity-based representations. Our work extends 3DGS to incorporate intrinsic amplitude and phase information, enabling it to model complex-valued holographic radiance fields that capture not only intensity but also interference and diffraction phenomena.

*Rendering Beyond Intensity.* The work by Kim et al. [2023] extends NeRF beyond intensity-based representations to capture spectral and polarimetric properties of light, revealing richer material and structural characteristics of 3D scenes. Notably, spectral and polarization data can be supervised using ground-truth measurements obtained from specialized imaging devices. On the other hand, interference and diffraction phenomena arise from the superposition of phase and amplitude values. Interference and diffraction effects lack direct measurement data and must be inferred through computational means, as holographic cameras capable of capturing both amplitude and phase information are not yet commodity equipment [An et al. 2020]. Moreover, supporting simulations of holography in rendering pipelines is a common theme in research. For instance, Steinberg et al. [2024; 2022] introduced wave optics

formulations for path tracing, enabling partial coherence and diffraction effects. Choi et al. [2025] proposed Gaussian Wave Splatting (GWS) that transforms 2D Gaussian Splatting [Huang et al. 2024] scenes into holograms by deriving closed-form solutions for angular spectrum. Chen et al. [2025] proposed a two-stage method that combines pretrained intensity-based 3DGS with U-Net [Ronneberger et al. 2015], enabling efficient hologram synthesis for novel views.

## 2.2 Eulerian-based Computer-Generated Holography

Holographic displays rely on CGH, which algorithmically synthesizes diffraction and interference patterns to reconstruct 3D scenes with near-accurate depth cues. *Conceptually, traditional CGH methods follow a per-view Eulerian-based approach to wave propagation*, where the coordinates on the hologram plane remain fixed, while the complex field varies when the relationship between the scene geometry and the viewpoint changes, requiring expensive recalculation. The computed holographic patterns are implemented using Spatial Light Modulator (SLM), which modulates the phase of incident coherent beams to generate designed image patterns. Through numerical wave propagation simulations [Kavakli et al. 2022; Peng et al. 2020], CGH generates holograms leading to high spatio-angular resolution, positioning it as a promising emerging screen technology. The accuracy and computational complexity of CGH strongly depend on primitive representations, which are generally categorized into point-based, polygon-based, and layer-based methods.

Point-based CGH represents scenes using discrete points emitting spherical waves. The wave field at the hologram,  $P$ , is calculated by summing waves from  $N$  points

$$P = \sum_{n=1}^N A_n \frac{e^{jkr_n}}{r_n}, \quad (1)$$

where  $A_n$  denotes amplitude,  $k$  is the wave number, and  $r_n$  is the propagation distance from point  $n$  to  $P(x, y)$ . Reflecting the Huygens-Fresnel principle, Eq. (1) is highly flexible and physically accurate. Maimone et al. [2017] presented point-source based CGH computation for holographic near-eye displays for virtual and augmented reality. Shi et al. [2021] leveraged point clouds and triangle-ray intersection for occlusion handling in large-scale hologram datasets. However, the computational cost of point-based CGH increases significantly with point density, and occlusion handling introduces additional overhead.

Polygon-based CGH balances efficiency and accuracy by representing surfaces using triangular or polygonal facets emitting coherent wave fields. This method naturally integrates shading models and intrinsic occlusion handling through visibility algorithms (e.g. back-face culling and affine transformations) [Matsushima and Nakahara 2009; Zhang et al. 2018b]. Mesh-based CGH includes topology information for precise occlusion handling [Ahrenberg et al. 2008; Yeom et al. 2022]. While achieving realistic shading by combining wave optics with rendering pipelines, these methods suffer from increased algorithmic complexity and struggle with finely detailed or non-polygonal structures.

Layer-based CGH subdivides scenes into discrete depth planes, propagating complex fields from  $P$  independently to each plane using operators like Angular Spectrum Method (ASM) [Matsushima

Table 1. Comparison of Gaussian primitives based hologram synthesis method. *Inference* refers to inference speed. *Re* refers to whether the method requires recalculation when geometric relationship between scene and observer changes. *Type* refers to Gaussian representation type. *Quality* refers to the image quality of reconstructed images from the holograms. *Align* refers to scene geometry aware amplitude and phase representations across novel views. *NDB* refers to natural defocus blur.

Method	Inference	Re	Type	Quality	Align	NDB
3DGS + U-Net [2025]	Fast	Yes	Intensity	Good	No	No
GWS [2025]	Moderate	Yes	Intensity	Good	No	No
Our Method	Fast	No	Complex	On-par	Yes	Yes

and Shimobaba 2009; Zhang et al. 2020; Zheng et al. 2024]. The  $P(x, y)$  is optimized so the propagated results across all planes approximate the desired 3D scene. Layer-based CGH greatly accelerates computations through Fast Fourier Transform (FFT)-based propagation, making it suitable for faster rendering and widely adopted in learned CGH methods [Choi et al. 2021; Liu et al. 2023; Peng et al. 2020; Shi et al. 2022; Zhan et al. 2024]. Building on this acceleration, learned complex-valued CGH methods [Zhang et al. 2025; Zhong et al. 2023] generate phase-only holograms from complex-valued fields in a single forward pass. These approaches share the same application as our method for SLM-based holographic displays. In contrast, our method embeds complex-valued primitives directly into the 3D scene representation, eliminating the need for re-inference per viewpoint.

While recent CGH advancements enable realistic defocus effects and continuous pupil accommodation [Kavakli et al. 2023a; Kim et al. 2024], existing light field-based 3D and 4D CGH methods are typically optimized for limited viewing directions, with computed holograms losing the scene information under large viewpoint changes. We propose integrating strengths of both point-based and layer-based CGH methods, utilizing complex-valued 3D Gaussians as point-based primitives to encode scene geometry and complex-valued radiance. *Unlike existing Eulerian-based CGH approaches, our method follows a Lagrangian-based formulation*, treating amplitude and phase as intrinsic variables in scene representations. Compared with point clouds and polygon-meshes, Gaussians have learnable scale and rotation parameters, allowing them to capture anisotropic structures and fine-grained spatial variations effectively. This expressiveness enables both effective appearance modeling and geometrically faithful wave emitting distribution. Table. 1 presents a comparison between our method and other Gaussian-based CGH approaches, demonstrating its ability to achieve fast inference, natural defocus blur, on-par image quality, and scene geometry aware amplitude and phase representations across novel views.

## 3 Background and Problem Definition

Before explaining our approach, we first introduce the key concepts and terminologies in this paper to define the research problem we are trying to solve. In this section, we explain several primary components to describe the research problem. These components are: 3D Gaussians for scene representations, hologram planes for wave recording, and camera parameters for view-dependent rendering.

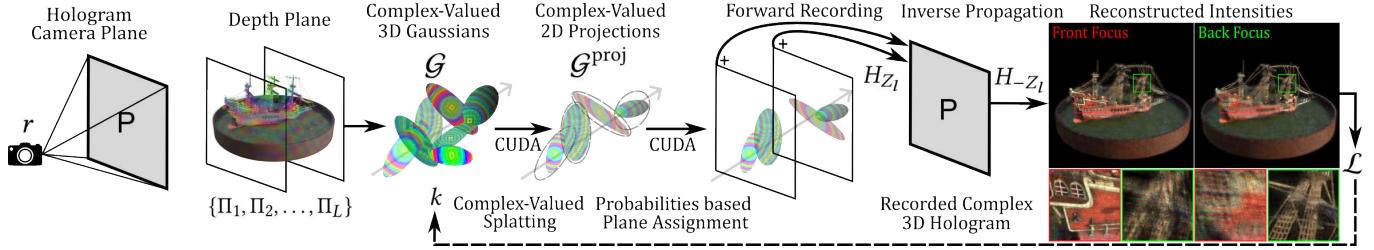


Fig. 3. Without the need to query an intensity-based radiance field, our approach models a complex-valued holographic radiance field using Gaussian primitives with intrinsic amplitude and phase properties, enabling scene geometry aware amplitude and phase modeling across viewpoints and efficient rendering through a differentiable multi-layer propagation pipeline.

