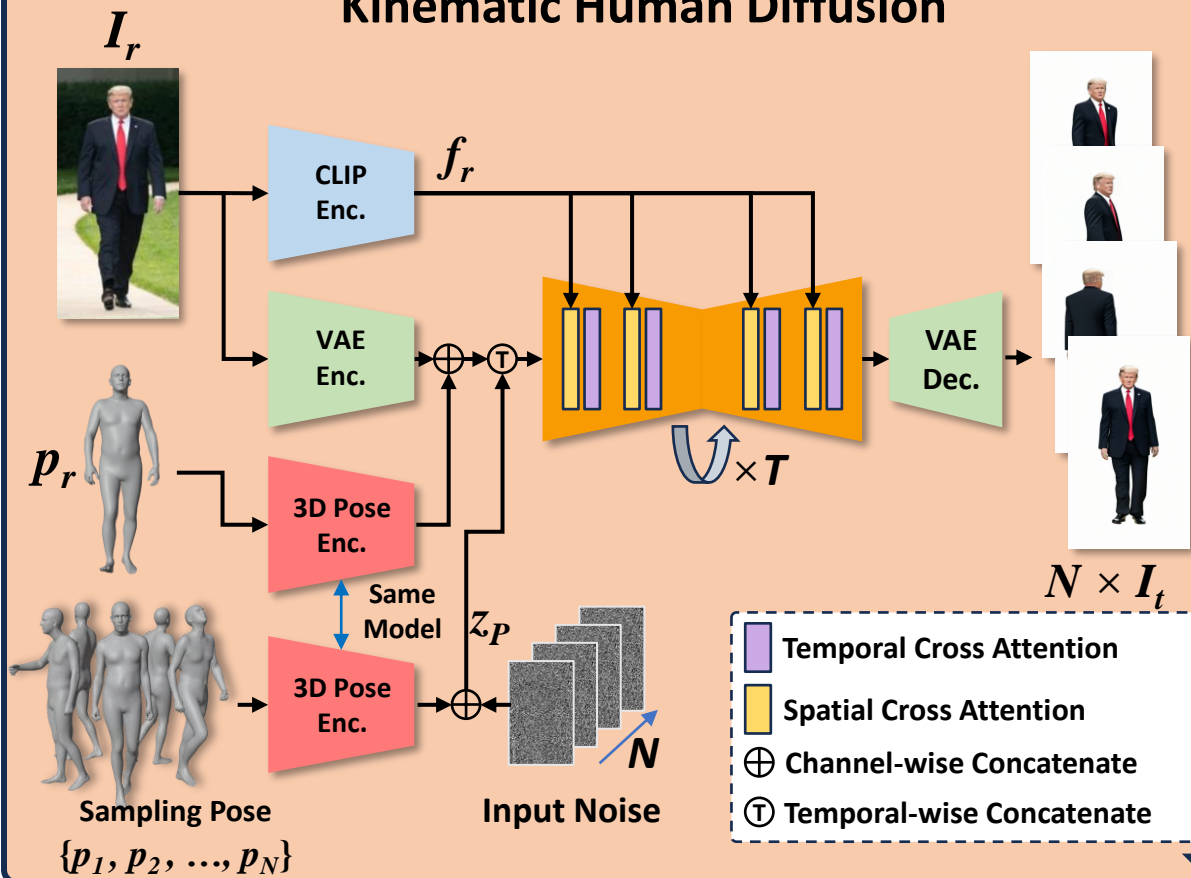
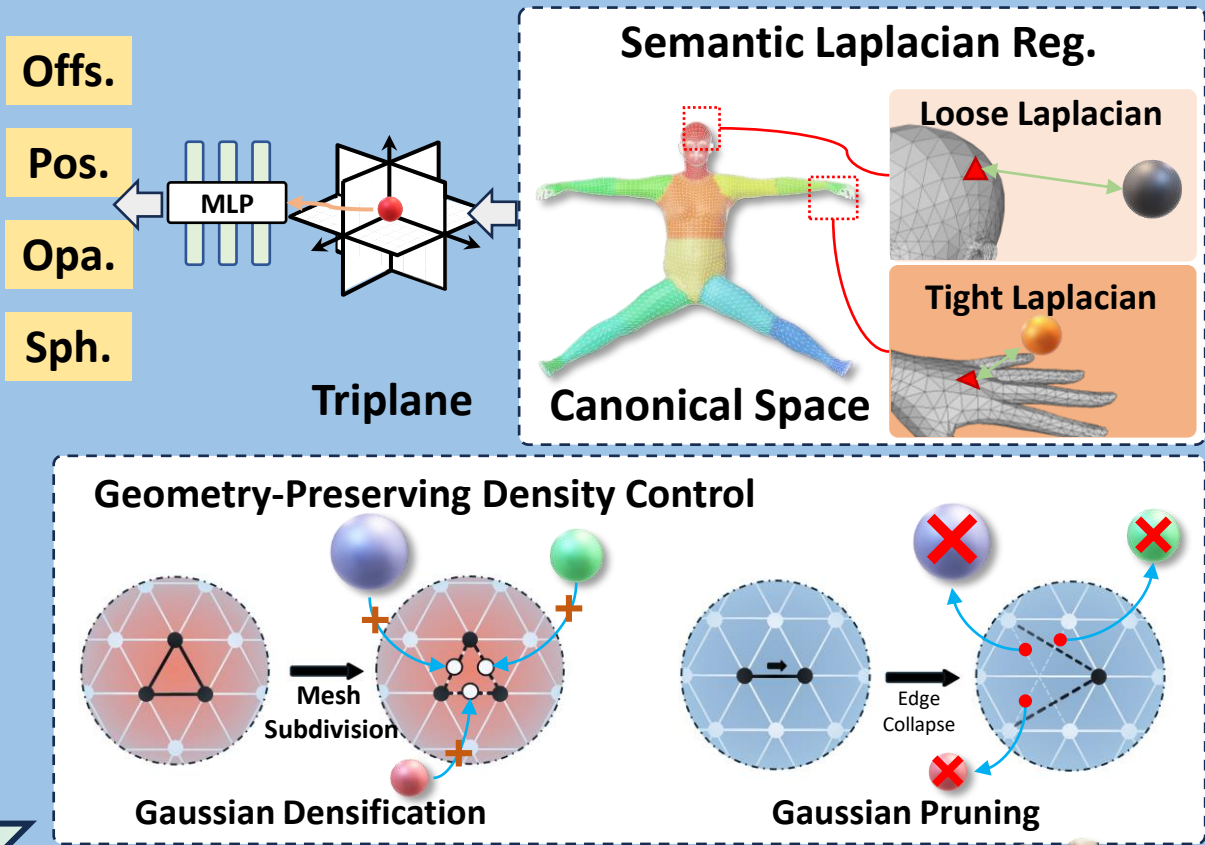


## Kinematic Human Diffusion



## Geometry-Preserving 3D Gaussian Splatting



3D Distillation

