

GARField: Group Anything with Radiance Fields

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Matthew Tancik² Angjoo Kanazawa¹

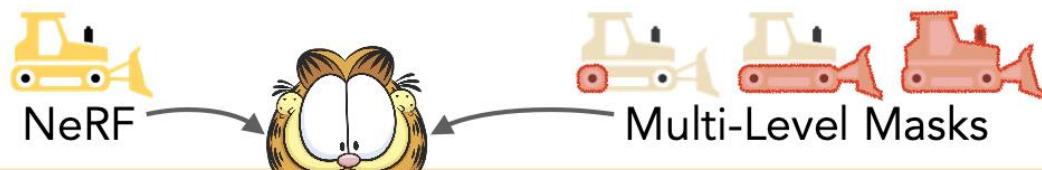
* Denotes equal contribution

¹UC Berkeley ² Luma AI

CVPR 2024

Citations: 2

Source: <https://www.garfield.studio/>



Group Anything with Radiance Fields



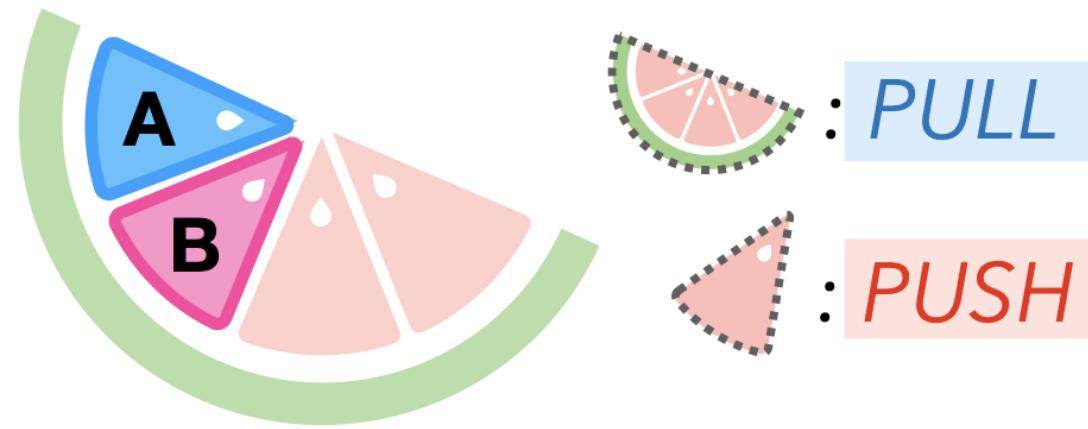


Scale

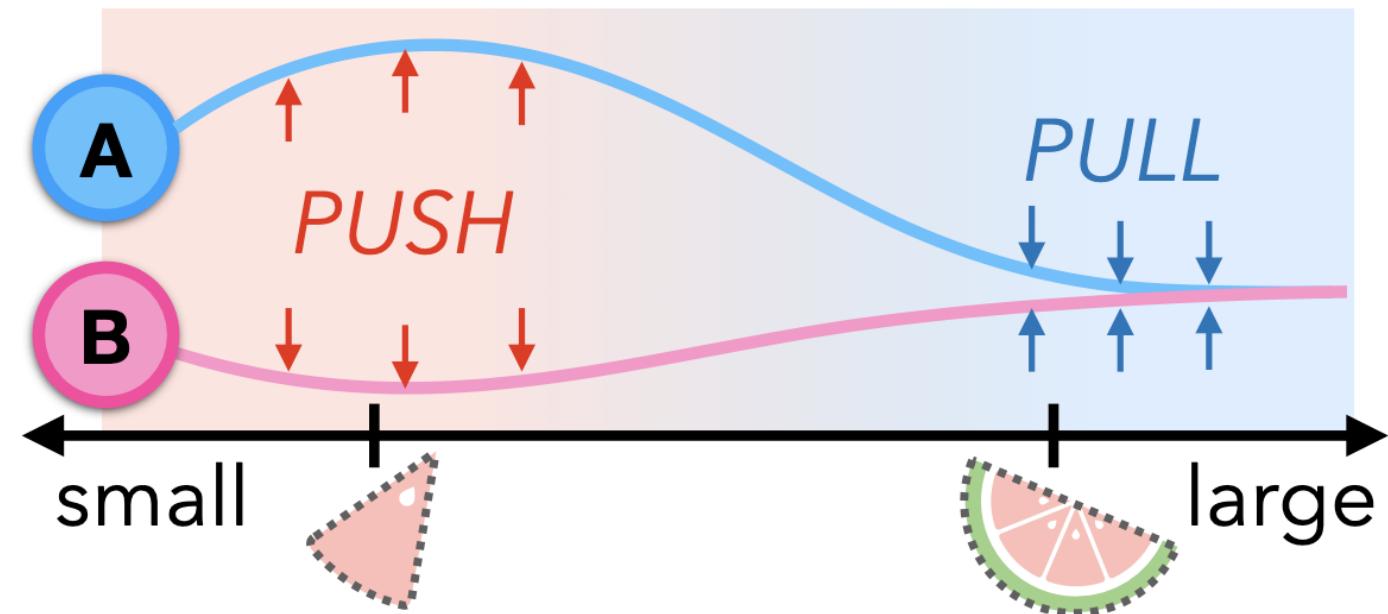


Group!

Are **A** **B** together?



Scale-conditioned Affinity



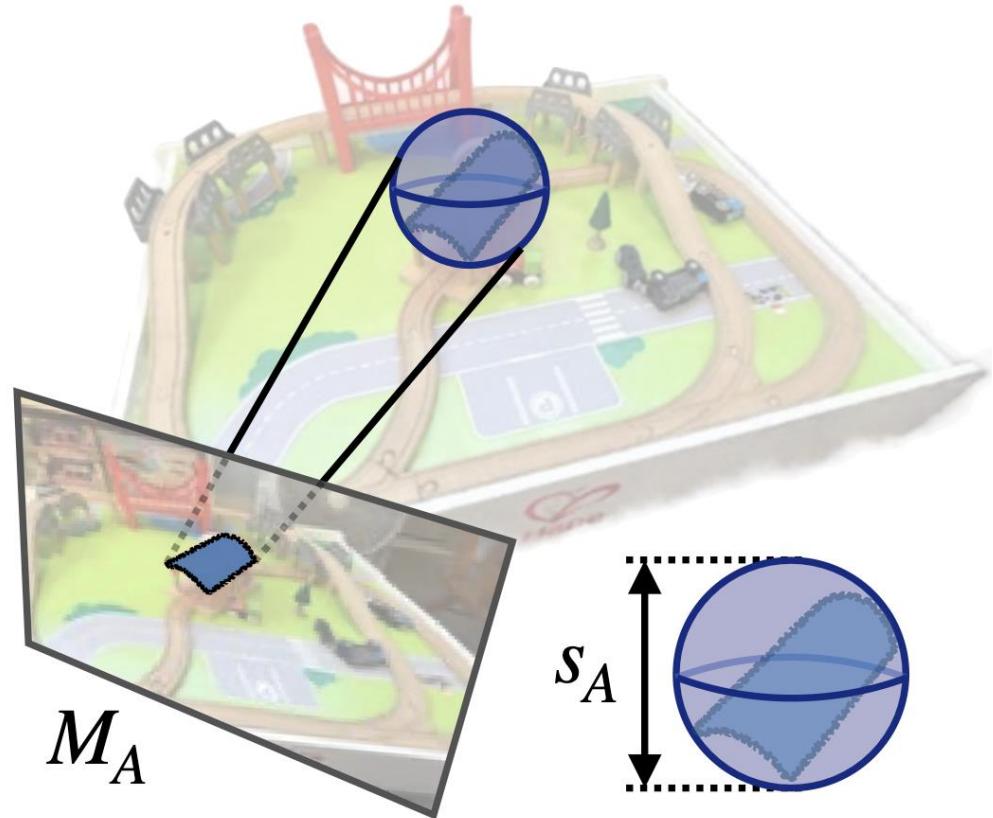
higher affinity @ large scale but low affinity @ a smaller scale