*Representing 3D scenes with intensity-based Gaussians.* In line with the approach of [Kerbl et al. 2023], we learn geometry and radiance of scenes through the optimization of 3D Gaussian primitives. We consider a 3D region in Euclidean space,  $\Omega \subset \mathbb{R}^3$ . A scene inside  $\Omega$  is described using a set of  $N$  oriented 3D Gaussians, and each Gaussian is denoted by  $\mathcal{G}_n$ . Typically, each  $\mathcal{G}_n$  is parameterized by  $k = (\mathbf{c}_n, \mathbf{x}_n, \mathbf{R}_n, \mathbf{S}_n, \alpha_n)$ , where  $\mathbf{c}_n \in \mathbb{R}^3$  represents color,  $\mathbf{x}_n \in \mathbb{R}^3$  represents the center point of a Gaussian,  $\mathbf{R}_n \in \mathbb{R}^4$  describes the rotation of a Gaussian,  $\mathbf{S}_n$  represents scale along principal axes defined by  $\mathbf{R}_n$ , and  $\alpha_n$  represents the opacity. The *geometrical shape* of a 3D Gaussian is defined as

$$\mathcal{G}(\mathbf{x}, \mathbf{R}, \mathbf{S}) = \exp\left(-\frac{1}{2} \mathbf{x}^\top \Sigma^{-1} \mathbf{x}\right), \quad (2)$$

where the covariance,  $\Sigma$ , is decomposed into a rotation matrix,  $\mathbf{R}$ , and a scaling matrix,  $\mathbf{S}$ ,

$$\Sigma = \mathbf{R} \mathbf{S}^\top \mathbf{R}^\top. \quad (3)$$

We project these 3D Gaussians onto 2D planes to render images at a camera plane, a process also known as the *differential splatting*. The process of differential splatting involves applying the transformation matrix,  $\mathbf{W}$ , and the Jacobian projection function,  $\mathbf{J}$ , mapping 3D points to 2D image plane. The covariance in camera-space,  $\Sigma'$ , is defined as

$$\Sigma' = \mathbf{J} \mathbf{W} \Sigma \mathbf{W}^\top \mathbf{J}^\top. \quad (4)$$

For each pixel, the color and opacity contributed by each Gaussian are computed by evaluating Eq. (2) under its learned parameters. The blending of  $N$  ordered Gaussians overlapping a given pixel is defined as follows

$$C_N = \sum_{n=1}^N \mathbf{c}_n \alpha_n \prod_{j=1}^{n-1} (1 - \alpha_j), \quad (5)$$

where  $\mathbf{c}_i$  and  $\alpha_i$  represent the color and opacity of the  $i$ -th Gaussian.

*Hologram Plane, Camera and Problem Definition.* We define the hologram plane as  $P \in \mathbb{C}^{n_x \times n_y}$ , where  $n_x, n_y \in \mathbb{Z}$ . The center of  $P$  is co-located with a camera pointing at the center of  $\Omega$  located at  $d$  distance away. We always position  $P$  based on the camera pose, location and angles,  $r = (x_c, y_c, z_c, \phi_x, \phi_y, \phi_z)$ , in the Euler space. Each complex pixel  $P_{ij}$  has a pixel pitch,  $\Delta x$ . Given input  $q = (r, \Delta x, n_x, n_y)$ , the goal is to compute the hologram plane by propagating the complex field generated from the Gaussian primitives to  $P(q)$

$$P(q) = U(q) * h, \quad (6)$$

where  $U(q)$  denotes the complex field rendered from the Gaussian primitives given camera parameters  $q$ , and  $h$  is the spatial-domain wave propagation kernel of the frequency-domain propagation function  $H$  [Matsushima and Shimobaba 2009; Zheng et al. 2024]. A common propagation method is the band-limited ASM, where the transfer function  $H_z(f_x, f_y)$  encodes propagation by a distance  $z$  in the frequency domain

$$H_z(f_x, f_y) = \begin{cases} \exp(j2\pi z \sqrt{\frac{1}{\lambda^2} - (f_x^2 + f_y^2)}), & \text{if } f_x^2 + f_y^2 \leq \frac{1}{\lambda^2} \\ 0, & \text{otherwise.} \end{cases} \quad (7)$$

In this paper, we also utilize band-limited ASM as the propagation method for complex-valued holographic radiance fields modeling.

## 4 Method

In this section, we present our method using the terminology established in Sec. 3. Whereas classical radiance is a scalar energy measure  $W/(sr \cdot m^2)$  neglecting phase, our approach represents a complex-valued field, capturing both amplitude and phase information to model intensity, interference and diffraction. We use the term *complex-valued holographic radiance fields*, preserving conceptual links to prior 3D scene representations such as NeRF and 3DGS while reinterpreting radiance within the wave-optics framework. By embedding coherent light modeling into the established radiance field paradigm, our formulation attempts to bridge graphics and holographic rendering.

### 4.1 Complex-Valued Holographic Radiance Fields

We provide an overview of our method in Fig. 3. Given a camera pose,  $r$ , and a target hologram plane,  $P$ , we partition  $\Omega$  into multiple planes in depth. At each depth plane, we render our learnable complex-valued 3D Gaussians into corresponding 2D projections. During projection, we utilize learnable probabilities for our 3D Gaussians that help us determine if a 3D Gaussian contributes to that selected depth plane. Note that learning these probabilities in terms of their contributions at each depth plane helps to inherently capture depth characteristics of a given scene. Once we determine the appropriate 2D projections for each layer, we propagate the complex field from each layer towards our camera to construct our  $P$ .

*Layer Construction.* For every 3D Gaussian  $\mathcal{G}_n$  with center  $\mathbf{x}_n$ , we project its 2D projections to the "most appropriate" plane  $\Pi_l$ , based on learnable probabilities. Let  $\{\Pi_1, \Pi_2, \dots, \Pi_L\}$  be a set of

discretized parallel planes in the volume,  $\Omega$ , positioned periodically along the optical axis in front of the view-dependent camera. Each plane  $\Pi_l$  is separated from its neighbors by a fixed depth interval of  $\Delta z$ . The planes span a volume of depth and the center of the volume is placed at a propagation distance,  $d$ , from the camera plane. In this arrangement, the entire depth is symmetrically distributed as in the common literature, ranging from:  $Z_1 = d - \frac{(L-1)}{2} \Delta z$  to  $Z_L = d + \frac{(L-1)}{2} \Delta z$ . Each plane  $\Pi_l$  is sampled on a 2D grid that matches the physical resolution of a SLM.

*Complex-Valued 3D Gaussian.* Consider a multi-plane case where Gaussians are projected onto  $L$  numbers of planes  $\{\Pi_l\}_{l=1}^L$ , we compute each 2D projection of 3D Gaussian following Eq. (4)

$$\mathcal{G}^{\text{proj}}(\mathbf{x}, \mathbf{R}, \mathbf{S}, \mathbf{J}, \mathbf{W}, u) = \exp\left(-\frac{1}{2}(u - \mu)^\top \Sigma'^{-1}(u - \mu)\right), \quad (8)$$

where  $u = (n_x, n_y)$  and  $\mu = \mathbf{J} \mathbf{W} \mathbf{x}$ . To model complex-valued holographic radiance fields, we have to modify the original definition of the 3D Gaussian primitive. **Specifically, each Gaussian primitive is now parameterized by**

$$k = (\mathbf{c}_n, \mathbf{x}_n, \mathbf{R}_n, \mathbf{S}_n, \boldsymbol{\alpha}_n, \underline{\boldsymbol{\varphi}_n}, \underline{\boldsymbol{\rho}_n}), \quad (9)$$

where we add two extra parameters:  $\boldsymbol{\varphi}_n \in \mathbb{R}^3$  to represent inherent phase values across wavelengths, and  $\boldsymbol{\rho}_n \in \mathbb{R}^L$  to represent the plane assignment probabilities, where each element lies in  $[0, 1]$ . Under this formulation,  $\mathbf{c}_n$  denotes the inherent wave amplitude, replacing its original interpretation as color. The complex field of each 2D projections  $U_n$  then is given by

$$U_n = \mathbf{c}_n \mathcal{G}_n^{\text{proj}} \exp(j\boldsymbol{\varphi}_n). \quad (10)$$

When  $L = 1$ , plane assignment reduces to a single plane, the  $\boldsymbol{\rho}_n$  trivially equals 1.0, and the complex-valued holographic radiance field will generate 2D holograms. For the multi-plane case, we convert the pre-activation  $\boldsymbol{\rho}'_n$  to probabilities via arg-max followed by one-hot encoding, resulting in a hard assignment vector  $\boldsymbol{\rho}_n$

$$\begin{aligned} \boldsymbol{\rho}_n &= \text{OneHot}(\arg \max_l \boldsymbol{\rho}'_n), \\ \text{i.e. } \boldsymbol{\rho}_{n,l} &= \begin{cases} 1, & \text{if } l = \arg \max_l \boldsymbol{\rho}'_n, \\ 0, & \text{otherwise,} \end{cases} \end{aligned} \quad (11)$$

where  $\boldsymbol{\rho}_{n,l}$  is the assignment probability of the  $n$ -th Gaussian to the  $l$ -th depth plane. However, the argmax operation is non-differentiable, which impedes gradient-based training. To address this, we employ the Straight-Through Estimator (STE) that allows gradient propagation through the discrete assignment

$$\begin{aligned} \text{Forward: } \boldsymbol{\rho}_n &= \text{OneHot}(\arg \max_l \boldsymbol{\rho}'_n), \\ \text{Backward: } \frac{\partial \mathcal{L}}{\partial \boldsymbol{\rho}'_n} &= \frac{\partial \mathcal{L}}{\partial \boldsymbol{\rho}_n} \cdot \text{softmax}(\boldsymbol{\rho}'_n / \tau), \end{aligned} \quad (12)$$

where  $\tau$  is the temperature controlling the sharpness of the softmax approximation, in our case, we set  $\tau = 0.001$ , which makes the softmax function close to argmax operation.

