ActorsNeRF: Animatable Few-shot Human Rendering with Generalizable NeRFs

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Highlight: Few-shot Generalization

Category-level Prior

Few-shot Generalization to Novel Actors with Novel Poses





With only a few images from a monocular video, ActorsNeRF synthesizes novel views of a novel person with novel poses.

AIST++ Dataset

Animation



With only a few images (e.g., 30 shots) from a monocular video, ActorsNeRF synthesizes novel views of a novel person with novel poses.

Ours HumanNeRF





Ours HumanNeRF





Ours HumanNeRF



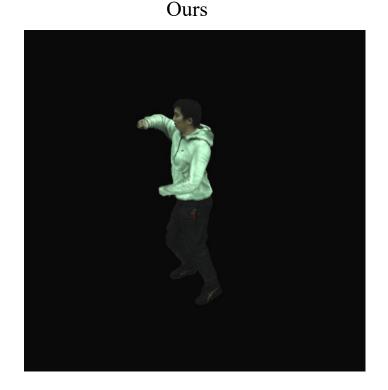


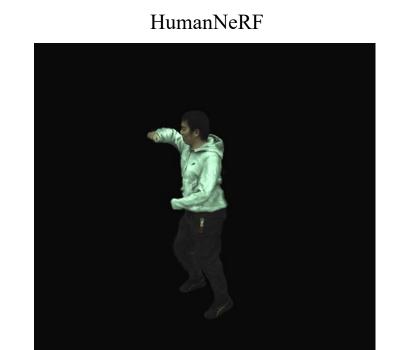
ZJU-MoCap Dataset

Animation

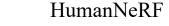


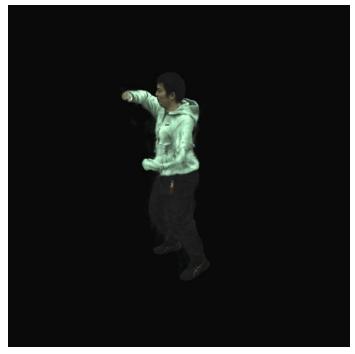
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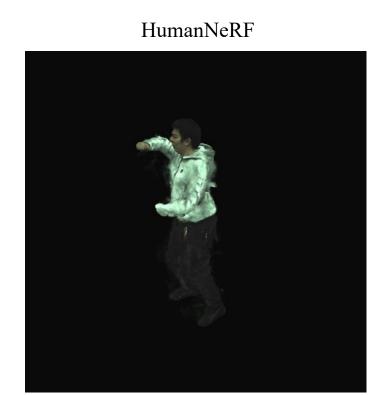




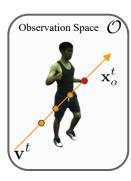




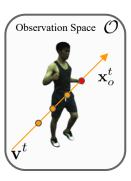


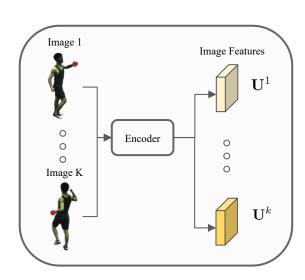


ActorsNeRF Architecture

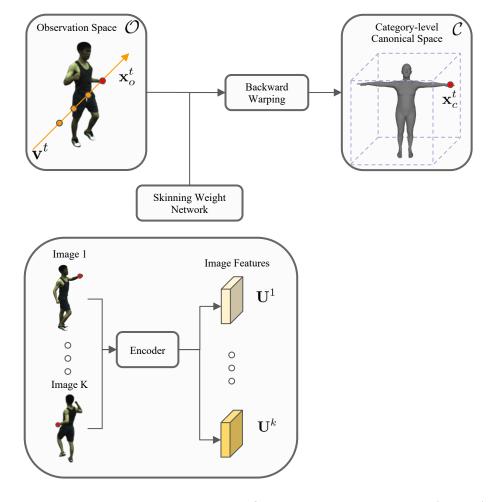


Sample 3D points in the observation space.

