

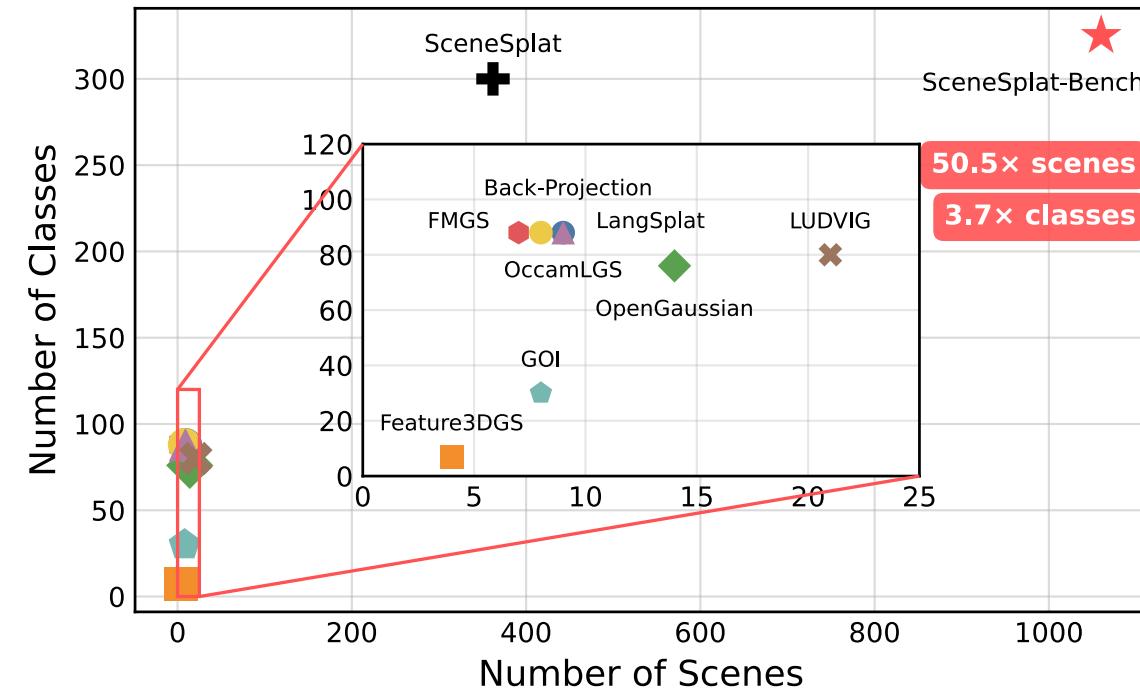


## (a) SceneSplat-49K

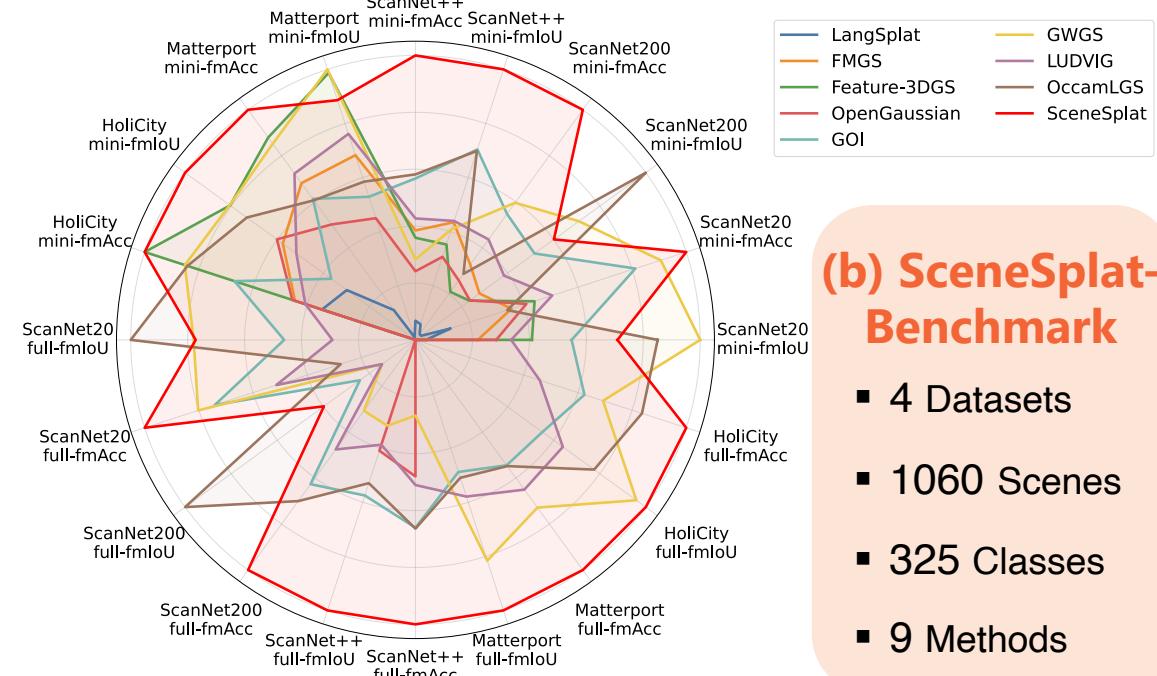
- 48,856 Indoor/Outdoor Scenes
- 12,061 With VLM Embedding
- 26.12 Billion 3DGS in Total
- ~ 2.36 L4 GPU Years



## Benchmark Scale Comparison



## Performance Comparison on SceneSplat-Bench



## (b) SceneSplat-Benchmark

- 4 Datasets
- 1060 Scenes
- 325 Classes
- 9 Methods