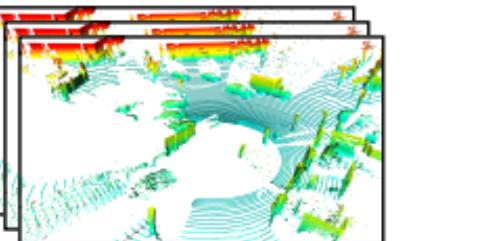
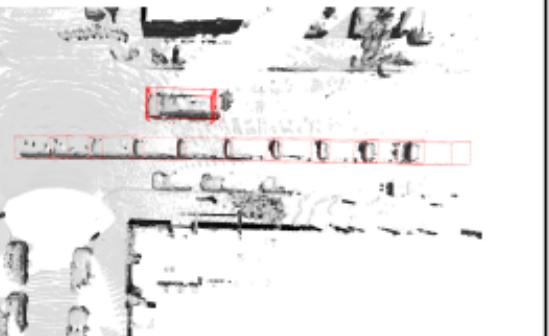


Input Data



Series of bounding boxes



Static field

Dynamic field

Static background

Dynamic vehicle

Dynamic vehicle

Static field

Dynamic field

Dynamic vehicle

Dynamic vehicle

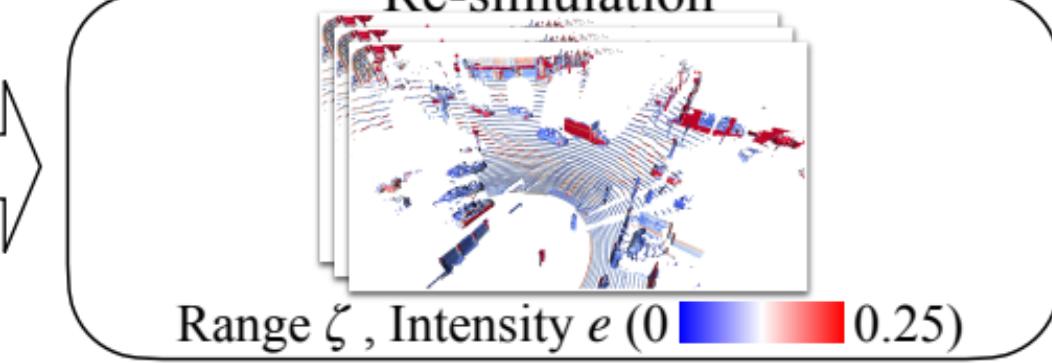
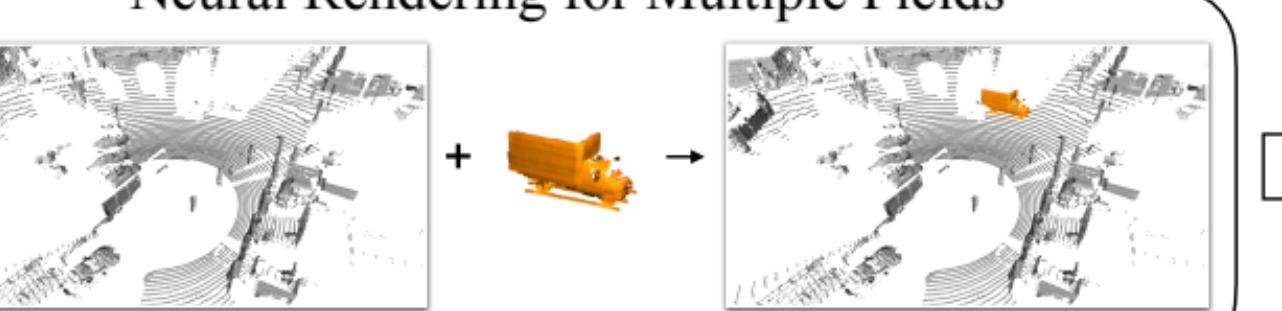
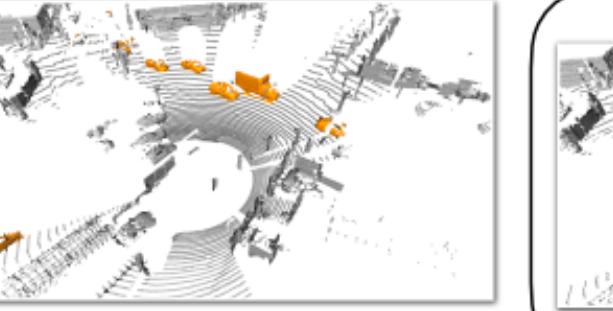
Static field

Dynamic field

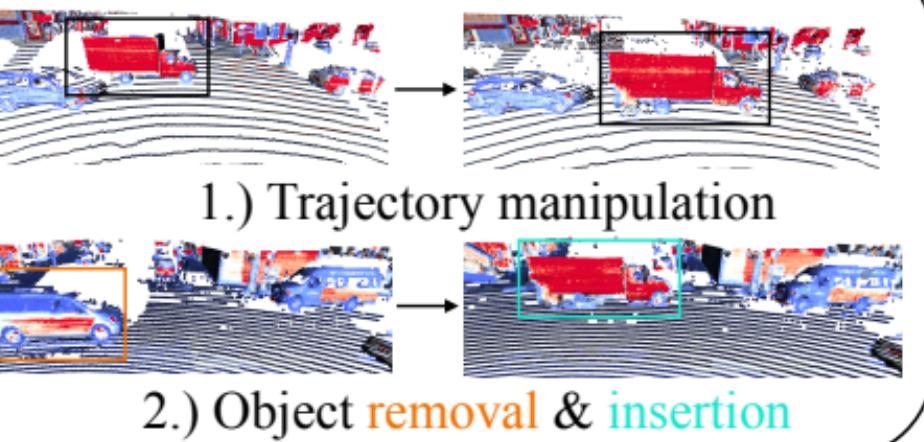
Dynamic vehicle

Dynamic vehicle

Neural Rendering for Multiple Fields



Re-simulation



Scene Optimization