*Forward Recording and Inverse Propagation.* The final complex field at each plane  $\Pi_l$  is then defined as

$$U_{\Pi_l} = \sum_{n=1}^N \boldsymbol{\rho}_{n,l} U_n \boldsymbol{\alpha}_n \prod_{j=1}^{n-1} (1 - \boldsymbol{\alpha}_j) \boldsymbol{\rho}_{j,l}. \quad (13)$$

This formulation ensures each complex-valued 3D Gaussian contributes exclusively to its assigned plane, allowing the framework to learn optimal plane assignments of the Gaussians during training. Unlike the alpha blending used in intensity-based approaches, which indiscriminately mixes RGB colors across all elements, our method creates plane-specific visibility by blending complex numbers (containing both amplitude and phase information) only among Gaussians assigned to the same depth plane to each pixel. Once each layer  $\Pi_l$  is populated by assigned 2D projections, we use the transfer function  $H$  to propagate  $\Pi_l$  towards the hologram plane  $P$ , a process we named *Forward Recording* in our framework. This wave-based propagation extends the traditional intensity neural rendering in Eq. (5). Specifically, for every  $\Pi_l$ , a  $(n_x^{(l)} \times n_y^{(l)})$  grid of complex samples, we compute

$$U_{\Pi_l \rightarrow P} = \mathcal{F}^{-1}\{H_{Z_l}(f_x, f_y) \cdot \mathcal{F}\{U_{\Pi_l}\}\}, \quad (14)$$

where  $Z_l$  is the distance between depth plane  $\Pi_l$  and the hologram plane  $P$ . The forward propagated field  $U_{\Pi_l \rightarrow P}$  is then added with the contributions from the other planes to record the final complex 3D hologram

$$P = \sum_{l=1}^L U_{\Pi_l \rightarrow P}. \quad (15)$$

Since each plane is a 2D raster, the computation cost scales linearly with the number of layers  $L$  and is dominated by FFTs of size  $n_x^{(l)} \times n_y^{(l)}$ . After obtaining  $P$ , we propagate it back to each depth plane. The back-propagated complex field  $U_{P \rightarrow \Pi_l}$  at depth plane  $\Pi_l$  is then computed as

$$U_{P \rightarrow \Pi_l} = \mathcal{F}^{-1}\{H_{-Z_l}(f_x, f_y) \cdot \mathcal{F}\{P\}\}, \quad (16)$$

where we obtain its intensity  $I_l = |U_{P \rightarrow \Pi_l}|^2$  as the final rendered image, we name this process *Inverse Propagation* in our framework. Naively, we can supervise the reconstructed intensities  $I$  from back-propagated complex field  $U$  against the ground-truth image  $I_{gt}$  per depth plane  $l$

$$\mathcal{L}_{MSE} = \frac{1}{L} \sum_{l=1}^L \|I_l - I_{gt,l}\|^2. \quad (17)$$

To further improve the image quality of the defocus region, we utilize two complementary loss functions. First, the reconstruction loss  $\mathcal{L}_{recon}$  introduced by Kavakli et al. [2023a], computed as

$$\begin{aligned} \mathcal{L}_{recon} &= \frac{1}{L} \sum_{l=1}^L (\|I_l - I_{gt,l}\|^2 \\ &\quad + \|I_l \cdot M_l - I_{gt,l} \cdot M_l\|^2 + \|I_l \cdot I_{gt,l} - I_{gt,l} \cdot I_{gt,l}\|^2), \end{aligned} \quad (18)$$

where  $M_l$  is the binary mask for depth plane  $\Pi_l$  generated from the target image and its quantized depth. Additionally, we employ the SSIM loss  $\mathcal{L}_{SSIM}$  defined as

$$\mathcal{L}_{SSIM} = \frac{1}{L} \sum_{l=1}^L \lambda_1 \cdot (1 - \text{SSIM}(I_l, I_{gt,l})), \quad (19)$$

where  $\lambda_1 = 0.005$ . The final training loss is  $\mathcal{L} = \mathcal{L}_{\text{recon}} + \mathcal{L}_{\text{SSIM}}$ .

## 4.2 Fast Differentiable Complex-Valued Rasterizer

Building upon the tile-based architecture from 3DGS, we extend the system to support complex field calculations for holographic rendering while maintaining fast sorting and efficient parallel processing. Our method preserves the core  $16 \times 16$  tile structure, computing screen-space extents with additional consideration for phase-dependent effects during preprocessing.

For the forward pass, we adapt tile-based rendering to track both real and imaginary components of Gaussians. Each thread block collaboratively loads Gaussian data into shared memory, with threads processing individual pixels by accumulating complex-valued field contributions using fast trigonometric operations. Multi-plane rendering is handled through plane-specific filtering directly in the kernel, skipping Gaussians with low assignment probabilities to minimize thread divergence while supporting depth-dependent complex field accumulation. Per pixel, we track final transmittance and the last contributing Gaussian's position per plane for correct backward gradients.

The backward pass maintains the same tile-based structure but traverses Gaussians back-to-front, reusing the sorted array from the forward pass with pixels processing only up to their recorded last contributor. This ensures constant memory overhead regardless of scene complexity. We store only the final accumulated opacity per pixel during forward pass, then recover intermediate opacity values during the backward pass by dividing the final opacity by each Gaussian's contribution, eliminating the need for long opacity lists while enabling accurate gradient computation. This implementation efficiently renders complex-valued holographic radiance fields while retaining the performance benefits of the original tile-based rendering structure. For details of the forward operation and backward gradient computation, please refer to Supplementary Sec. C.

## 4.3 Scene Geometry Aware Amplitude and Phase Representations

*Existing CGH Methods.* A limitation in existing CGH methods is their dependency on optimizing the complex field for a fixed geometric relationship between the scene geometry and the hologram plane. In these methods, a hologram plane  $P_0(x, y)$  is designed to encode the entire 3D scene when viewed from a specific viewpoint, with the complex field at the viewing plane described as:

$$U_0(x', y') = \mathcal{F}^{-1}\{H_z(f_x, f_y) \cdot \mathcal{F}\{P_0(x, y) \cdot R(x, y)\}\}, \quad (20)$$

where  $R(x, y)$  is the reference wave. While a properly estimated 3D hologram inherently contains information for different viewing angles within the Space-Bandwidth Product (SBP) limits of the pixel pitch—functioning as a “window” into a virtual world that observers can view from different positions—the issue arises when the *geometric relationship between the scene geometry and the hologram plane changes*. Unlike assuming a stationary or narrowly perturbed observer at the center of projection, any significant movement of the camera plane itself within the 3D world demands recalculating the hologram:

$$P_\theta(x, y) \neq P_0(x, y), \quad (21)$$

where  $\theta$  represents the new viewpoint when the geometric relationship between scene geometry and hologram plane changes. Existing CGH methods estimate, optimize, or calculate closed-form solutions of  $P(x, y)$  to produce desired intensity patterns, treating each viewpoint as an independent optimization problem. As shown in Fig. 2, when the scene-to-hologram relationship changes, the previously computed hologram leads to visuals that are highly distorted, resembling noise. Although neural networks enable efficient recalculation of holograms for new configurations, these learned methods fail to maintain scene geometry aware amplitude and phase across different viewpoints. Instead, neural networks essentially create a new, unrelated data-driven solution, which lacks interpretability and physical consistency; in real-world scenarios, the amplitude and phase relationships from an object remain invariant regardless of its geometric relationship to the observation plane. In traditional intensity-based rasterization, each pixel depends only on a handful of nearby fragments; in CGH, by contrast, every primitive contributes across a large “sub-hologram” footprint on the full resolution hologram, and one must accumulate complex-valued wavefronts from all primitives at all spatial frequencies. Primitive-based methods that maintain physical accuracy (e.g., GWS [2025] or polygon-based CGH) require proper handling of occlusions and interference effects through complex wavefront accumulation:

$$P(x, y) = \sum_{n=1}^N \mathcal{F}^{-1}\{H_{z_n}(f_x, f_y) \cdot \mathcal{F}\{\mathcal{G}_n(x, y) \cdot \mathcal{T}_n(x, y)\}\}, \quad (22)$$

where  $\mathcal{T}_n(x, y)$  represents the accumulated transmittance for occlusion of the  $n$ -th primitive. This formulation requires expensive convolution for each primitive across the entire hologram plane, yielding complexity of  $O(N_{\text{primitives}} \times N_{\text{freq}} \log N_{\text{freq}})$ , where  $N_{\text{freq}}$  is the total number of frequency bins. To improve efficiency, occlusion effects can be neglected by approximating  $\mathcal{T}_n(x, y) \approx 1$ :

$$P(x, y) \approx \sum_{n=1}^N \mathcal{F}^{-1}\{H_{z_n}(f_x, f_y) \cdot \mathcal{F}\{\mathcal{G}_n(x, y)\}\}. \quad (23)$$

While this reduces complexity to  $O(N_{\text{primitives}} \times N_{\text{freq}})$  and enables better parallelization, it sacrifices accurate occlusion modeling and still requires substantial computation, as each primitive must be re-evaluated across the entire hologram plane. Existing CGH methods follow an Eulerian computational paradigm, where the hologram plane coordinates remain fixed while complex fields are recalculated for each viewpoint.

