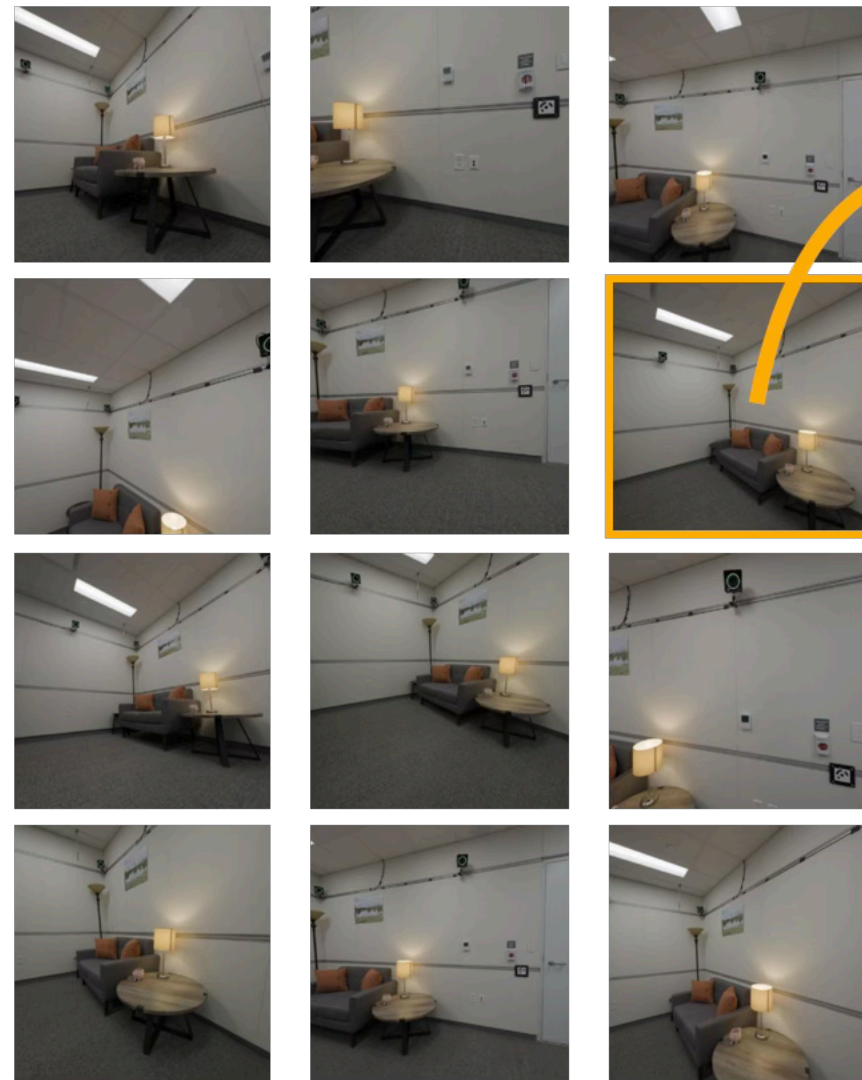
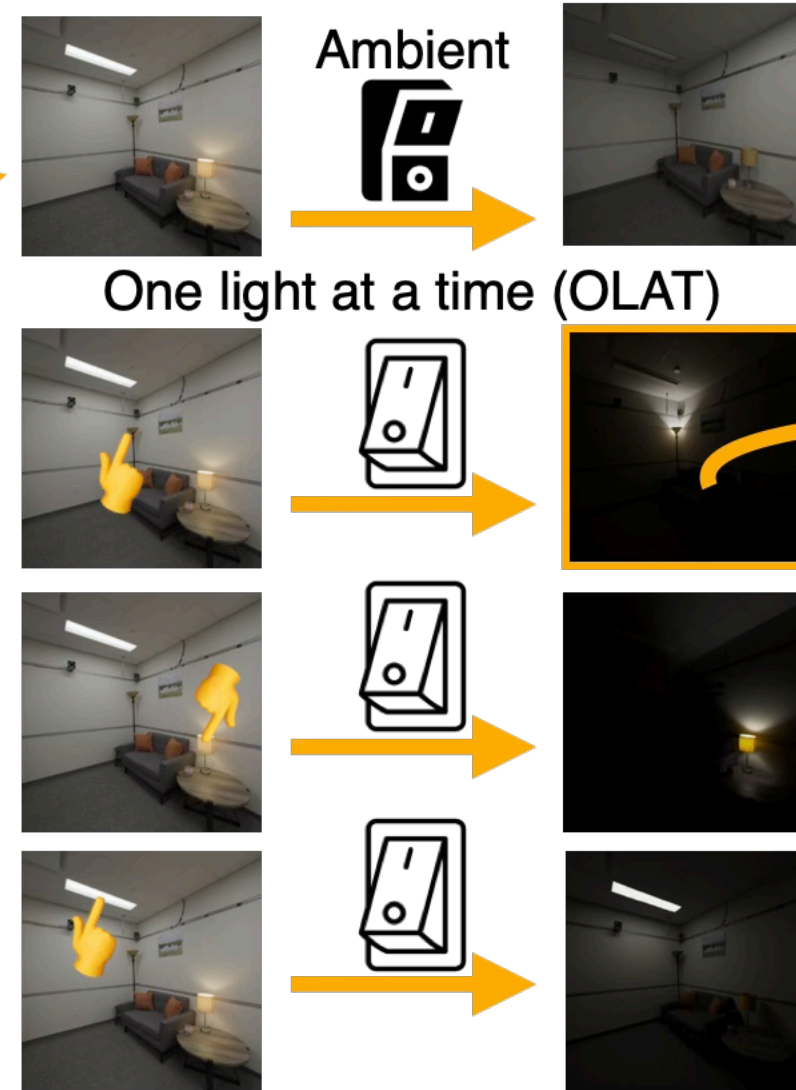