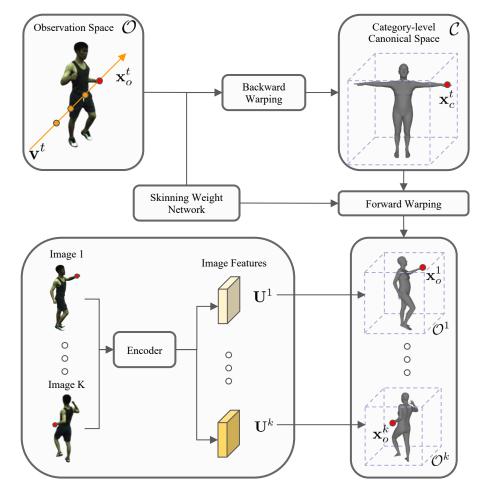




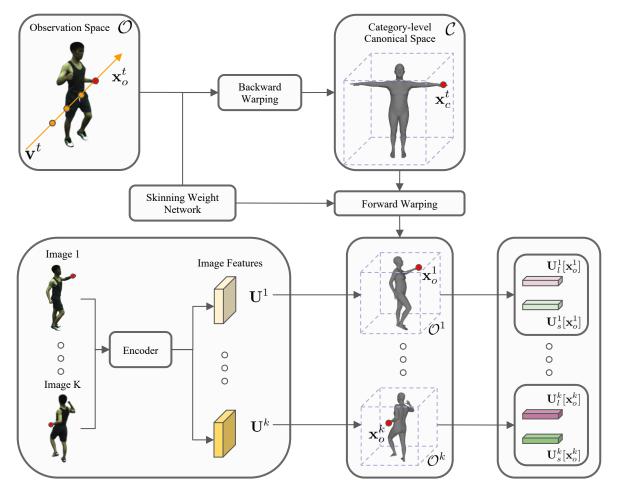
An encoder used to extract features from K images.



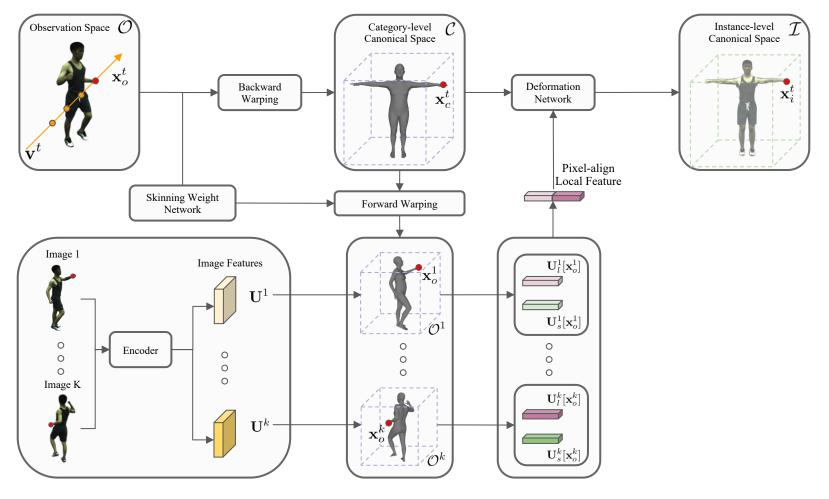
Transform to category-level canonical space.



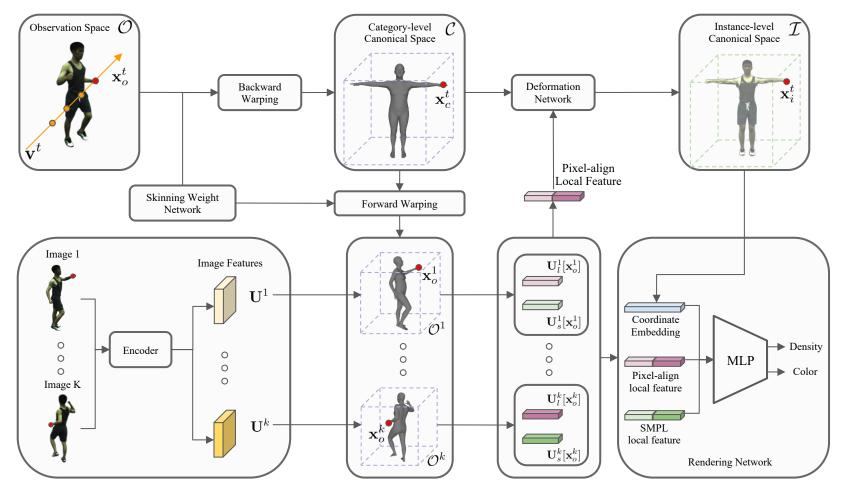
Transform to individual observation spaces through forward warping.



Query pixel aligned features from each image.



Transform to instance-level canonical space through deformation network.



Rendering from instance-level canonical space with pixel-aligned features.