*Scene Geometry Aware Representations* In contrast, our approach differs fundamentally by modeling the complex field directly in 3D space using Gaussian primitives with intrinsic phase properties—a Lagrangian perspective where the content remains fixed while the viewpoint changes. Each complex-valued Gaussian  $\mathcal{G}_n$  has an explicitly defined phase parameter  $\varphi_n$  that represents its inherent holographic properties, independent to camera parameters. The complex field contribution of a Gaussian remains consistent with respect to its 3D position, orientation, and intrinsic phase. This Lagrangian formulation enables us to avoid recalculations in the Eulerian approach, avoids the expensive per-frequency summation, and instead pushes all of the work into two highly optimized GPU-friendly stages: 1. *Tile-based Complex-Valued Rasterization:* As

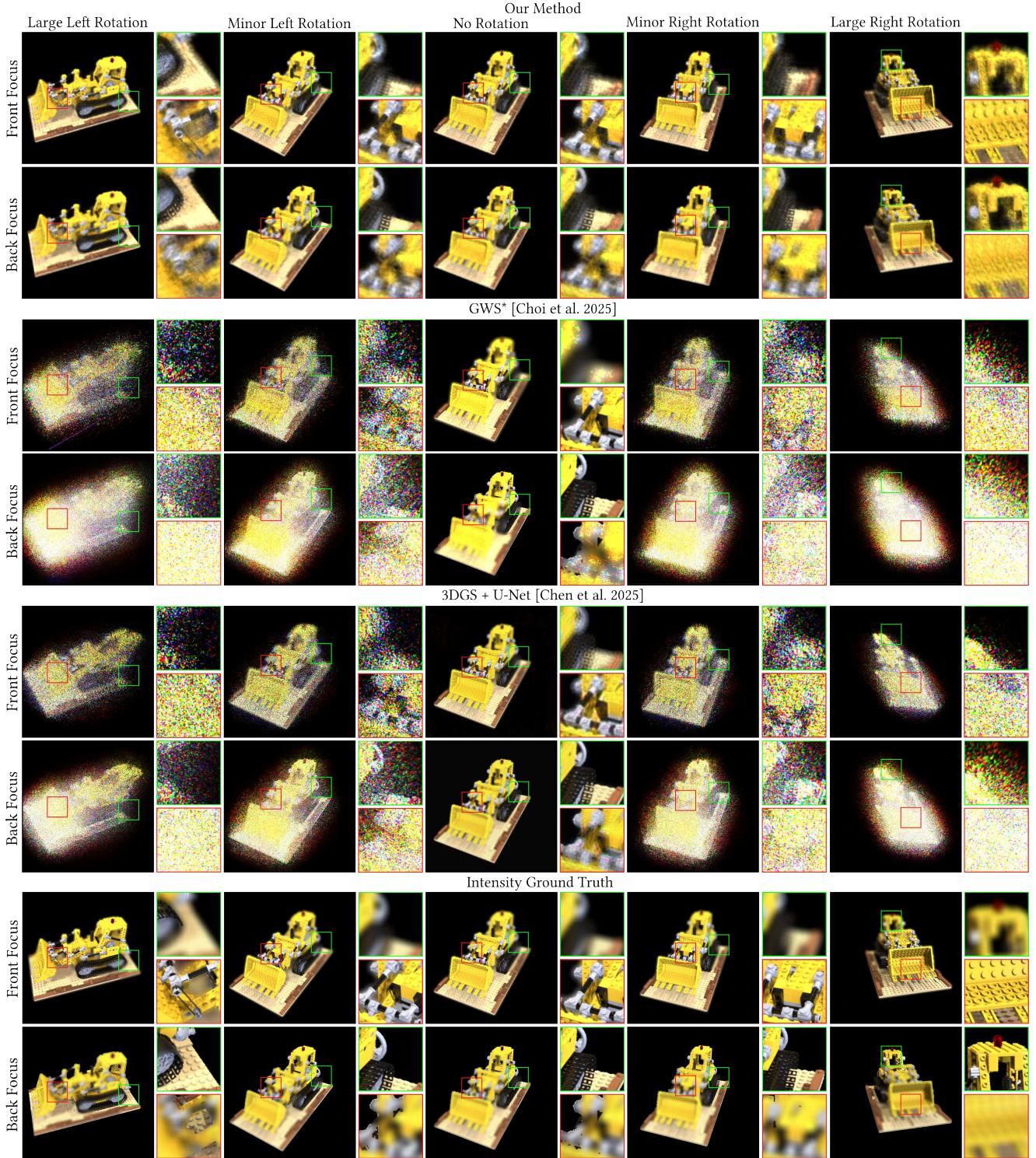


Fig. 4. Comparison of different hologram synthesis methods across different viewpoints in simulation. The top row shows our method with scene geometry aware representations from large left to right rotations for novel views. The middle rows show the existing CGH methods that rely on intensity-based intermediaries, which fail to maintain consistency across novel views. The bottom row shows the intensity ground truth.<sup>\*</sup> We reimplement [Choi et al. 2025] to demonstrate the results of GWS; The original non-rotational result shows higher image quality and different defocus blur than our reimplementation.

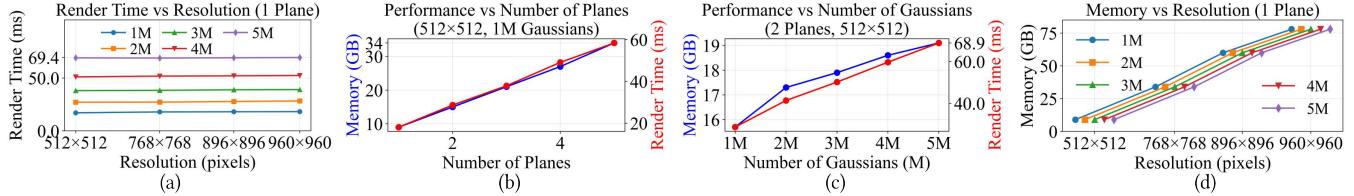


Fig. 5. Performance and memory usage analysis. (a) Render time vs resolution for different Gaussian counts under 1 plane. (b) Memory usage & render time vs number of depth planes. (c) Memory usage & render time vs number of Gaussians. (d) Memory usage vs resolution for different numbers of Gaussians.

described in Sec. 4.2, by dividing the screen into  $16 \times 16$  tiles, we extend the 3DGS rasterizer to accumulate complex-valued Gaussians directly in image space and reduce the rasterization cost to  $O(N_{\text{primitives}})$ . *2. FFT-based layer propagation:* Instead of summing each primitive’s contribution at every spatial frequency, we collect all Gaussians onto  $L$  depth planes once, and then propagate these planes to the hologram plane using 2D FFTs. This reduces the propagation cost to  $O(L \times N_{\text{res}} \log N_{\text{res}})$ , where  $N_{\text{res}} = n_x \times n_y$  is the number of pixels per depth plane, independent to the number of primitives. In this case, since  $L$  does not grow with  $N_{\text{primitives}}$  and  $L \times N \log N$  is much smaller than  $N_{\text{primitives}} \times N_{\text{freq}}$  when the number of primitives is large, our approach achieves inherently better scaling. This results in a more straightforward holographic rendering pipeline that maintains constant propagation cost and scene geometry aware representations regardless of the complexity of the scene. Mathematically, consider two different viewpoints with respective projection matrices  $J_1, W_1$  and  $J_2, W_2$ . For a given  $G_n$ , while its projected complex field will differ between viewpoints, the underlying phase relationship remains consistent:

$$\begin{aligned} U_n^{(1)} &= c_n G_n^{\text{proj}}(J_1, W_1) \exp(j\varphi_n) \\ U_n^{(2)} &= c_n G_n^{\text{proj}}(J_2, W_2) \exp(j\varphi_n). \end{aligned} \quad (24)$$

This phase consistency is further maintained through the *Forward Recording* process:

$$P^{(i)} = \sum_{l=1}^L \mathcal{F}^{-1}\{H_{Z_l}(f_x, f_y) \cdot \mathcal{F}\{U_{\Pi_l}^{(i)}\}\}, \quad (25)$$

where  $U_{\Pi_l}^{(i)}$  represents the complex field at depth plane  $\Pi_l$  for viewpoint  $i$ , and  $P^{(i)}$  is the recorded hologram. As shown in Fig. 4, the significance of the scene geometry aware representations become apparent when examining the reconstructed wavefront across different viewpoints. In real life, light emitted or scattered from a physical point maintains a scene geometry aware amplitude and phase relationship relative to other points, regardless of the position of the observer. Complex-valued holographic radiance field attempts to mimic this physical behavior, ensuring that the amplitude and phase differences between scene elements remain invariant, leading to scene geometry aware interference and diffraction effects. This represents a paradigm shift—from treating the amplitude and phase as computational variables applied after intensity determination on the hologram plane, to modeling them as an intrinsic and meaningful property of the 3D scene itself. By combining the Lagrangian perspective of 3DGS with holography, we achieve modeling and

rendering of a complex-valued holographic radiance field, eliminating the need for expensive per-configuration, per-primitive wave calculations.

