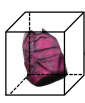
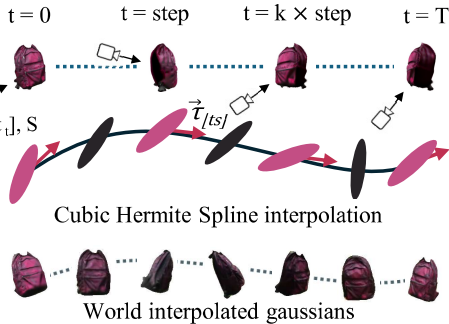
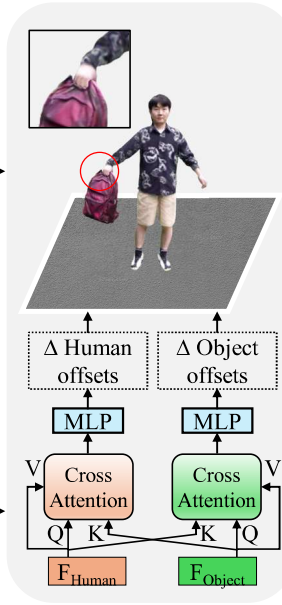
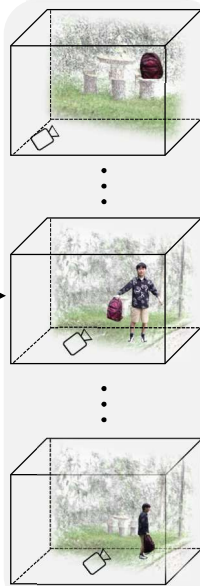


Input frames

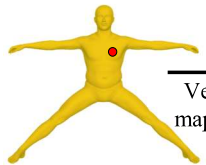
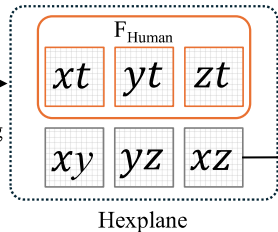
Segment  
& CropBag  
⋮Generate 3D  
gaussians

Find biggest object in frames

Warp Keyframe gaussians

Interaction modeling  
(HOI module)4D scene  
representation

Canonical space

Vertex  
mapping $\Delta P_c$  offset  
R rotations  
S scale  
C colorDeformed  
Human $\theta_t$  Pose,  $\alpha$  depth scale

LBS