2D Mask Generation

Group Preprocessing
Images Set of SAM Masks

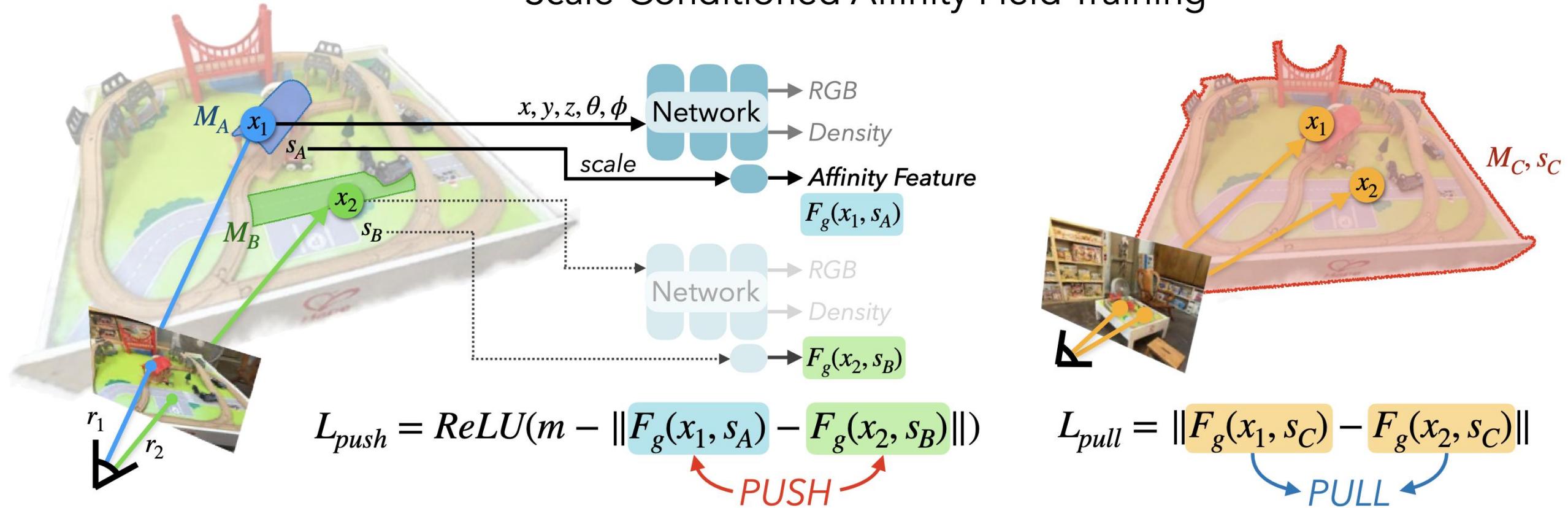


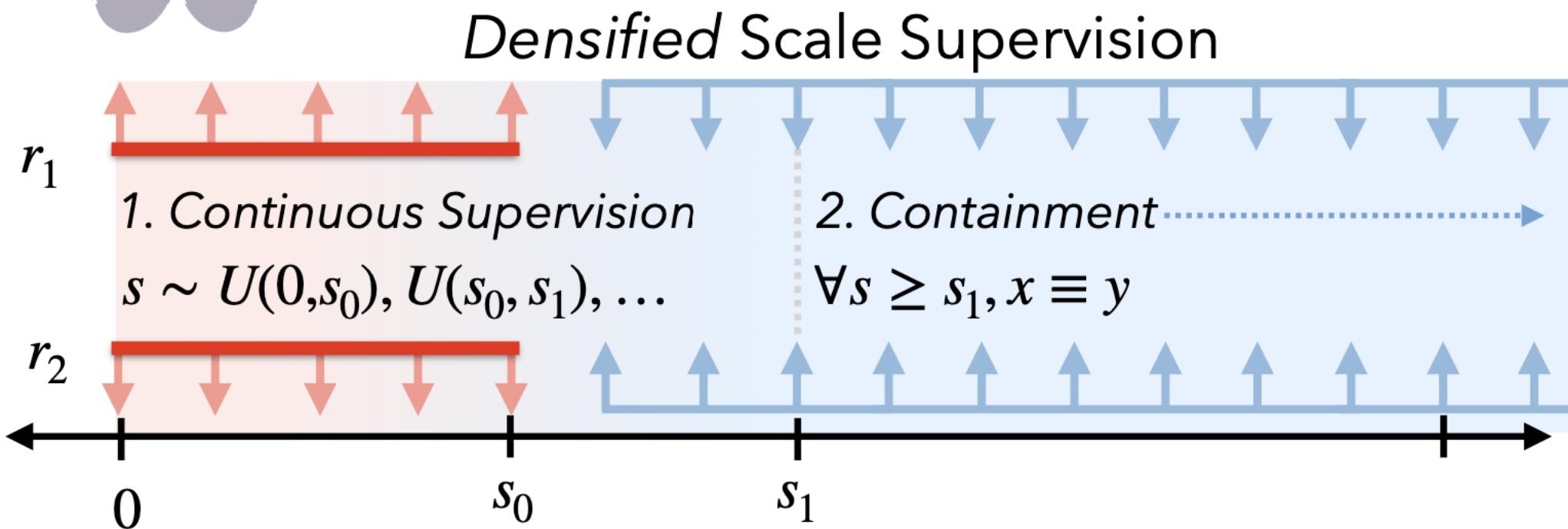
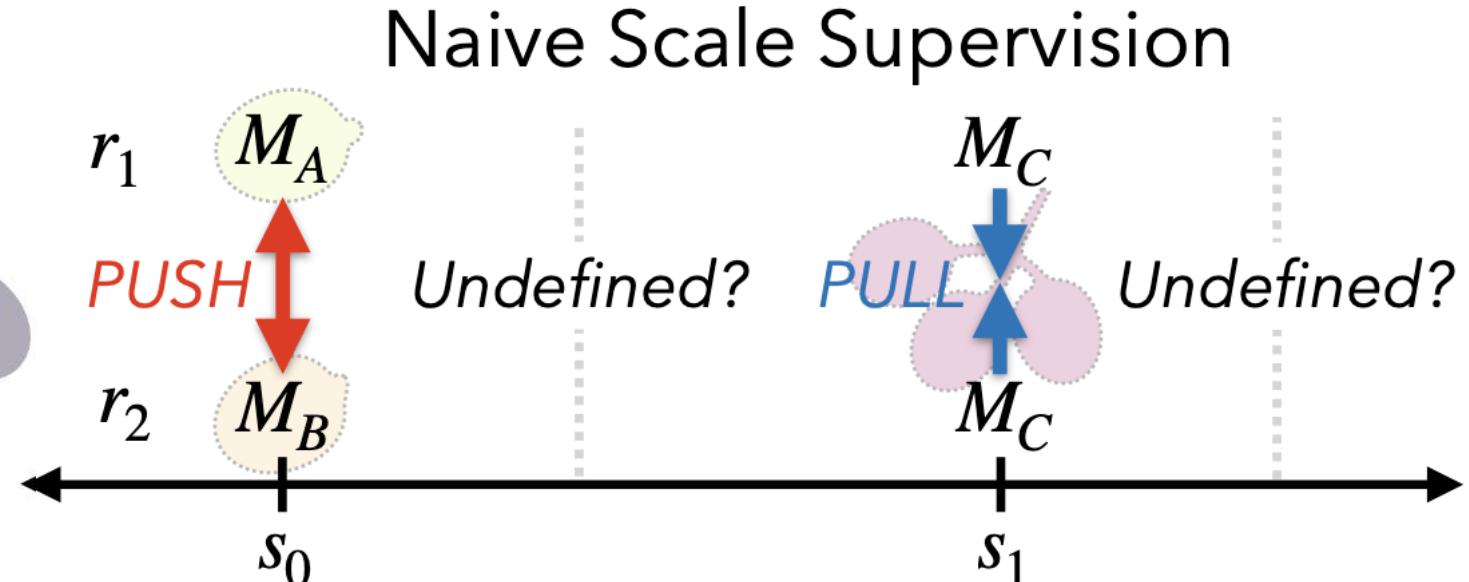
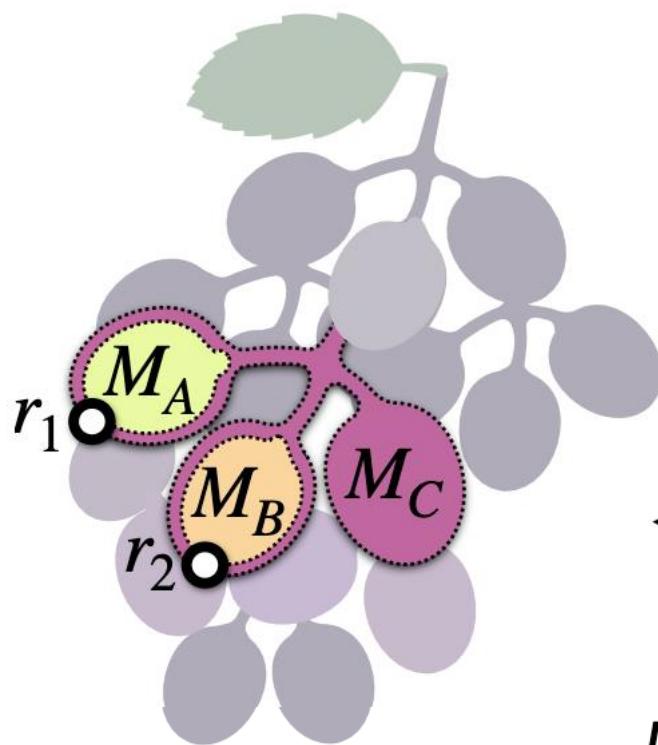
3D Mask Scale Generation