## 5 Implementation

We employ the ground truth images and rendered depth information to generate target reconstruction images using the multiplane generation pipeline by Kavaklı et al. [2023b]. Additionally, we employ the fused SSIM proposed by [Mallick et al. 2024] to speed up the training process. For densification, we adopt the original strategy from 3DGS, with the exceptions that the densifying frequency is 300 steps and the opacity resetting is replaced by the regularization method proposed by [Rota Bulò et al. 2024].

We choose Adam [Xie et al. 2024] as the optimizer ( $\beta_1 = 0.9, \beta_2 = 0.99$ ) and train our complex-valued Gaussians for 20000 steps using parameter-specific learning rates: 0.005 for scales, 0.0025 for both amplitude and phase, 0.025 for opacity, 0.001 for rotation, and a base learning rate of 0.01 for means and plane assignment probabilities. Our choice of optimizer follows [Zhang et al. 2024], while the learning rate is adopted from the original 3DGS implementation. We apply CosineAnnealingLR [2017] only to the learning rates of means and plane assignment probabilities (minimum 0.00001) for smoother convergence, while keeping the others fixed throughout training. For holographic configuration, we follow the most recent literature [Akşit and Itoh 2023; Shi et al. 2021, 2022] and choose a propagation distance of 2 mm, volume depth of 4 mm, pixel pitch of 3.74  $\mu\text{m}$ , and wavelengths of 639, 532, and 473 nm. All experiments are conducted on a NVIDIA A100 80G GPU.

## 6 Evaluation

We evaluate our method on three standard datasets, including NeRF Synthetic [Mildenhall et al. 2021], LLFF [Mildenhall et al. 2019], and Mip-NeRF 360 [Barron et al. 2022].

### 6.1 Baseline Selection

We compare our method against a two-stage method that generates 3D holograms using a U-Net [Ronneberger et al. 2015] from RGBD inputs queried from the pretrained intensity-based 3DGS scene. This two-stage method serves as our baseline for several reasons. First, while neural networks estimate holograms that are not scene geometry aware across viewpoints, it achieves millisecond-level inference time that is substantially faster than other CGH methods, such as optimization. Second, although the learned method introduces unnatural defocus effects and suffers from a limited eye

Table 2. Performance comparison on NeRF Synthetic and LLFF. 3DGS + U-Net (GT) refers to the *Image Quality Ground Truth* that requires recalculation of hologram per viewpoint. 3DGS + U-Net (Vary) represents the *Viewpoint Relationship Variation* without recalculation. Metrics are reported as PSNR/SSIM/LPIPS, respectively. Bold indicates best performance excluding GT baseline. For more information about baselines, please refer to Sec. 6.1.

Method	NeRF Synthetic (Test Resolution 800×800)									Mean
	chair	drums	ficus	hotdog	lego	materials	mic	ship		
3DGS + U-Net (GT)	29.3/0.91/0.13	28.9/0.90/0.14	31.3/0.95/0.10	30.4/0.94/0.15	28.1/0.89/0.15	29.1/0.92/0.14	32.7/0.95/0.10	29.1/0.90/0.18	29.9/0.92/0.14	
3DGS + U-Net (Vary)	7.2/0.15/0.71	9.8/0.12/0.77	8.1/0.18/0.72	8.5/0.14/0.85	7.9/0.09/0.81	7.8/0.16/0.75	8.4/0.19/0.79	9.3/0.11/0.79	8.4/0.14/0.77	
Our Method	<b>27.6/0.89/0.14</b>	<b>26.1/0.86/0.17</b>	<b>28.0/0.91/0.13</b>	<b>29.1/0.90/0.16</b>	<b>24.3/0.83/0.21</b>	<b>28.3/0.88/0.17</b>	<b>29.2/0.91/0.14</b>	<b>24.9/0.81/0.23</b>	<b>27.1/0.87/0.17</b>	

Method	LLFF (Test Resolution 960×640)							Mean
	fern	flower	fortress	horns	orchids	room	trex	
3DGS + U-Net (GT)	29.6/0.90/0.35	29.4/0.89/0.32	27.4/0.88/0.37	28.8/0.91/0.37	27.5/0.84/0.39	28.9/0.93/0.36	26.1/0.83/0.41	28.3/0.88/0.37
3DGS + U-Net (Vary)	8.3/0.17/0.78	7.1/0.13/0.82	8.8/0.11/0.85	9.2/0.19/0.79	5.7/0.12/0.83	8.9/0.16/0.80	7.4/0.12/0.86	7.9/0.14/0.82
Our Method	<b>27.9/0.78/0.39</b>	<b>28.1/0.80/0.37</b>	<b>25.2/0.73/0.45</b>	<b>26.7/0.79/0.43</b>	<b>25.1/0.73/0.46</b>	<b>27.3/0.81/0.41</b>	<b>24.5/0.75/0.45</b>	<b>26.4/0.77/0.42</b>

Table 3. Comparison of inference times across different Gaussian primitive based hologram synthesis methods at 800×800 resolution.

Method	Number of $\mathcal{G}$ s	Inference Time
Our Method	200K	10 ms
	5M	69 ms
3DGS + U-Net [Chen et al. 2025]	200K	8 ms
	5M	29 ms
GWS (Fast) [Choi et al. 2025]	15K	> 3 s
	200K	> 40 s
	5M	> 15 min
GWS (Exact) [Choi et al. 2025]	15K	> 1 min
	200K	> 13 min
	5M	> 5 hrs

box, the network’s denoising capacity helps minimize speckle noise and artifacts commonly found in other CGH methods, resulting in the top metric image quality. This represents the theoretical upper bound of image quality that our method can achieve under ideal conditions. Therefore, we use the 3DGS + U-Net (GT) method as our benchmark, serving as the *Image Quality Ground Truth* against which the performance of our method is evaluated. Additionally, we evaluate the *Viewpoint Relationship Variation* scenario where 3DGS + U-Net generates holograms without recalculation when the relationship between scene geometry and viewpoint changes, named 3DGS + U-Net (Vary).

## 6.2 Inference Time

Table. 3 demonstrates our method’s efficiency. Compared with GWS [Choi et al. 2025], our method is inherently more scalable, achieving 30x-10,000x speedup while being scene geometry aware across novel views. While 3DGS + U-Net [Chen et al. 2025] offers faster rendering, it requires recalculation of the hologram per viewpoint, which has no scene geometry awareness. Even with a large number of Gaussians (5M), our method maintains reasonable performance (69 ms), achieving a balance between computational efficiency and maintaining scene geometry aware representations. Fig. 5 illustrates the scalability of our method; the render time remains relatively constant across resolutions due to tile-based rasterization, while both memory usage and render time scale linearly with

the number of depth planes and Gaussian primitives, demonstrating the computational efficiency of our method compared to traditional CGH methods that rely on per-primitive diffraction calculation.

## 6.3 Complex Field Discontinuities: Beyond Intensity-Based Smooth Interpolation

**6.3.1 Quantitative Analysis.** Table. 2 and 4 show the training images performance of our method and 3DGS + U-Net on the NeRF Synthetic, LLFF, and Mip-NeRF 360 datasets, respectively. We evaluate the image quality using PSNR, SSIM, and LPIPS [2018a].

The *Viewpoint Relationship Variation* results show that 3DGS + U-Net (Vary) fails to generate correct holograms when viewpoint changes without recalculation, with PSNR dropping by 21.5 dB, 20.4 dB, and 19.6 dB on NeRF Synthetic, LLFF, and Mip-NeRF 360 datasets, respectively, and SSIM decreases by over 0.74 across all 17 scenes. In contrast, our method maintains robust performance across novel views, achieving 18.7 dB, 18.5 dB, and 13.9 dB PSNR improvements over 3DGS + U-Net (Vary).

