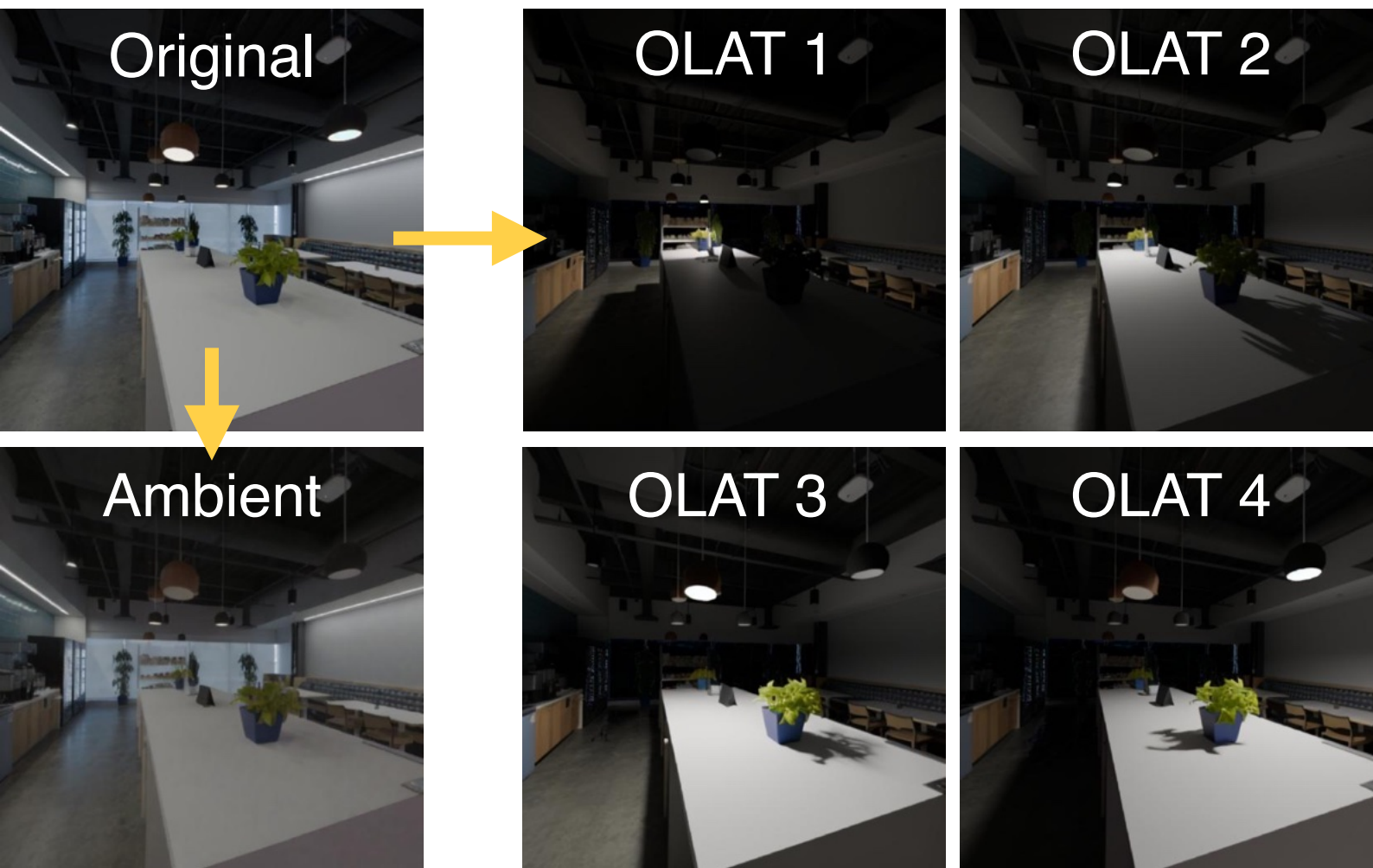
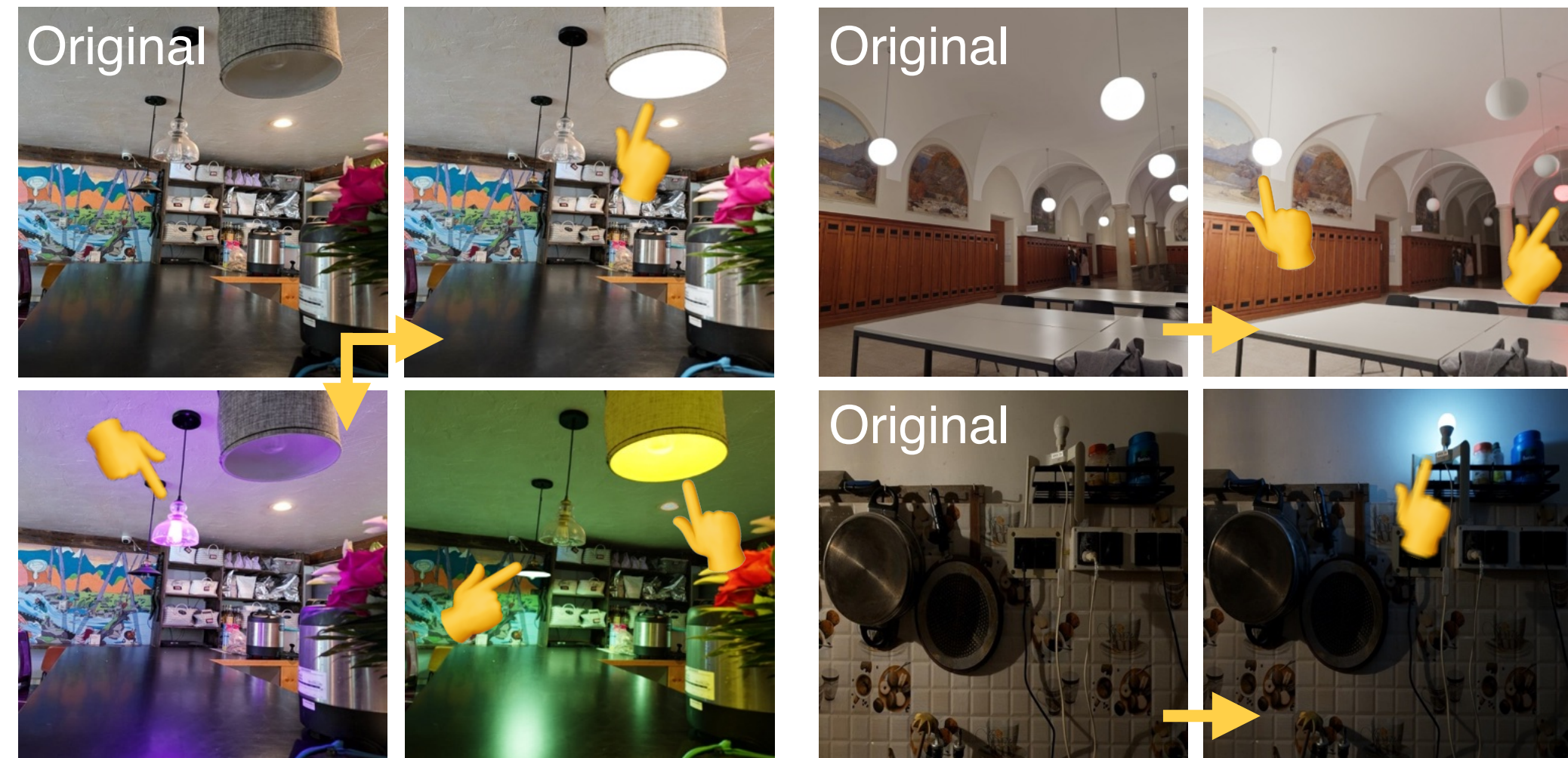


