

# Differential Skewed Gaussian Rasterization

---

This repository is a fork of [Differential Gaussian Rasterization](#), originally developed by the GRAPHDECO research group at Inria.

The purpose of this fork is to explore extensions to the original rasterizer, specifically incorporating **skewness** into the Gaussian splatting process.

⚠ This project is still under active development. Features may change frequently and are not guaranteed to be stable.

## Original Project

The original work was used in the paper:

### "3D Gaussian Splatting for Real-Time Rendering of Radiance Fields"

Kerbl, B., Kopanas, G., Leimkühler, T., Drettakis, G.

*ACM Transactions on Graphics*, Vol. 42, No. 4, July 2023

[Link to paper and project](#)

Please consider citing their work if this project contributes to your research.

```
@Article{kerbl3Dgaussians,
  author      = {Kerbl, Bernhard and Kopanas, Georgios and
Leimkühler, Thomas and Drettakis, George},
  title       = {3D Gaussian Splatting for Real-Time Radiance Field
Rendering},
  journal     = {ACM Transactions on Graphics},
  number      = {4},
  volume      = {42},
  month       = {July},
  year        = {2023},
  url         = {https://repo-sam.inria.fr/fungraph/3d-gaussian-
splatting/}
}
```