For the *Image Quality Ground Truth*, our method achieves promising performance on the NeRF Synthetic and LLFF datasets, with PSNR gaps of 2.8 dB and 1.9 dB and SSIM differences of 0.05 and 0.11, respectively, compared to 3DGS + U-Net (GT). However, performance degradation of our method becomes significant on Mip-NeRF 360 dataset with 5.7 dB PSNR drop and 0.42 SSIM decrease. This progressive degradation from controlled synthetic scenes to complex in-the-wild environments stems from the fundamental challenge of representing spatially discontinuous complex fields to model interference and diffraction.

**6.3.2 Complex Field Discontinuities.** In intensity-based radiance fields, the goal is to model view-dependent appearance through opacity and color. This representation handles sparse viewpoint sampling effectively because intensity variations generally follow smooth, low-frequency patterns that can be interpolated between viewpoints. However, modeling complex-valued holographic radiance fields introduce a challenge related to motion parallax. For a camera translation, motion parallax causes objects at different depths to experience different amounts of apparent displacement.

Objects at depths  $d_1$  and  $d_2$  exhibit displacements of:

$$\Delta s_1 = \frac{f \cdot \Delta t}{d_1}, \quad \Delta s_2 = \frac{f \cdot \Delta t}{d_2}, \quad (26)$$

where  $f$  is the focal length and  $\Delta t$  is the camera translation. When  $d_2 \gg d_1$ , the motion parallax difference  $\Delta s_1 - \Delta s_2$  becomes significant. This motion parallax translates directly into phase differences in complex-valued holographic radiance fields. Between consecutive camera viewpoints, these Gaussian primitives will accumulate different phase shifts:

$$\Delta\varphi_1 = \frac{2\pi}{\lambda} \Delta s_1, \quad \Delta\varphi_2 = \frac{2\pi}{\lambda} \Delta s_2. \quad (27)$$

The issue arises when adjacent pixels correspond to objects with vastly different depths, creating sharp spatial discontinuities in phase distribution. Consider two Gaussian primitives at depths  $d_1$  and  $d_2$  that are spatially adjacent in the hologram plane, the contrasting phase evolution during camera motion will introduce visual artifacts. For adjacent pixels separated by distance  $\Delta x$ , the spatial phase gradient is defined as:

$$\frac{\partial\varphi}{\partial x} = \frac{\Delta\varphi_2 - \Delta\varphi_1}{\Delta x} = \frac{2\pi}{\lambda} \frac{f \cdot \Delta t \cdot (d_2 - d_1)}{d_1 d_2 \Delta x}. \quad (28)$$

When the scene contains large depth discontinuities ( $d_2 \gg d_1$ ), the spatial phase gradient will become very large. This creates interpolation challenges absent in intensity-based representations. Unlike intensity values, which are continuous and monotonic, phase values wrap at  $2\pi$  boundaries. Large spatial phase gradients cause adjacent pixels to differ by multiple cycles, creating ambiguity in interpolation paths that intensity-based representations don't encounter. To evaluate our method against complex field discontinuities, we carefully choose and analyze challenging scenes with significant depth variations from commonly used datasets that exhibit different motion parallax characteristics.

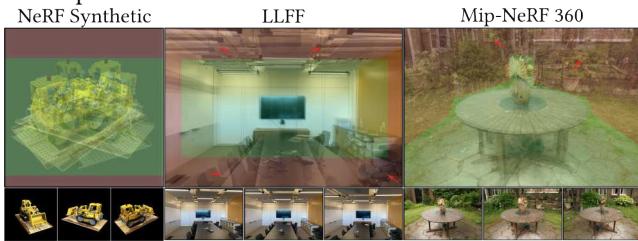


Fig. 6. Motion parallax across datasets: NeRF Synthetic (left) shows a controlled scene with minimal parallax; LLFF (center) shows an indoor scene with vast-moving foreground motion (red region); Mip-NeRF 360 (right) shows an in-the-wild scene with wide background shifts (red region). Regions exhibiting moderate motion parallax that does not cause phase discontinuities in our experiments are marked in green.

As shown in Fig. 6, the NeRF Synthetic dataset benefits from controlled capture conditions with relatively uniform depth distributions within each scene. In contrast, LLFF and Mip-NeRF 360 datasets contain in-the-wild scenes with larger depth variations. These scenes create sharp phase boundaries where the complex field changes abruptly in between viewpoints, breaking the spatial coherence assumptions of intensity-based representations. While the 3DGS + U-Net method maintains visual quality by first modeling

geometry and appearance through intensity-based 3DGS (which handles motion parallax effectively) and then estimating hologram as a secondary task, this two-stage CGH approach sacrifices the scene geometry awareness across different viewpoints. This limitation highlights the trade-off between the spatial coherence requirements of intensity-based representations and the phase discontinuities introduced by motion parallax in complex-valued holographic radiance fields.

Table 4. Performance comparison on Mip-NeRF 360. 3DGS + U-Net (GT) refers to the *Image Quality Ground Truth* that requires recalculation of hologram per viewpoint. 3DGS + U-Net (Vary) represents the *Viewpoint Relationship Variation* without recalculation. Metrics are reported as PSNR/SSIM/LPIPS, respectively.

Method	Mip-NeRF 360 (Test Resolution 960×640)	
	garden	kitchen
3DGS + U-Net (GT)	25.9/0.87/0.35	28.1/0.91/0.34
3DGS + U-Net (Vary)	7.9/0.11/0.72	6.9/0.13/0.78
Our Method	20.2/0.45/0.61	22.4/0.49/0.53

#### 6.4 Qualitative Analysis

*Defocus Blur Comparison.* Fig. 7 compares simulated defocus blur across three CGH methods: optimization, 3DGS + UNet, and ours. Our method generates perceptually more plausible defocus blur, similar to the optimization-based result without per-view recalculation. 3DGS + UNet's result suffers from a structured, fringing effect in defocus blur, which is commonly found in learned CGH methods [Chen et al. 2025; Shi et al. 2021].

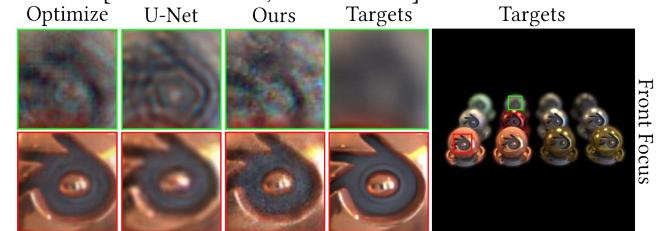


Fig. 7. Defocus blur comparison in holographic reconstructions between optimization [Kavaklı et al. 2023b], 3DGS + U-Net [Chen et al. 2025], and our method against target images.

*Novel View Image Quality Analysis.* We evaluate novel view image quality on the NeRF Synthetic, LLFF, and Mip-NeRF 360 datasets—shown in Fig. 8, Fig. 9, and Fig. 10, respectively—using both simulation and experimental captures. For NeRF Synthetic dataset, our method achieves visually consistent results across different datasets and on-par image quality compared to the baseline.

For LLFF dataset, our method preserves image quality effectively in regions with stable depth content, particularly for background elements. However, artifacts become apparent in areas containing near-field objects that exhibit rapid motion across viewpoints, such as foreground furniture and close-range structural elements. These artifacts manifest as phase inconsistencies and visual distortions, primarily in regions where objects undergo significant displacement due to motion parallax.

For Mip-NeRF 360 dataset, the most significant quality loss of our method occurs in distant background regions that experience

substantial motion across large viewpoint changes, such as far-field vegetation and architectural structures. Objects at intermediate and near depths maintain reasonable reconstruction quality. This depth-dependent performance indicates that limitations arise from phase discontinuities caused by motion parallax rather than deficiencies in our complex-valued representations, as evidenced by the preserved quality in spatially coherent depth regions. For more simulated and captured results, please refer to Supplementary Sec. D.