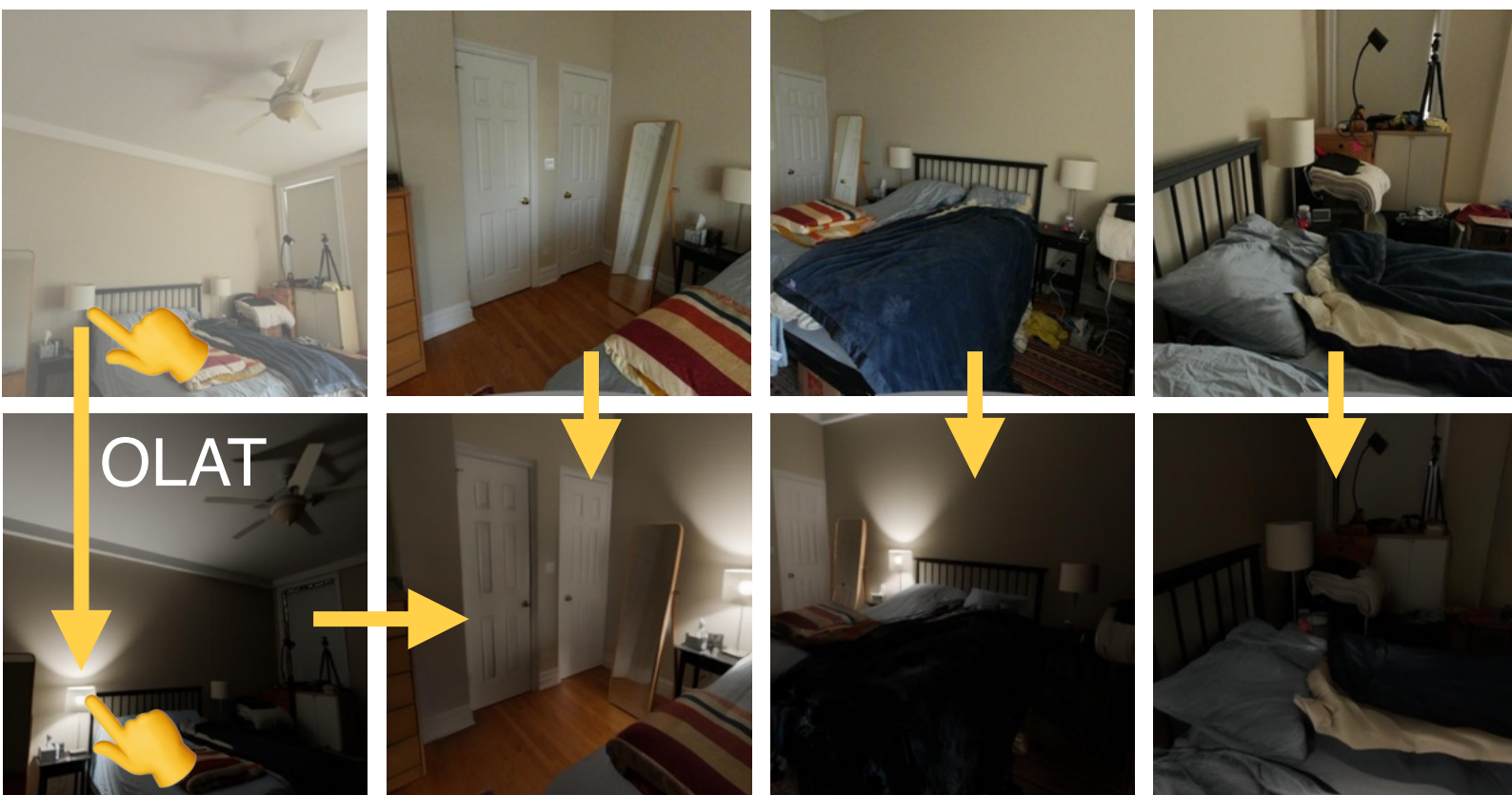
## Single-View Lighting Decomposition



## Single-View Light Editing 🖐💡



## Multi-View Lighting Harmonization



## Relightable Gaussian Splatting

