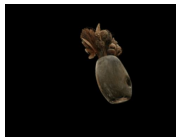
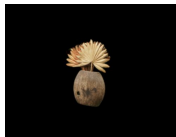


Use masked
ground truth
to supervise

Gaussian
Splatting



Extracted Object
shown in different
perspectives