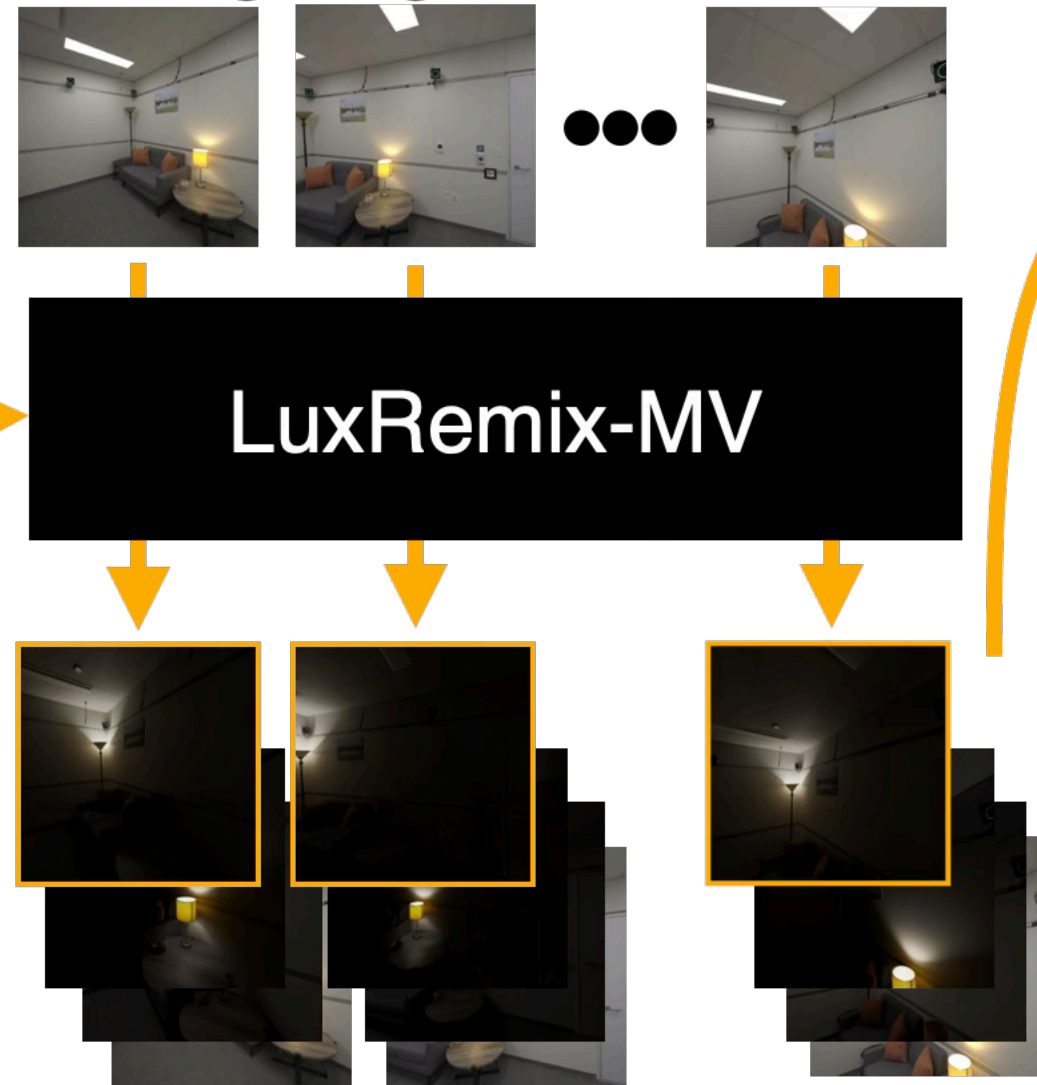
## Multi-View Capture



## Single-View Light Decomp.



## MV Lighting Harmonization



## 3DGS with Real-Time Light Edit