Scale-Conditioned Affinity Field

Scale-Conditioned Affinity Field Training







Interactive Selection

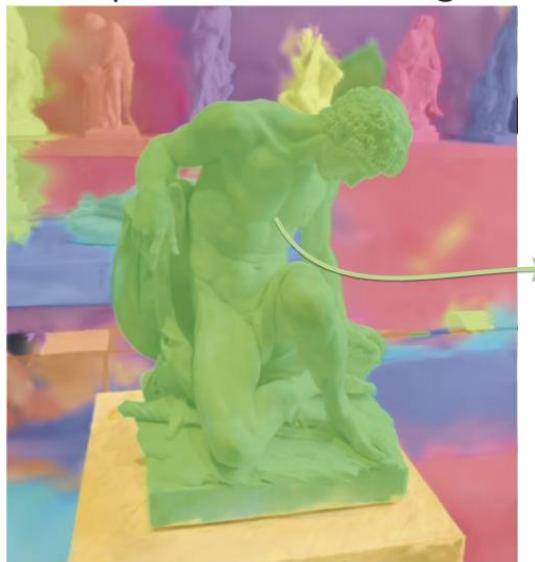
3D Consistent Asset Extraction

Hierarchical Decomposition

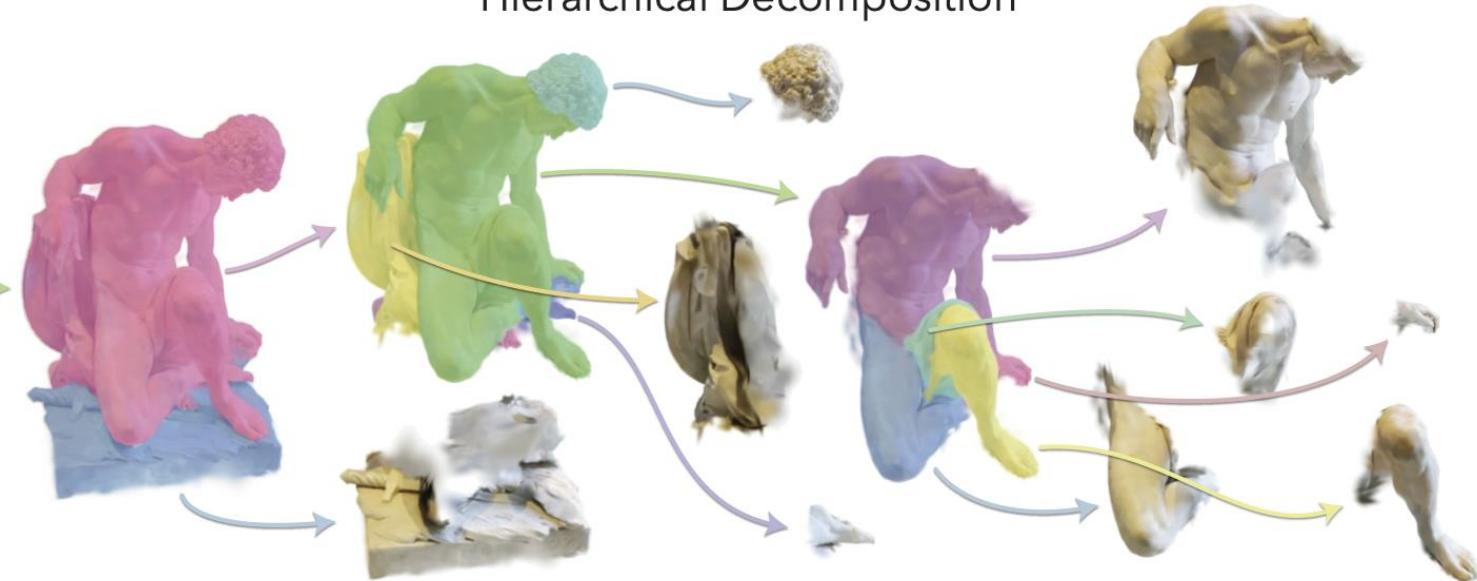
Novel View

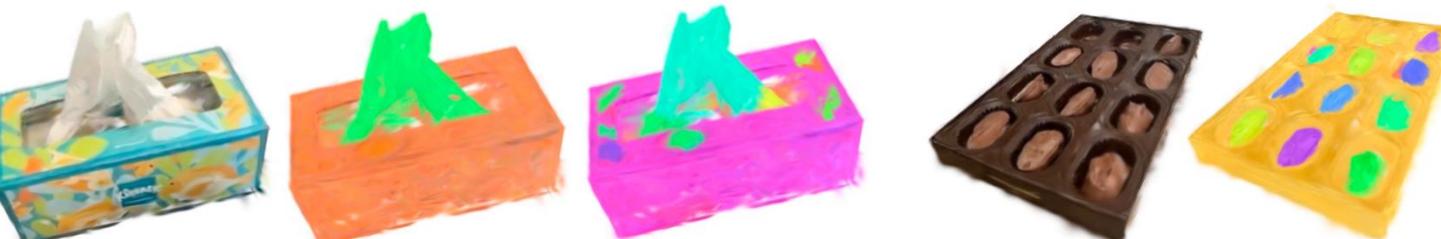
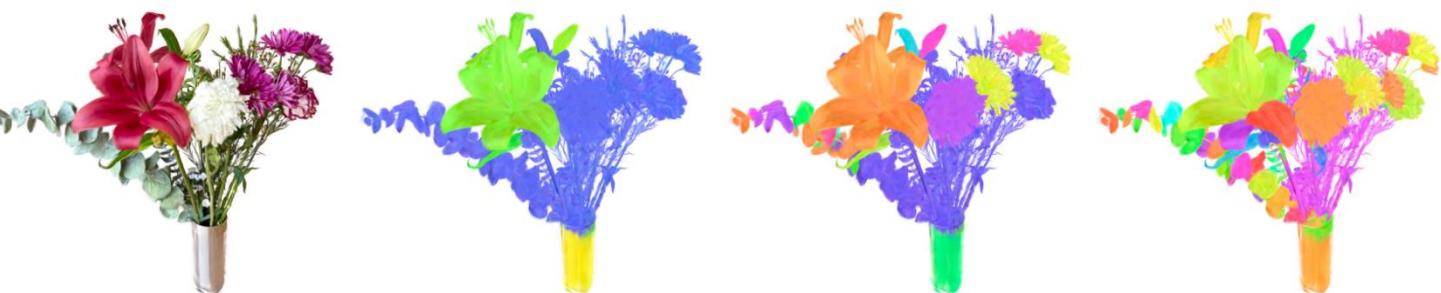
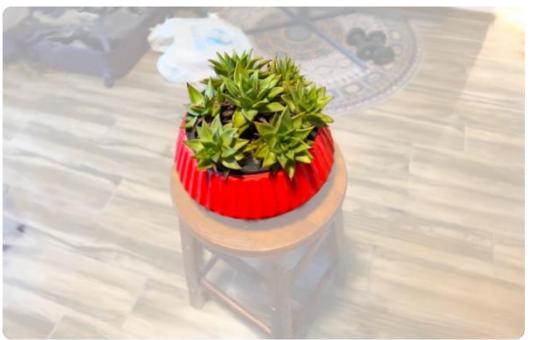


