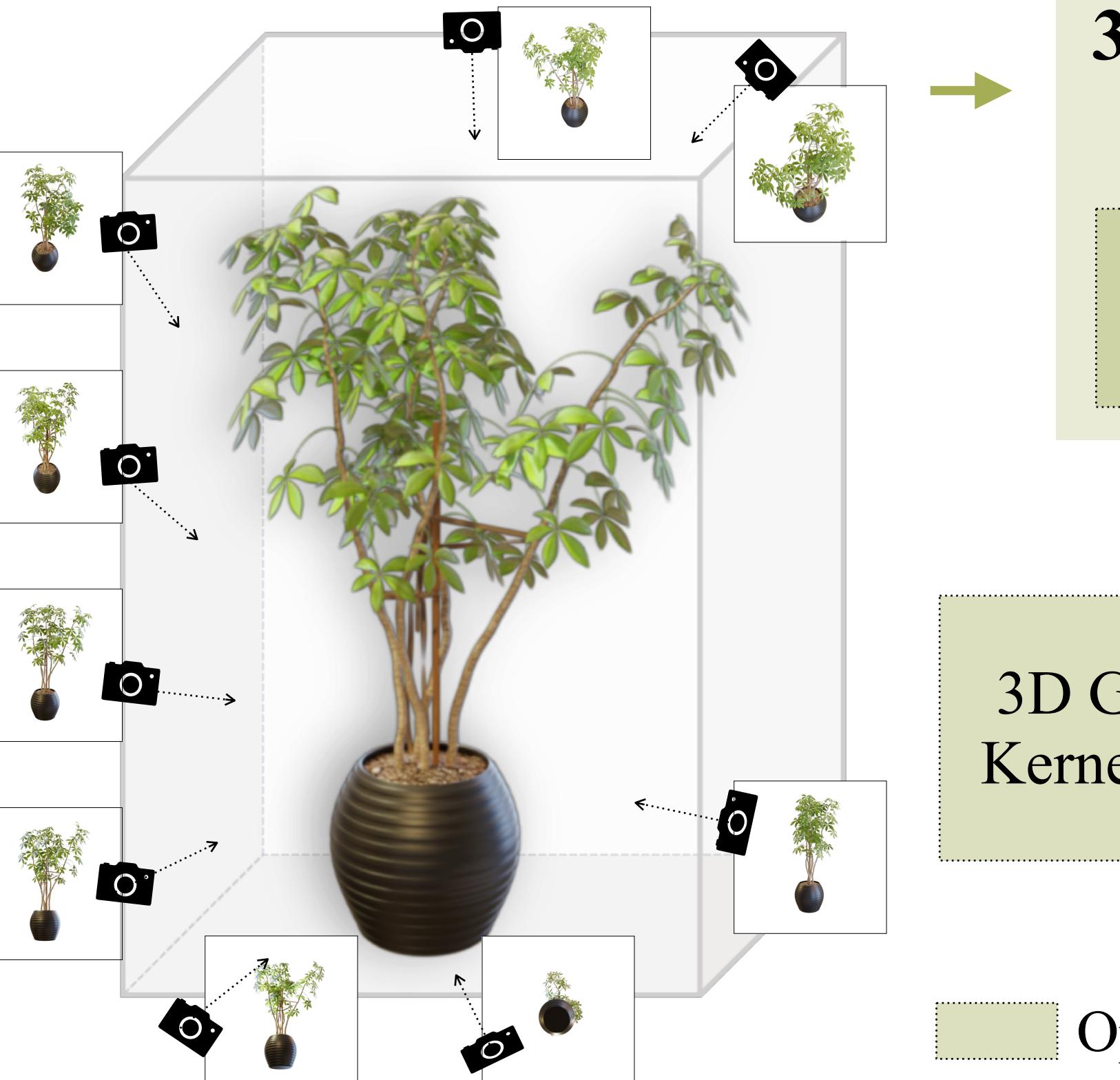


Input Images + Camera Info



Optimization

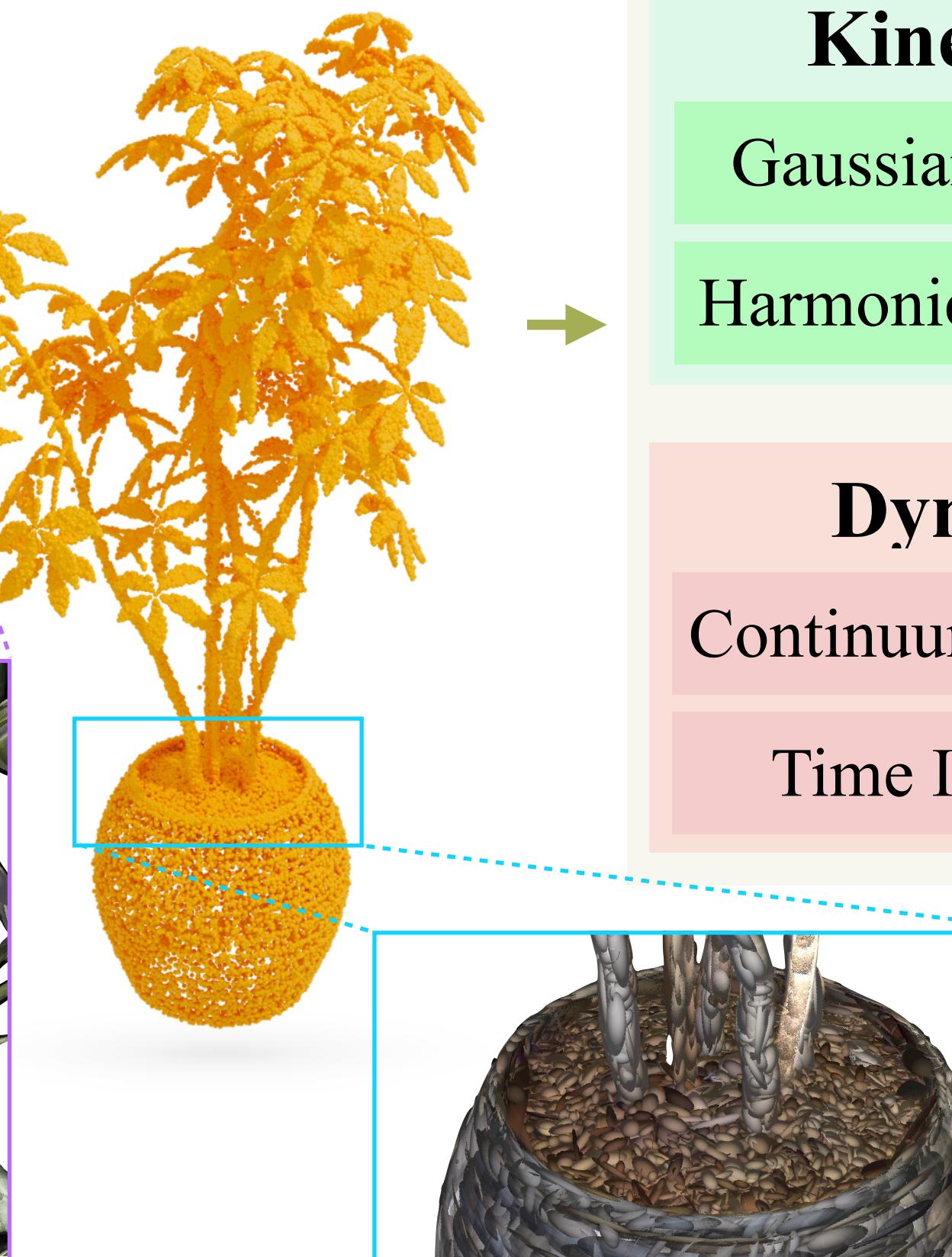
3D Gaussian Splatting

Anisotropic Loss Term

3D Gaussian Kernel Filling

Optional Step

Gaussian Ellipsoids as Continuum



Physics Integration

Kinematics

Gaussian Evolution

Harmonics Transform

Dynamics

Continuum Mechanics

Time Integration



Physics-grounded Novel Motion