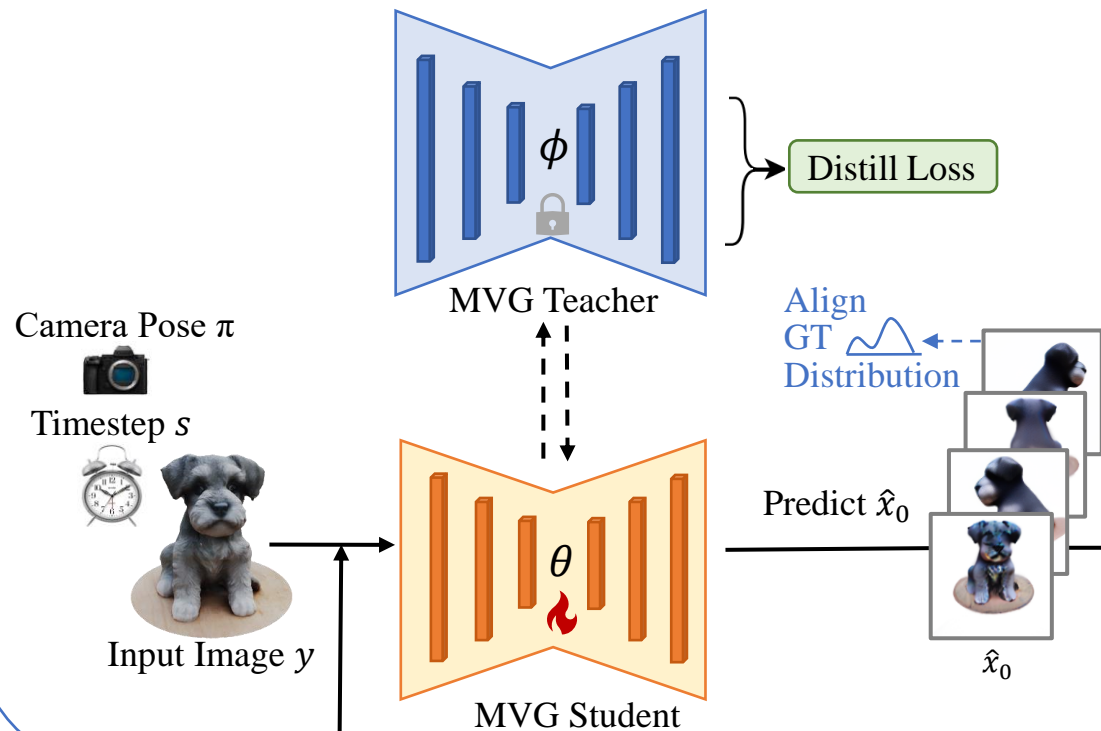
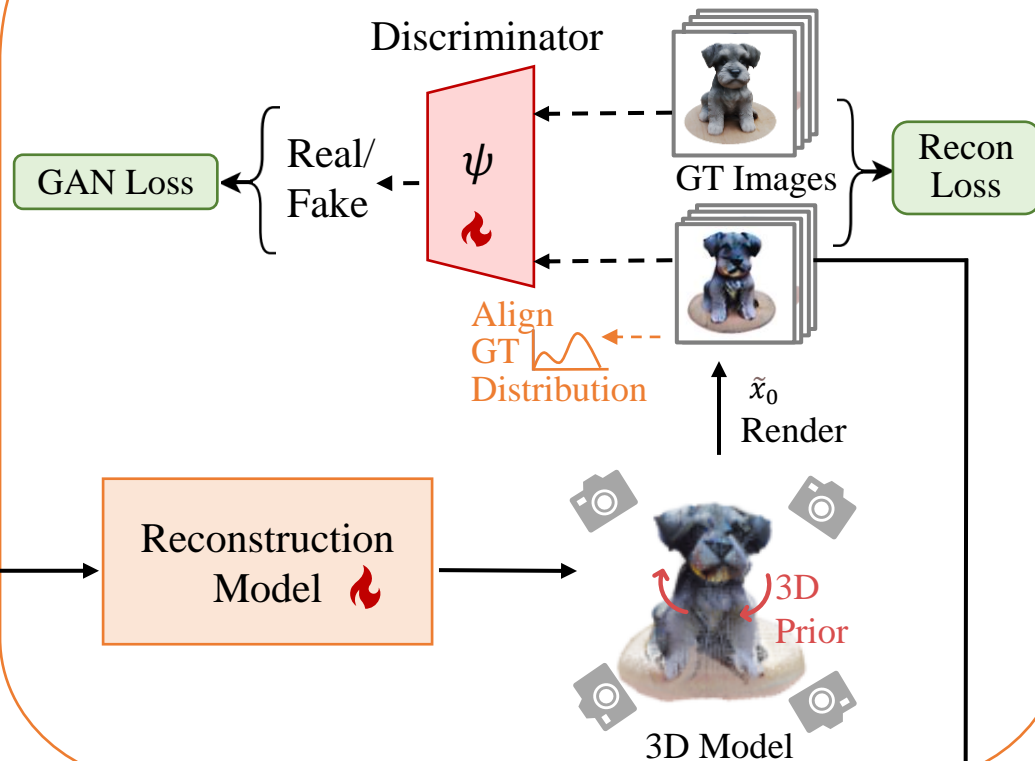


Distribution-aligned MVG



Adversarially Enhanced Reconstruction



Sample \hat{x}_{s-1} by 3D Renderings \hat{x}_0

Add Noise to Timestep $s - 1$

Recursively in $\uparrow 4 \downarrow$ Steps

$$\hat{x}_{s-1} = \alpha_t \tilde{x}_0 + \beta_t \epsilon'$$

CVC Sampling