Top Level Clustering



Hierarchical Decomposition







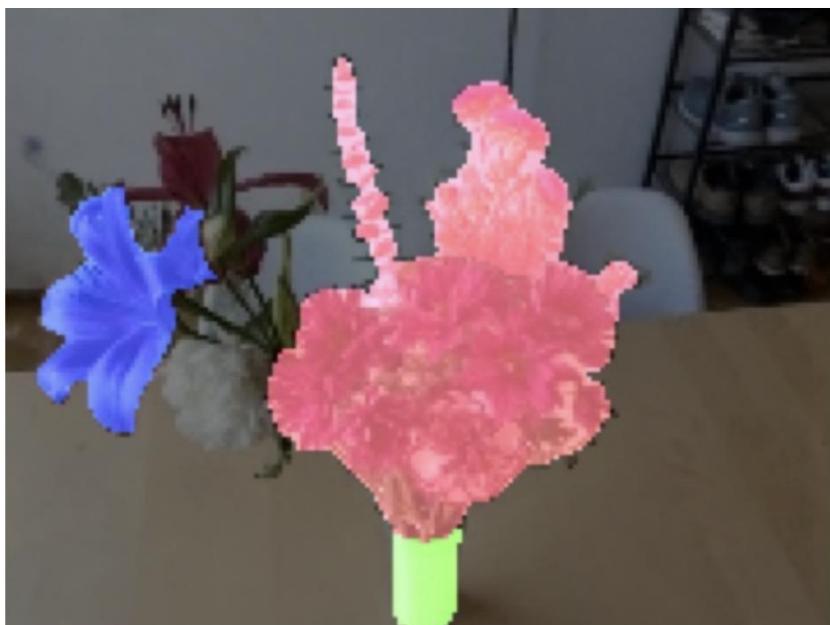
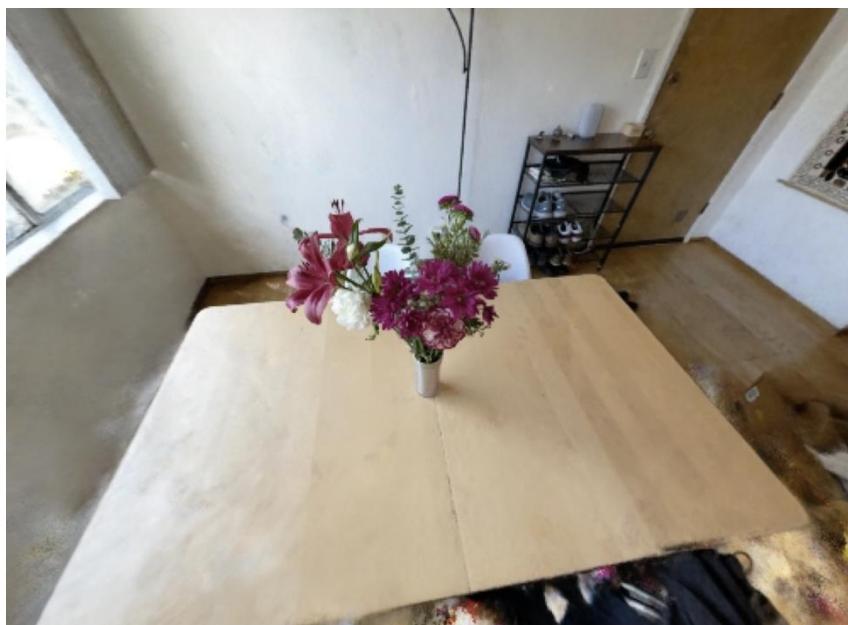
RGB



SAM (2D)

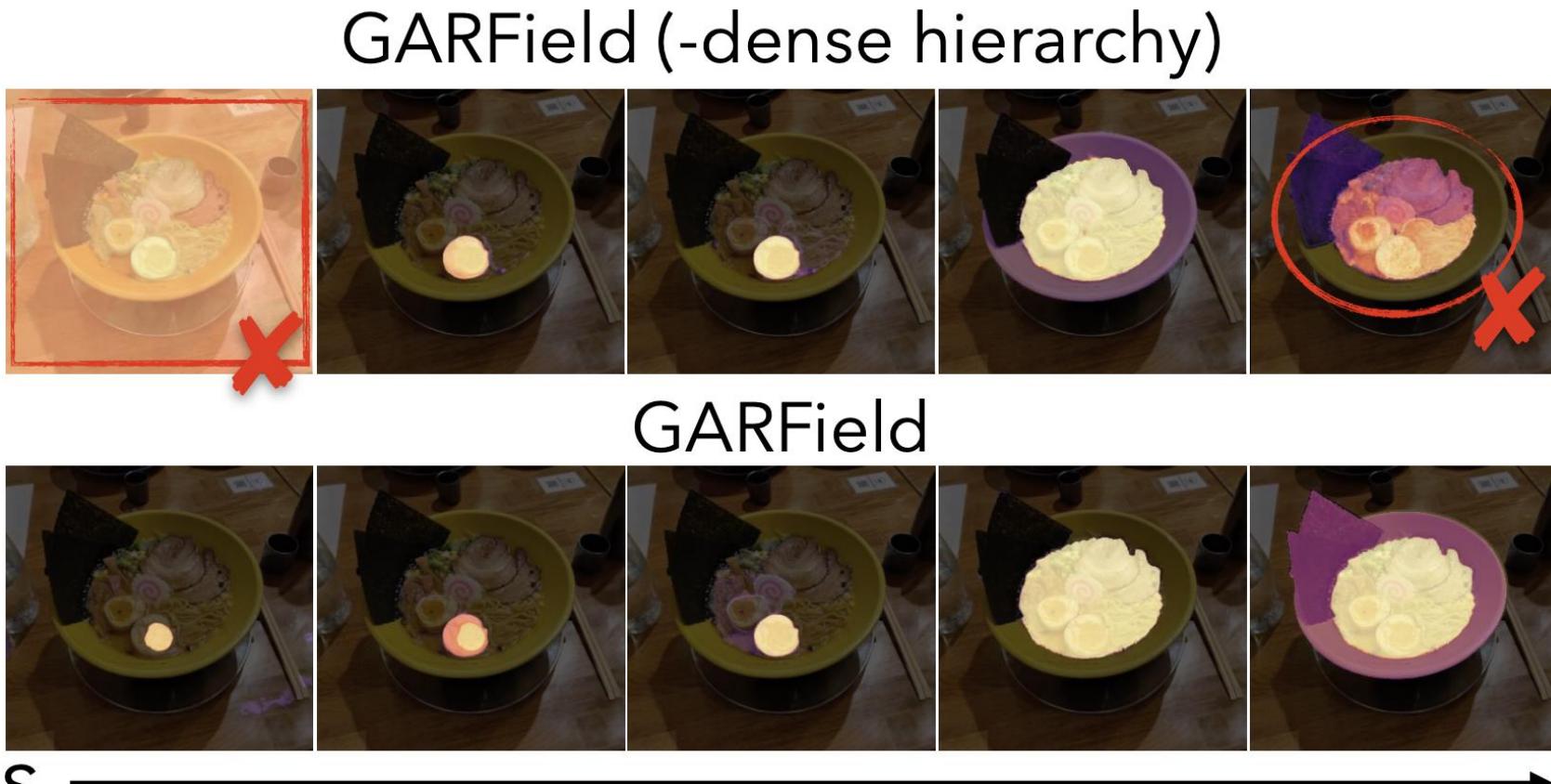


GARField





Affinity w/ ●

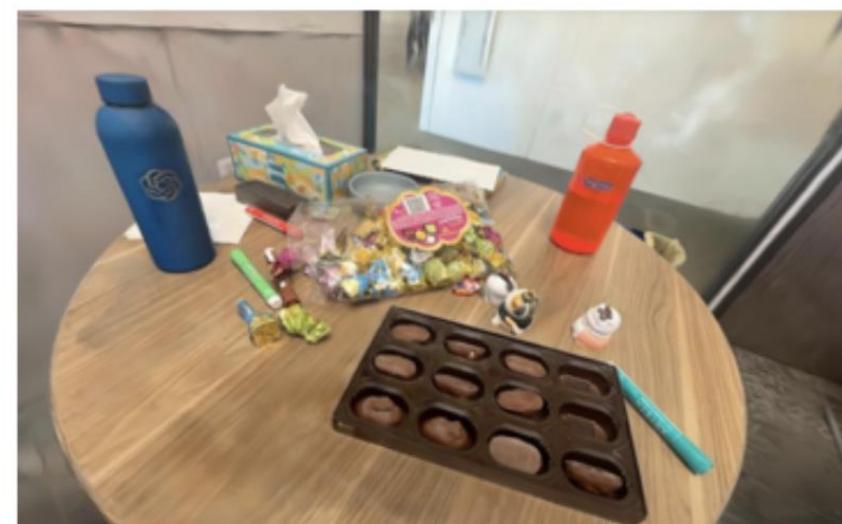


Scene	Fine		Medium		Coarse	
	SAM	Ours	SAM	Ours	SAM	Ours
teatime	81.6	92.7	97.3	97.9	-	-
bouquet	17.4	76.0	73.5	81.6	76.1	85.4
keyboard	65.3	88.8	73.6	98.4	-	-
ramen	53.3	79.2	74.7	90.7	92.6	95.5
living_room	85.3	90.5	74.2	80.7	88.6	94.4

Table 1. **3D Completeness.** We report mIOU of scene annotations for a single point with up to three levels of hierarchy. SAM struggles to produce view-consistent fine groups compared to GARField.

