

Sparse and Blurry Views

Input



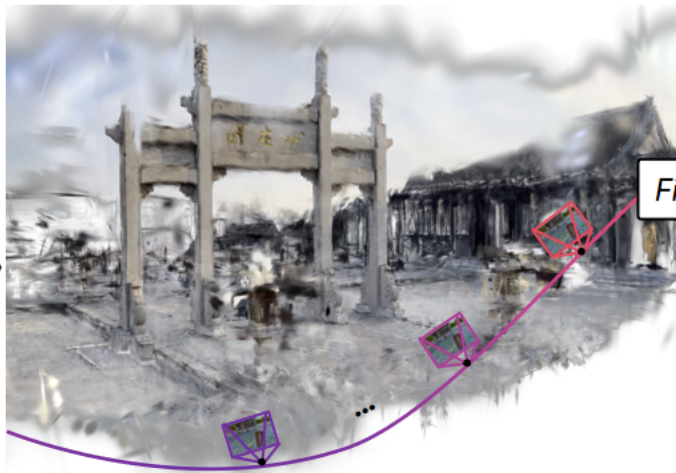
...



...



3DGS Initialization



Pixel-wise **Artifact Restoration**

Deblur + Geometry



Ours

Geometry



GenFusion

Geometry



Difix3D+



Ground Truth



Final Novel View Synthesis



Ours



GenFusion



Difix3D+



Ground Truth