*Phase-only Hologram Conversion.* To display our complex-valued holograms on a phase-only SLM, we leverage a propagation-based optimization approach that converts amplitude-phase into phase-only representations. Given our complex hologram  $P = Ae^{j\phi}$  with amplitude  $A$  and phase  $\phi$ , we aim to obtain a corresponding phase-only hologram  $P_\phi = e^{j\phi_{\text{opt}}}$  where the amplitude is unity and the phase  $\phi_{\text{opt}}$  is optimized. We propagate both holograms to the same set of depth planes and minimize their propagation differences. For each depth plane  $\Pi_l$ , we compute the propagated complex fields

$$\begin{aligned} U_l &= \mathcal{F}^{-1}\{H_{-Z_l}(f_x, f_y) \cdot \mathcal{F}\{P\}\}, \\ U_{\phi,l} &= \mathcal{F}^{-1}\{H_{-Z_l}(f_x, f_y) \cdot \mathcal{F}\{P_\phi\}\}, \end{aligned} \quad (29)$$

and the optimization minimizes the difference between the real and imaginary components across all depth planes

$$\mathcal{L}_\phi = \frac{1}{L} \sum_{l=1}^L \|U_l - U_{\phi,l}\|^2 + \mathcal{L}_{\text{SSIM}}(U_l, U_{\phi,l}). \quad (30)$$

Future variants could adopt learned approaches, such as U-Net and others, to replace optimization and enable more efficient conversion.

## 7 Discussion and Future Work

### 7.1 Limitations

*Wave Propagation Overhead.* Although our method renders 3D holograms effectively, the rendering process involves splatting Gaussian primitives onto multiple depth planes, followed by wave propagation using the band-limited ASM. The band-limited ASM method is not as efficient as differential splatting, particularly at high resolutions, as it involves multiple high-resolution FFTs to compute accurate wave propagation, which inevitably increases the computation and the memory cost. A more efficient light propagation method is required to further reduce the memory cost and match the rendering speed of intensity-based 3DGs.

*Motion Parallax.* Our method's reliance on Gaussian primitives for smooth spatial interpolation creates limitations in scenes with significant motion parallax. Objects at dramatically different depths exhibit varying displacements during viewpoint changes, generating sharp phase discontinuities that violate the smoothness assumptions of intensity-based representations. This explains our degraded results on in-the-wild datasets with large depth variations. Future work could explore hierarchical Gaussians [Wang et al. 2025] to adaptively model phase discontinuities at multiple scales.

*Incoherent Illumination.* Our method operates under the assumption of fully coherent illumination, where wavefronts exhibit stable phase relationships and produce predictable interference patterns. In contrast, most natural light sources are only partially coherent

or incoherent, with phase correlations that degrade over time or across spatial extents. Our model's reliance on coherent light leads to sensitivity to depth-induced phase artifacts, and partial coherence may help mitigate these discontinuities, highlighting an important direction for future work.

### 7.2 Future Work

Our work opens the door to potential advances in holographic rendering technology.

*Scene Relighting.* By directly modeling the complex-valued holographic radiance fields, a future variant of our method could support scene relighting [Guo et al. 2019]. Building on prior research in reflectance displays [Glasner et al. 2014], our approach could extend spatially varying reflectance functions through learned 3D structure and phase information that responds to illumination changes passively and reactively.

*Pupil-aware Holography.* A future variant could explore estimating complex-valued holographic radiance fields that dynamically adapt to pupil movements under novel views [Chakravarthula et al. 2022]. Moreover, our method inherently contains light field information within the complex-valued 3D representations. With appropriate training objectives, a future extension of our approach could directly support real-time 4D CGH rendering [Kim et al. 2024] without requiring explicit light field extraction.

*Time-multiplexed Holography.* Multiple rounds of optimization on the same scene can produce distinct complex-valued radiance variants. These variants can be displayed in a time-multiplexed fashion using high-speed SLM [Choi et al. 2022] to further enhance the image quality and compensate for the phase discontinuities.

*Holographic Camera.* Another promising direction lies in bridging synthetic complex-valued holographic radiance fields with real-world holographic acquisition. Recent advances in incoherent holographic cameras [Li et al. 2025; Yu et al. 2023] can capture both intensity and phase information from real 3D scenes under natural illumination without coherent laser sources. Integrating such technology with our framework could enable modeling the true wave optics characteristics of real objects, moving beyond current RGB reproduction to authentic physical phase properties.

*Physically-informed Color Representation.* In the physical world, light amplitude is naturally characterized by its spectral distribution, not through mathematical constructs like Spherical Harmonic (SH). To maintain scene geometry aware representations, our complex-valued holographic radiance field uses only RGB triplets to define the intrinsic amplitude of Gaussians to align with the intrinsic phase values. Despite this simplification, our experiments demonstrate that complex-valued holographic radiance field preserves view-dependent reflectance properties of 3D scenes without requiring high-dimensional view-dependent features. Compared to SH, which typically contains 48 parameters, our method requires only 6 (3 for amplitude, 3 for phase), resulting in reduced model size and memory footprint. Future work could examine the theoretical basis of this observation and assess whether physically plausible parameterizations further enhance radiance field expressiveness.

**Conclusion.** Our work introduces a novel approach to support holographic representations in Gaussian Splatting by utilizing our novel 3D complex-valued Gaussians as primitives. We demonstrate that this method leads to a coherent novel view synthesis that is faithful to the geometry of a 3D scene in terms of both amplitude and phase. These findings from our work demonstrate the potential for more physically accurate 3D scene representations, helping holograms to replace 2D images and holographic displays to be compatible and practical as 3D screens in the future.

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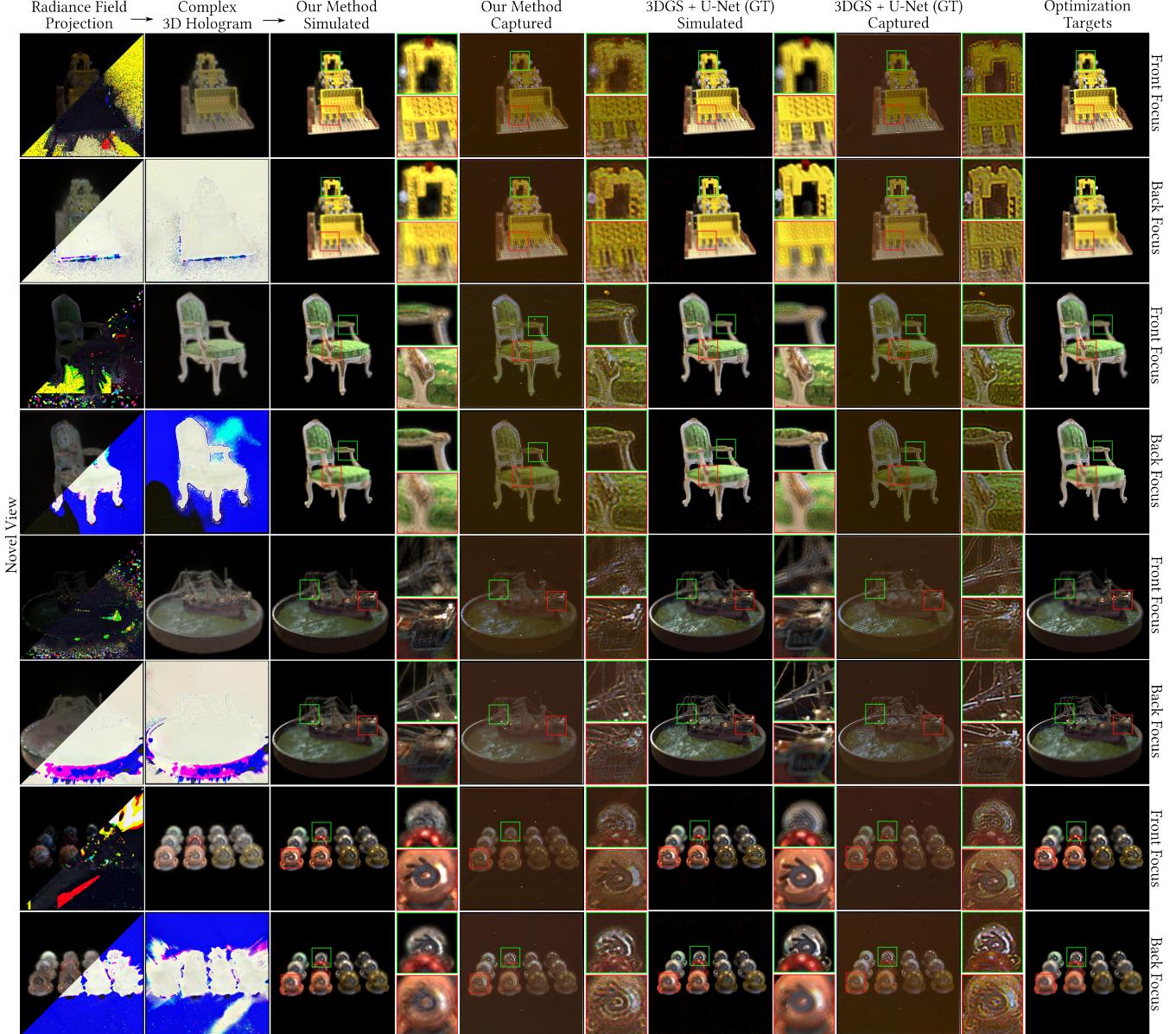


Fig. 8. Novel-view comparison between our method and the 3DGS + U-Net baseline on multiple scenes from the NeRF Synthetic dataset (lego, chair, ship, materials). Here GT represents the *Image Quality Ground Truth*. The first two columns show the radiance field projections and their rendered complex 3D holograms. The central columns present a side-by-side evaluation of our method’s simulated results and experimentally captured results against the baseline. The rightmost column displays the target images used as optimization objectives in our method.