Scene	SAM [15]	Ours (-scale)	Ours (-dense)	Ours
ramen	74.9	64.1	74.1	85.6
teatime	64.9	67.7	66.1	86.6
keyboard	23.2	57.6	73.1	77.9
bouquet	34.4	49.8	72.9	76.4
living_room	59.6	49.7	62.1	76.6

Table 2. **Hierarchical Grouping Recall:** We report mIOU against human annotations of multi-scale groups of different objects.



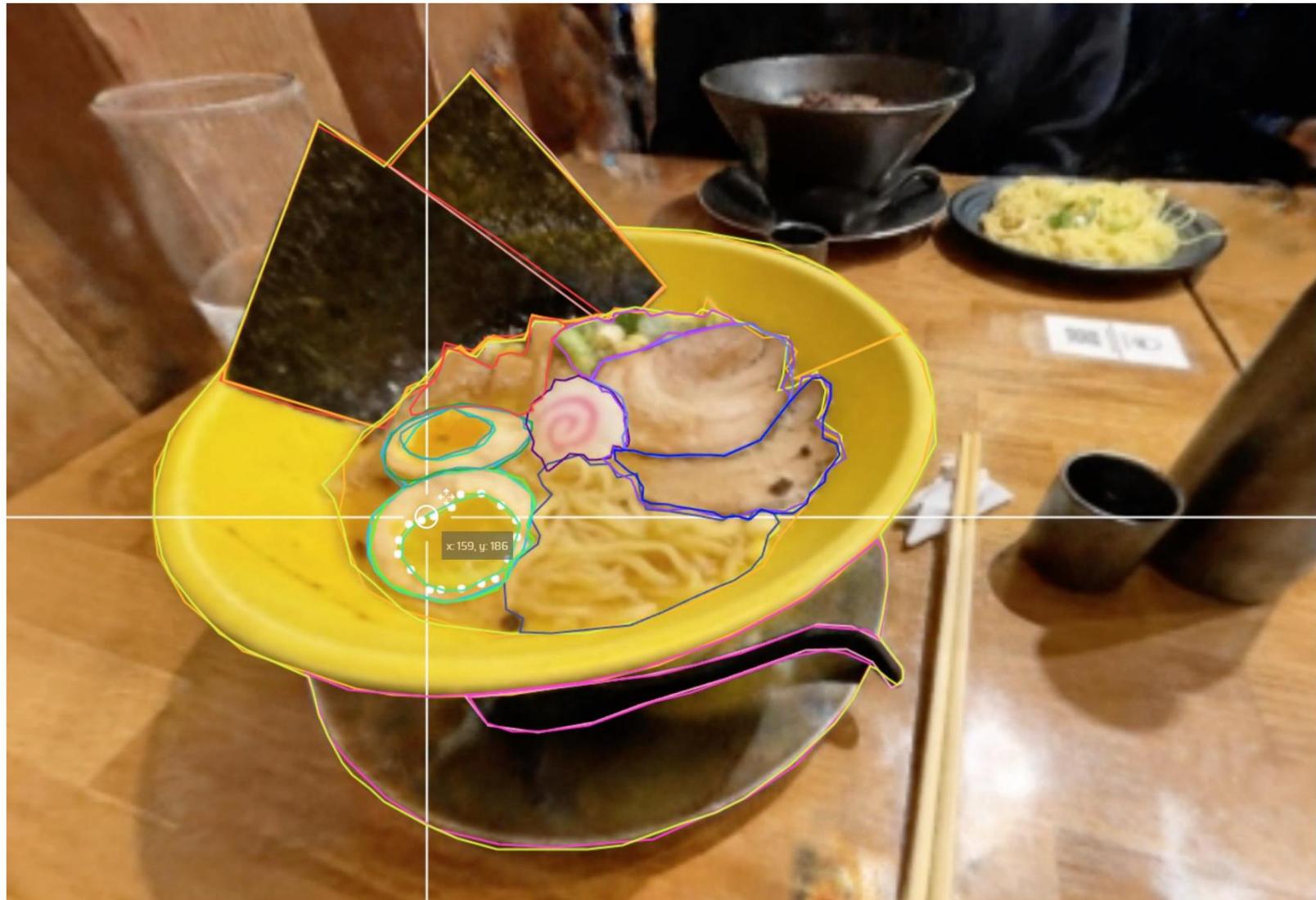
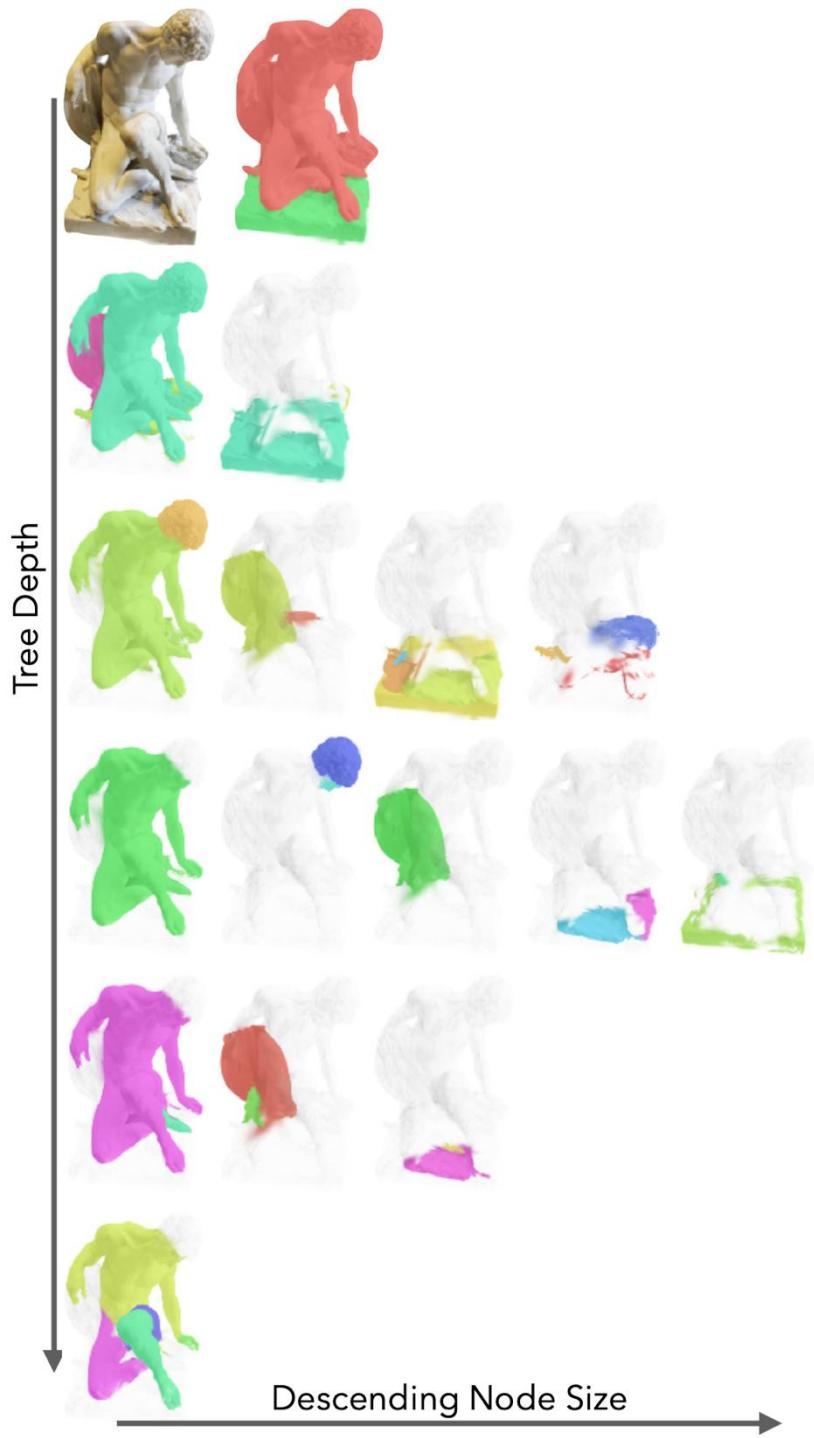
Limitations

GARField → 2D Mask Generator → desired group not in mask → not in 3D

Uneven viewpoints → artificial group boundaries

Multiple grouping within a single scale

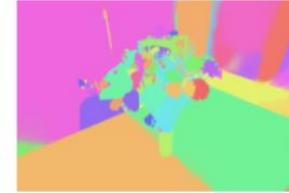
object parts of different sizes branch off the tree separately



