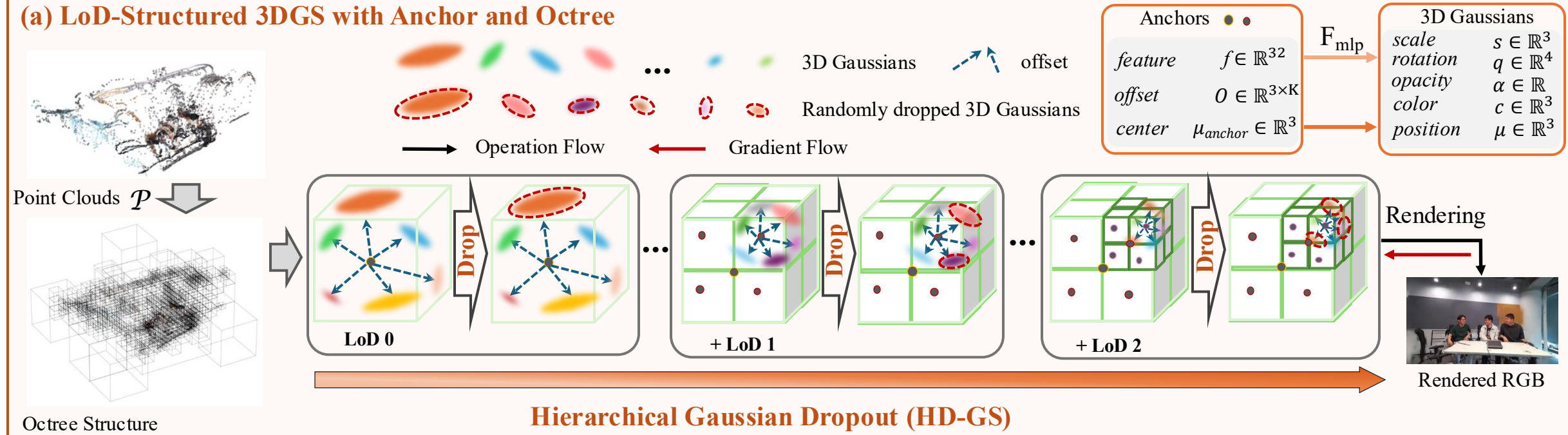
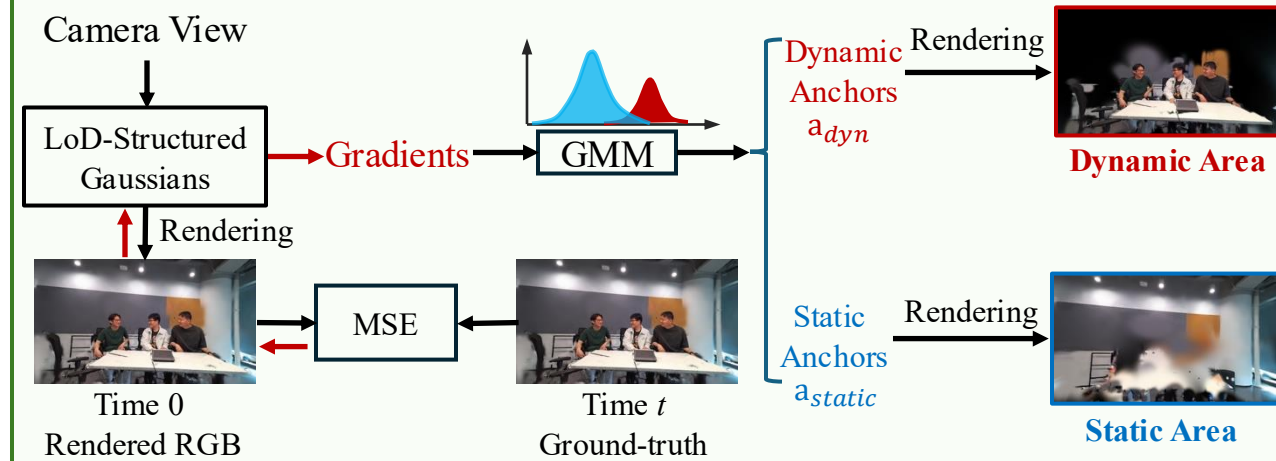


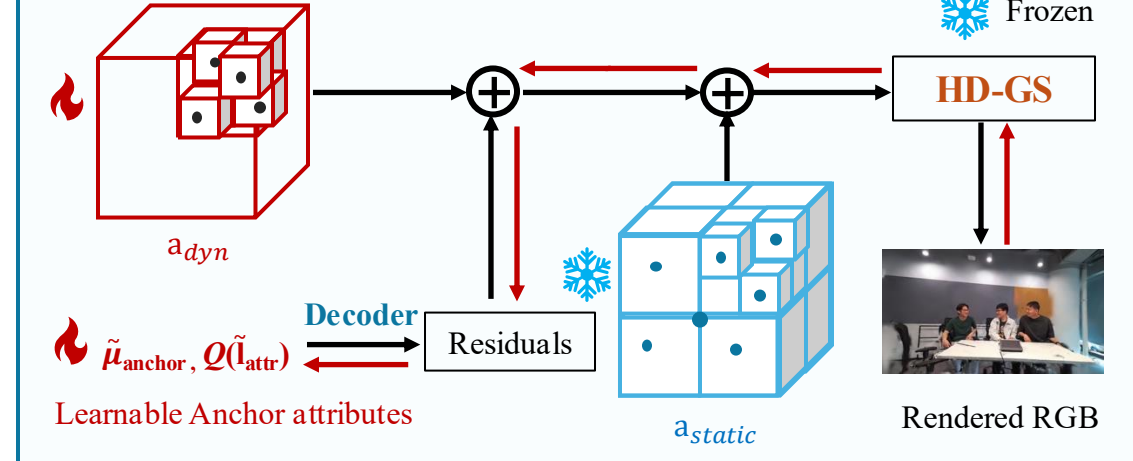
(a) LoD-Structured 3DGS with Anchor and Octree



(b) GMM-Based Motion Partitioning



(c) Quantized Residual Refinement



Streaming Training