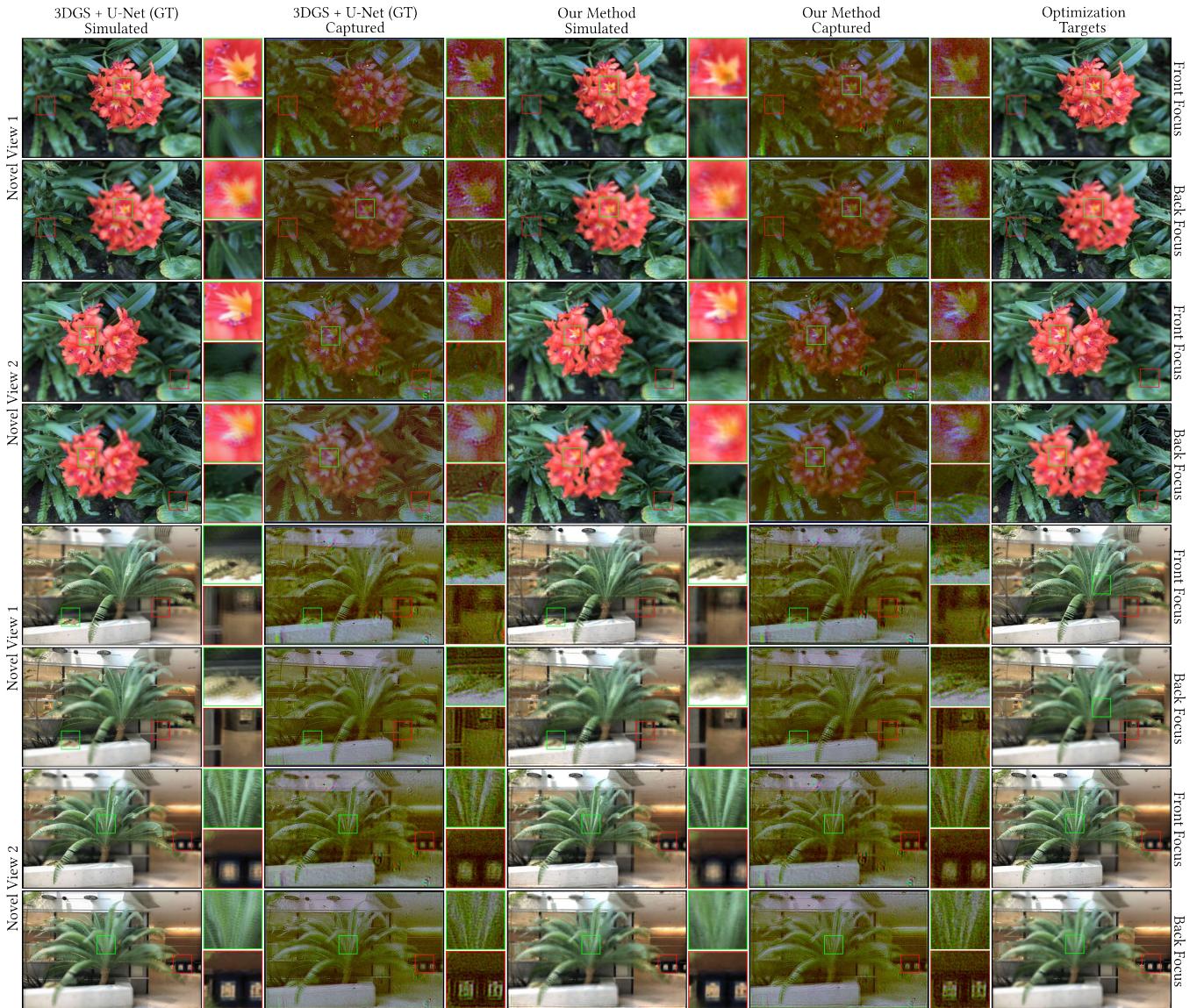


Fig. 9. Novel-view comparison between our method and the 3DGS + U-Net baseline on multiple scenes from the LLFF dataset (flower, fern). Here GT represents the *Image Quality Ground Truth*. The central columns present a side-by-side evaluation of our method’s simulated results and experimentally captured results against the baseline. The rightmost column displays the target images used as optimization objectives in our method.

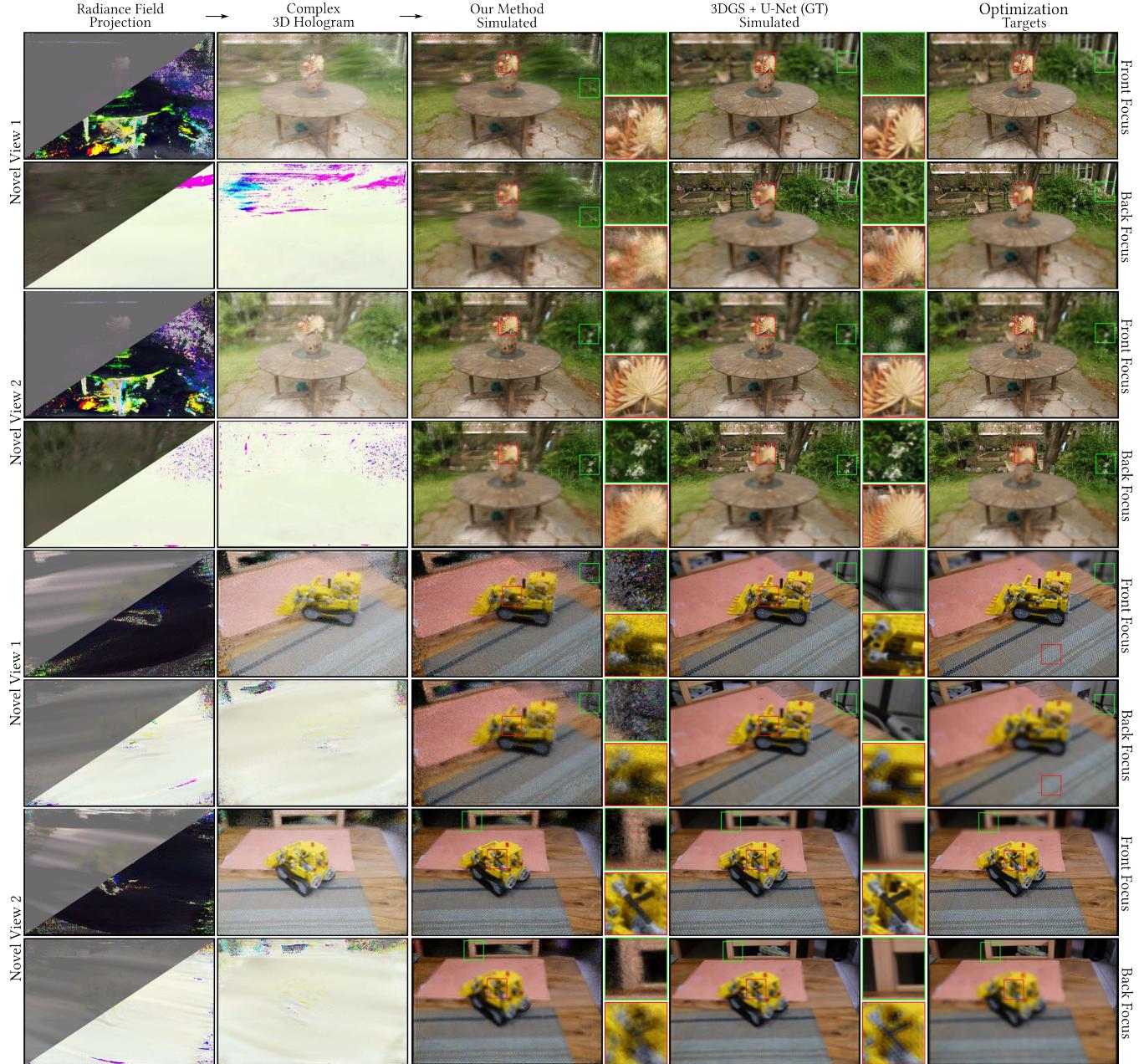


Fig. 10. Novel-view comparison of our method on multiple scene from the Mip-NeRF 360 Synthetic dataset (garden, kitchen). The first two columns show the radiance field projections and their rendered complex 3D holograms. The central columns present our method and 3DGS + UNet’s simulated results. The rightmost column displays the target images used as optimization objectives in our method.