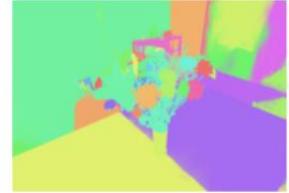
RGB (novel view)



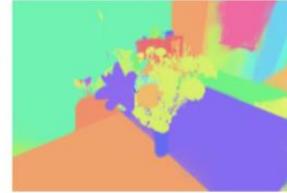
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scale=0.05



scale=0.10



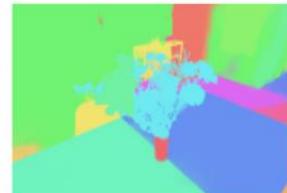
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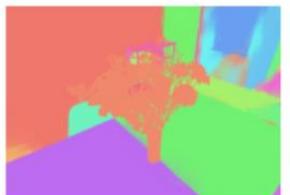
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scale=0.25



scale=0.30



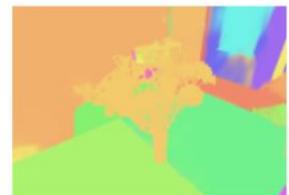
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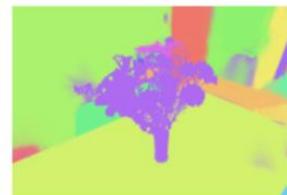
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scale=0.45



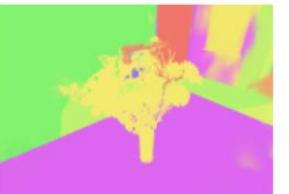
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scale=0.55



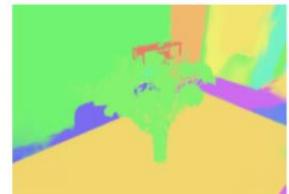
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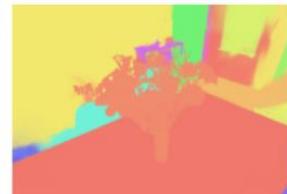
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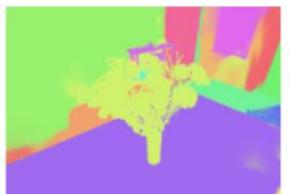
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scale=0.75



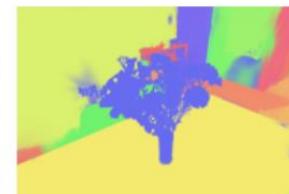
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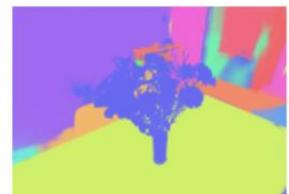
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scale=0.90



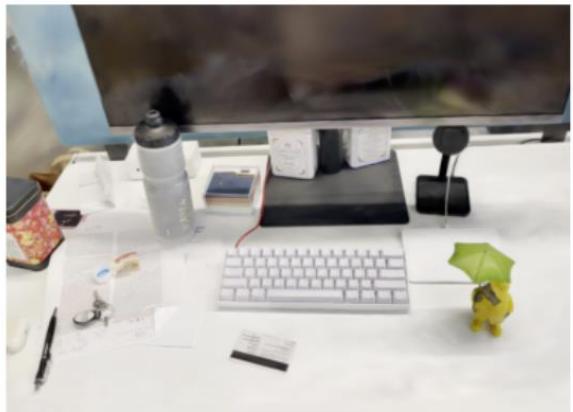
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scale=1.00



RGB (novel view)



scale=0.00



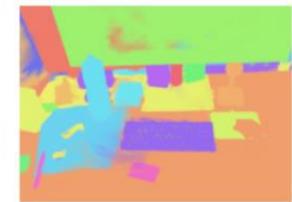
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scale=0.10



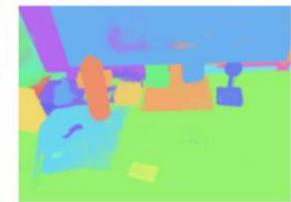
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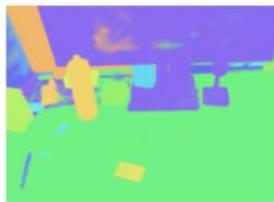
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scale=0.25



scale=0.30



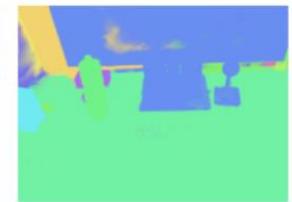
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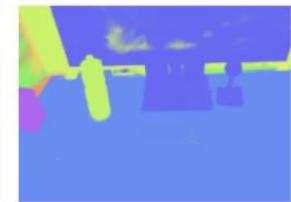
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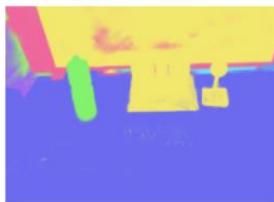
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scale=0.55



scale=0.60



scale=0.65



scale=0.70



scale=0.75



scale=0.80



scale=0.85



scale=0.90



scale=0.95



scale=1.00



RGB (novel view)



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scale=0.05



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scale=0.15



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RGB (novel view)



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RGB (novel view)



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scale=0.75



scale=0.80



scale=0.85



scale=0.90



scale=0.95



scale=1.00



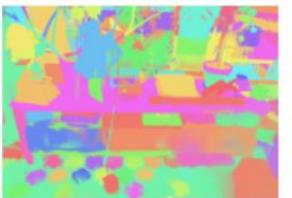
RGB (novel view)



scale=0.00



scale=0.05



scale=0.10



scale=0.15



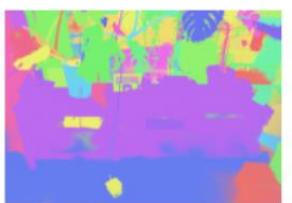
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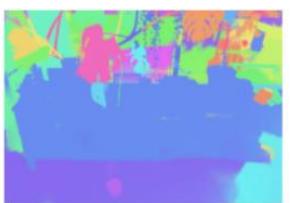
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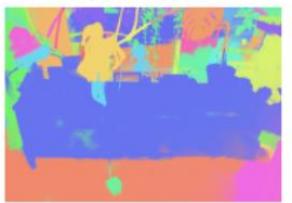
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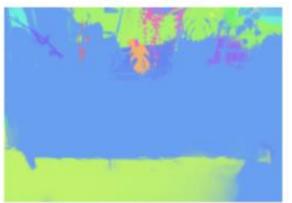
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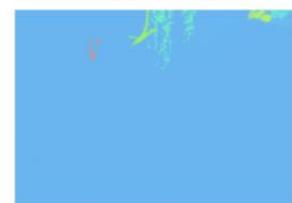
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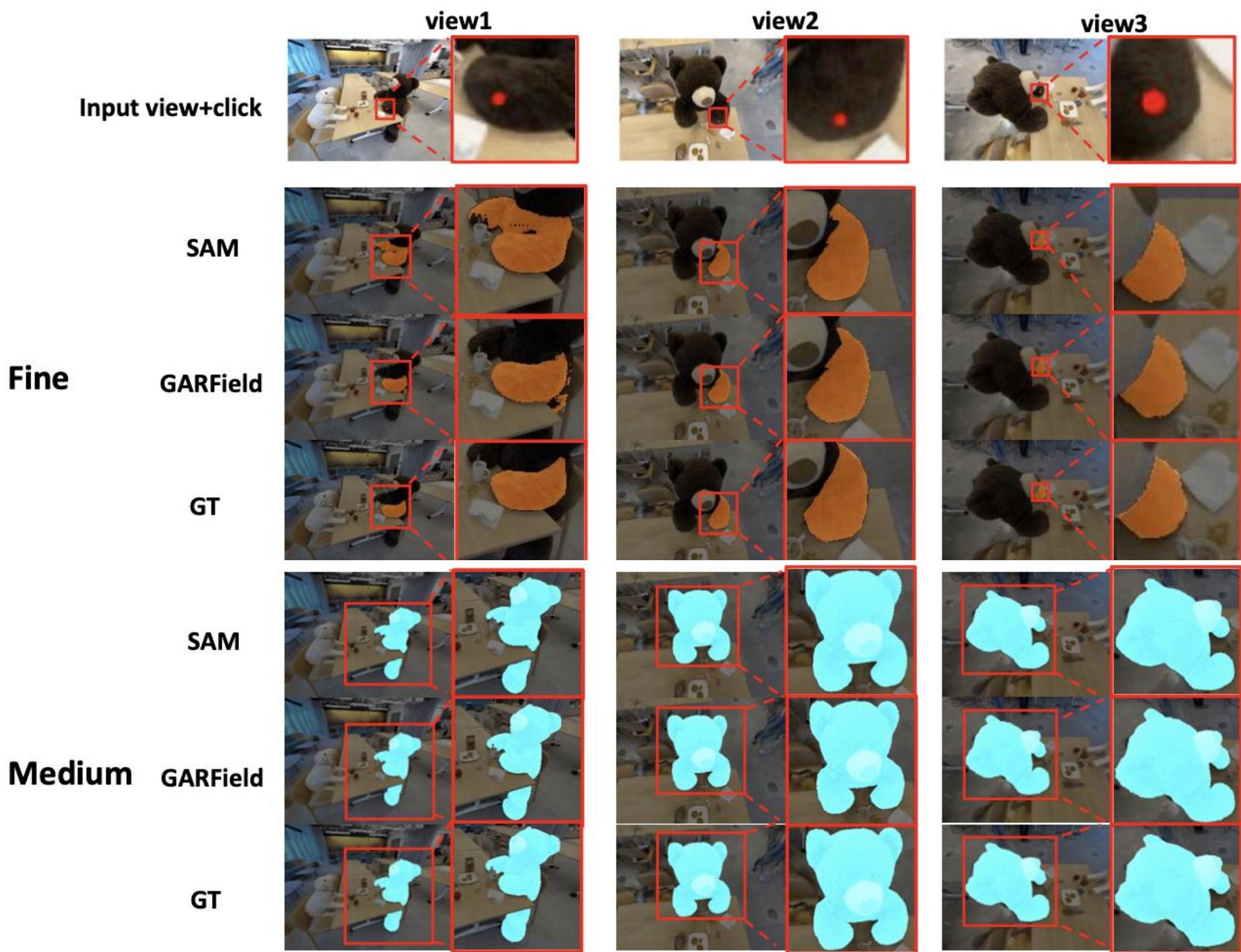


