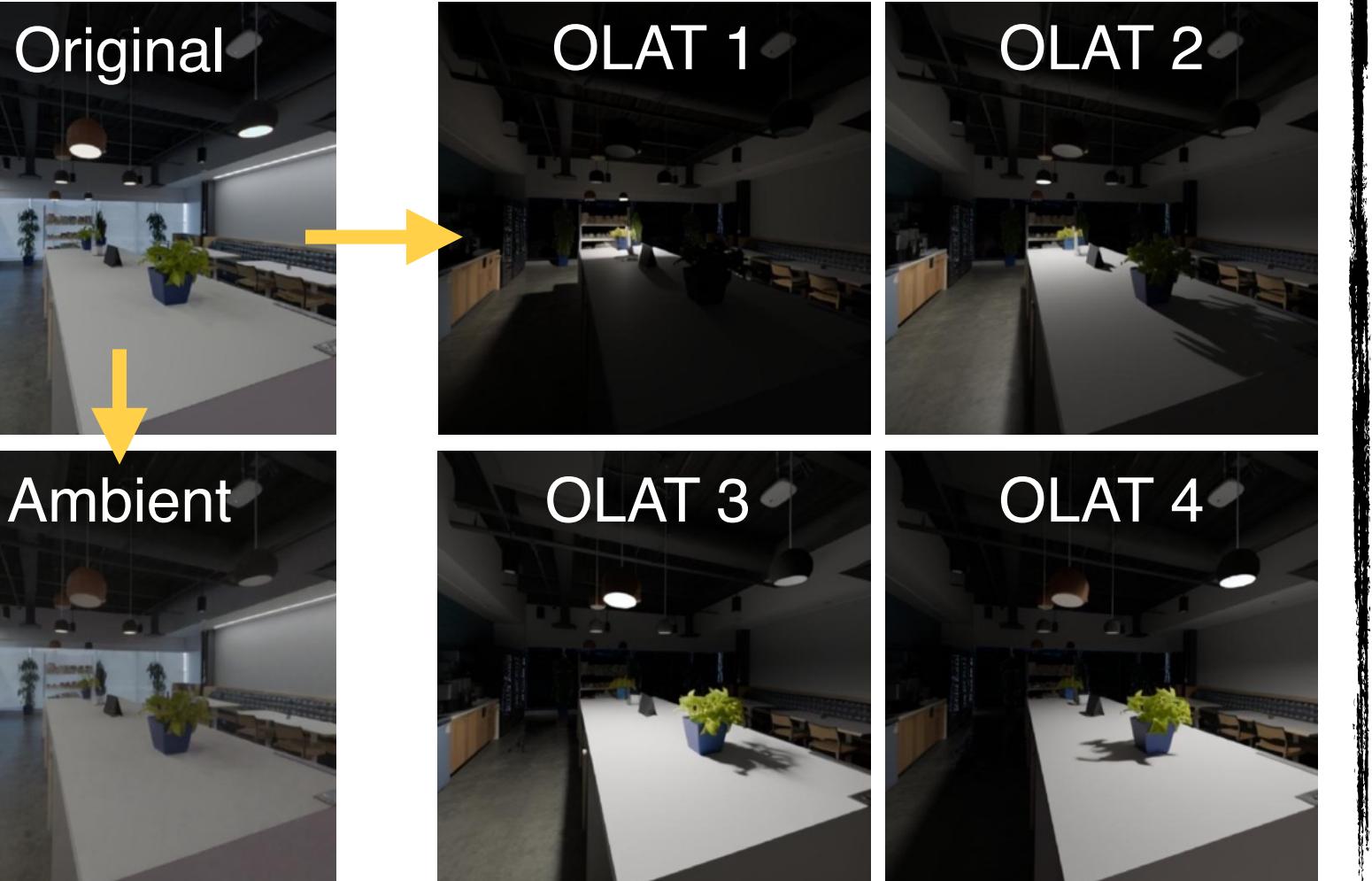


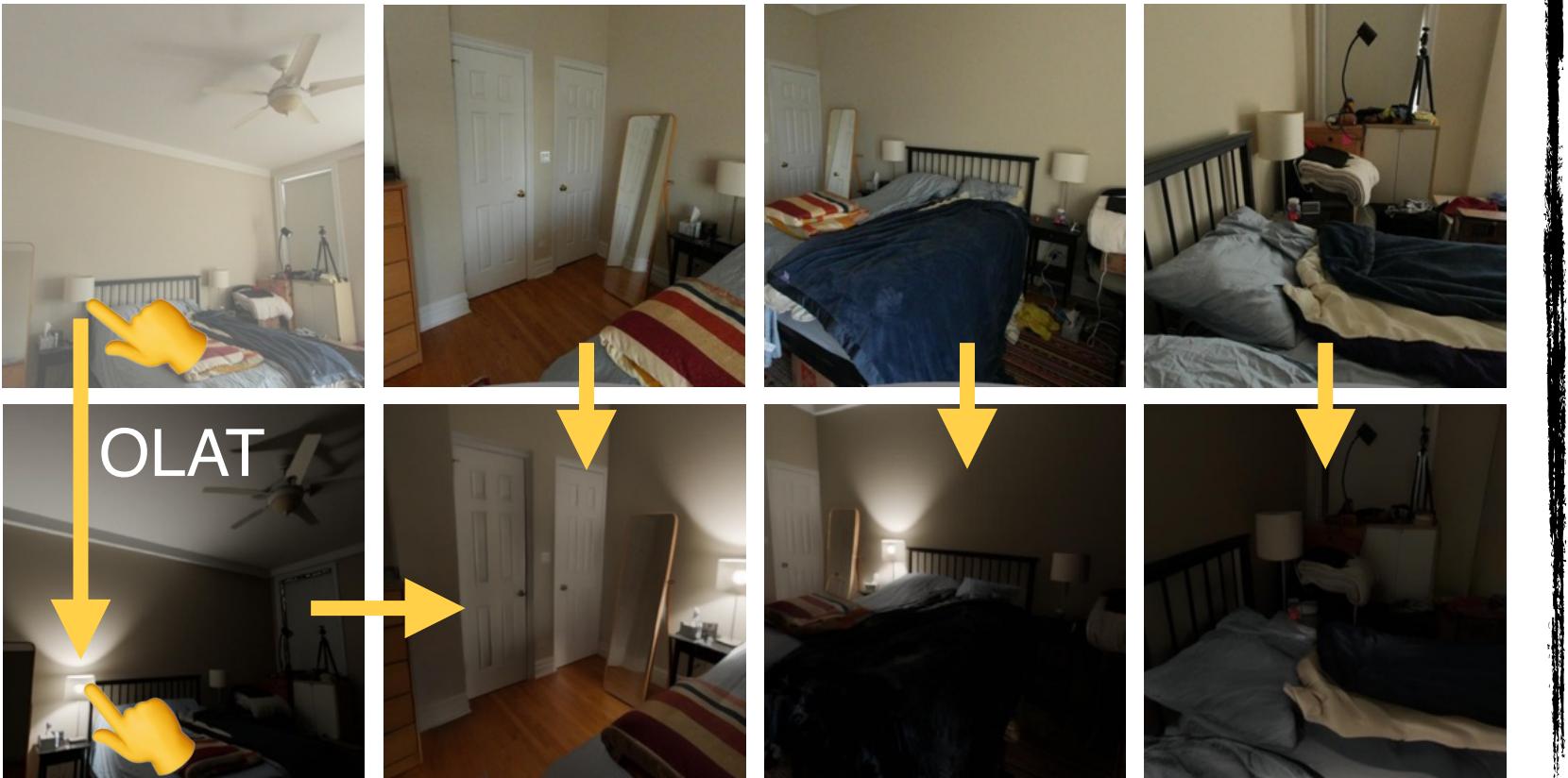
Single-View Lighting Decomposition



Single-View Light Editing 🤝💡



Multi-View Lighting Harmonization



Relightable Gaussian Splatting