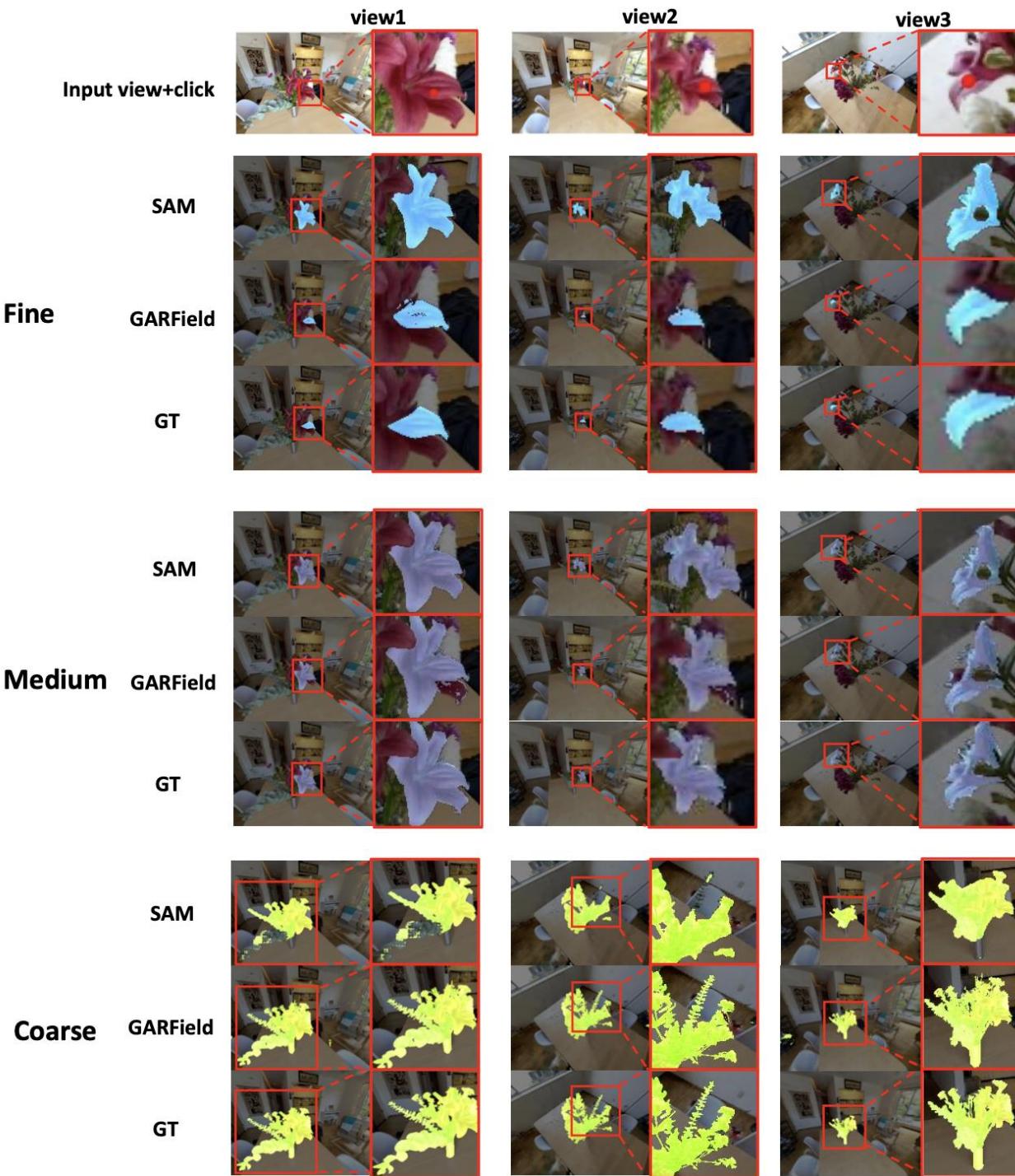
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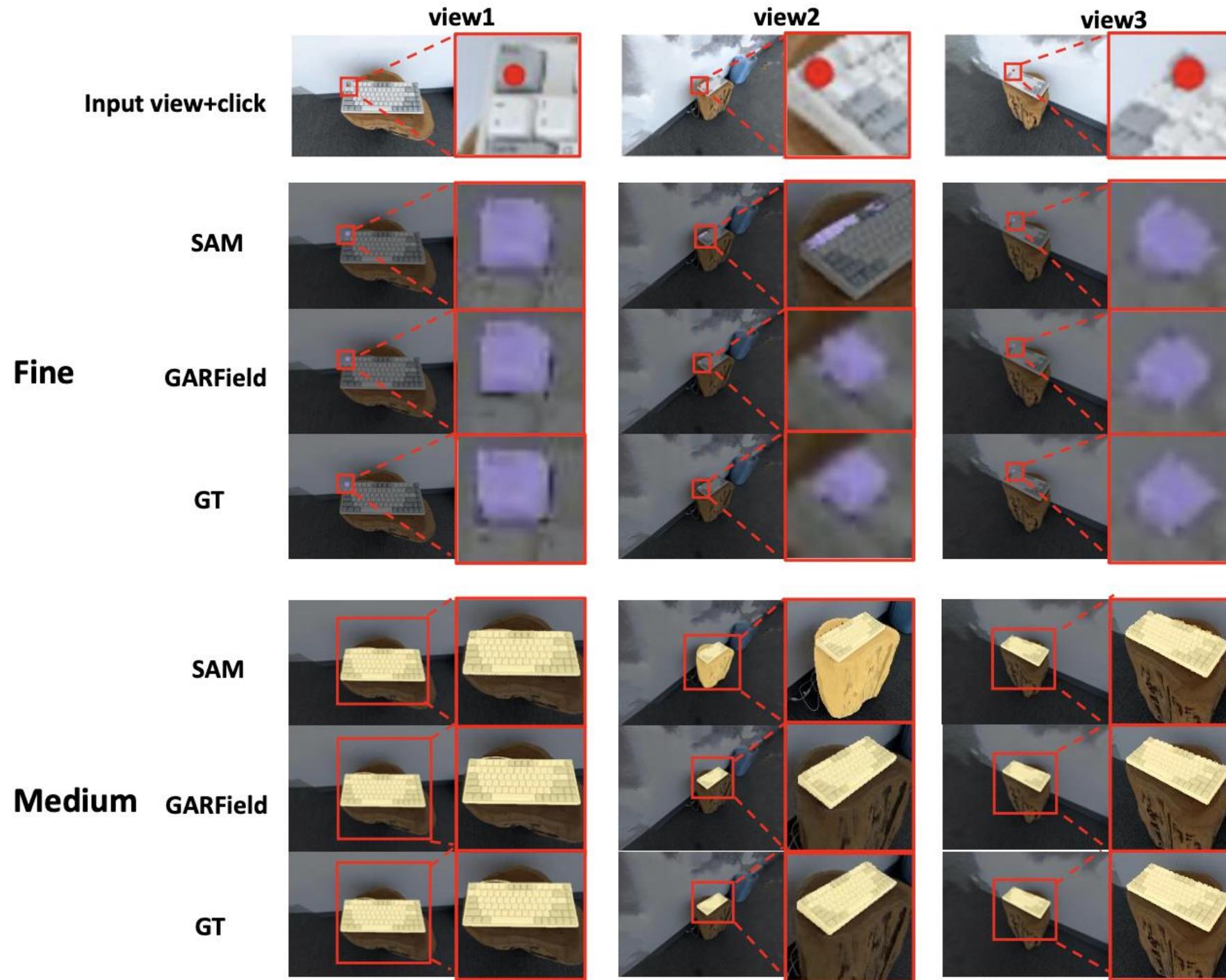


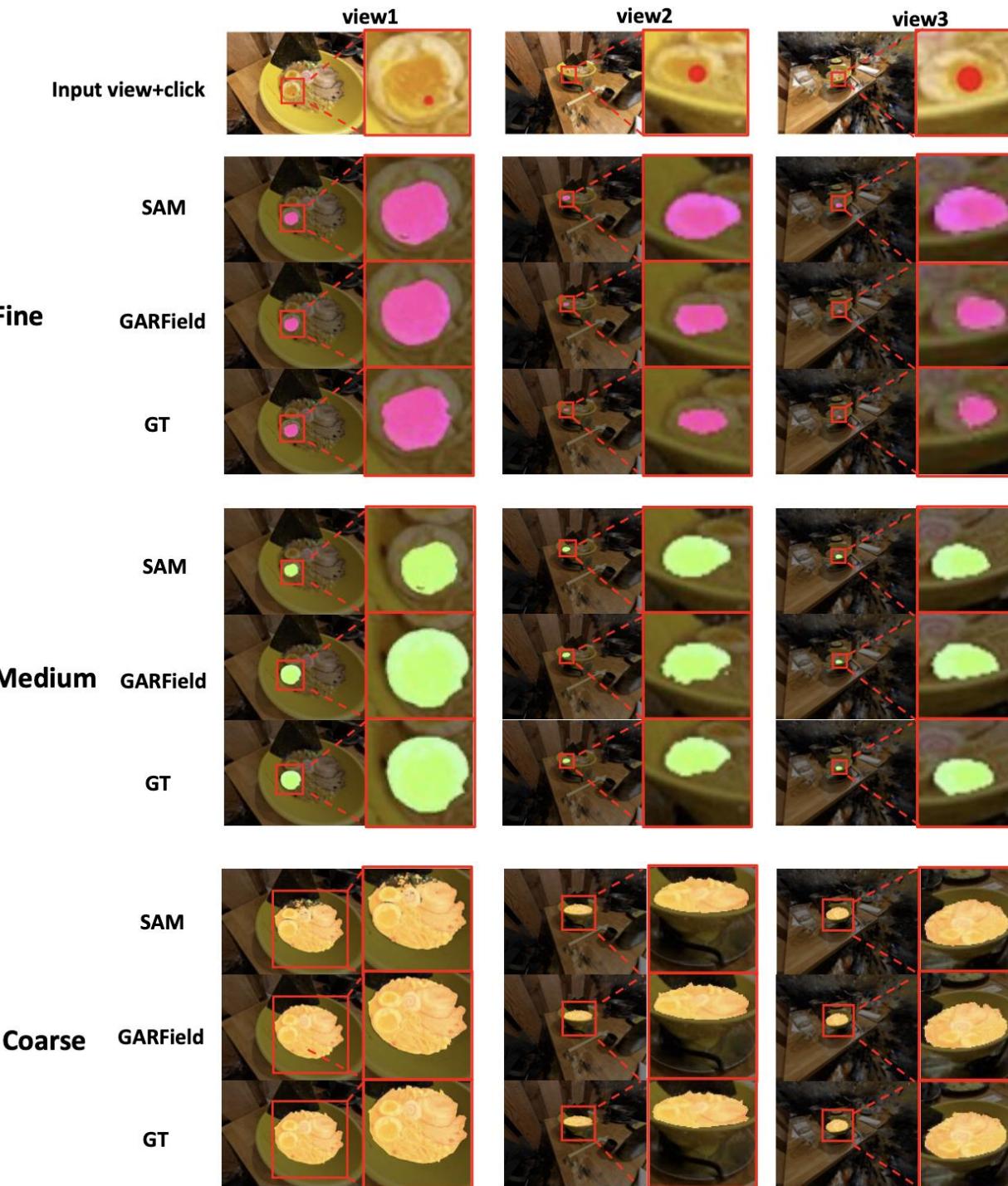
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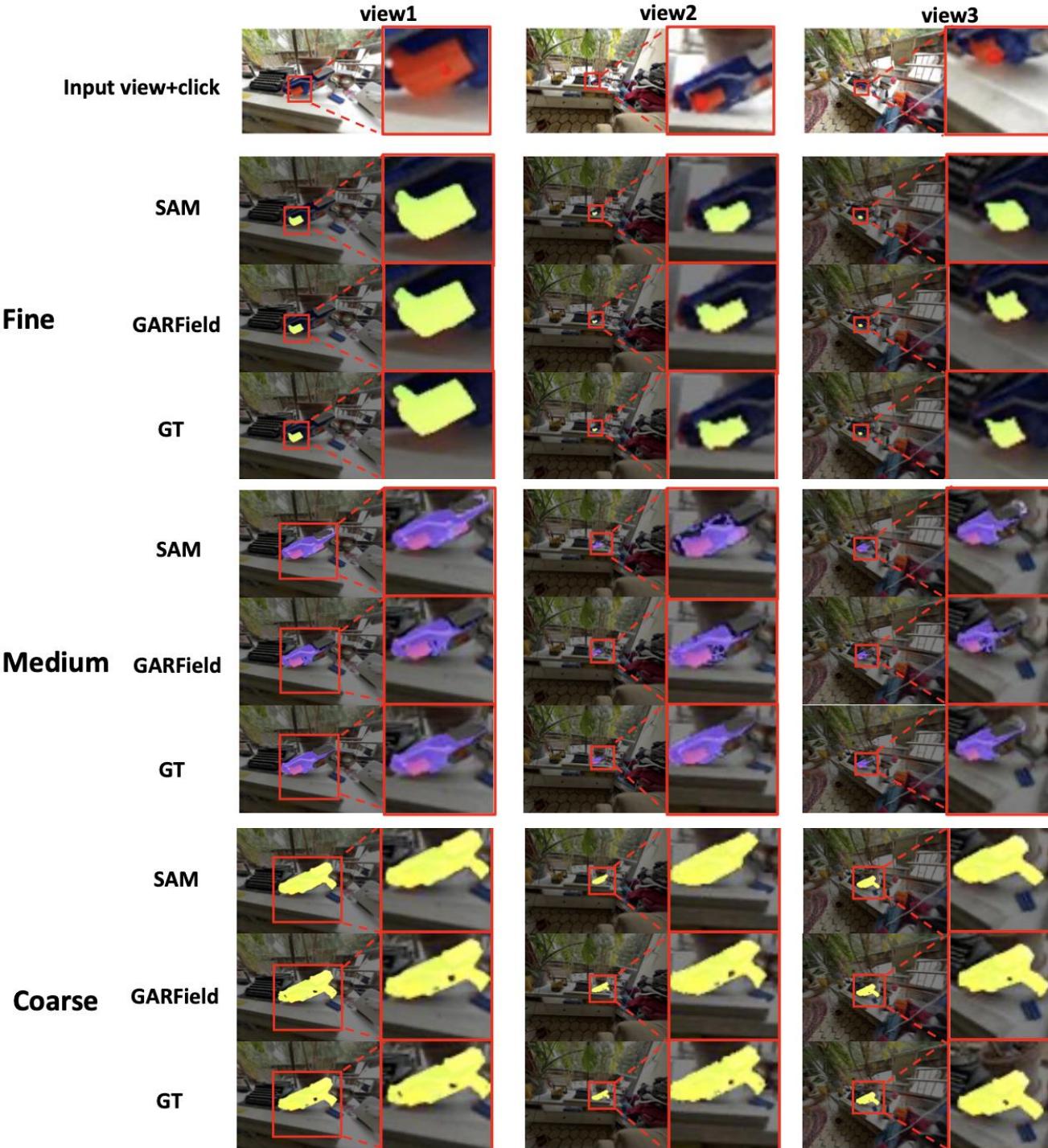












Input view



SAM



GARField(-scale)



GARField(-dense)



GARField



Ground truth



Q&A

Source: <https://www.garfield.studio/>