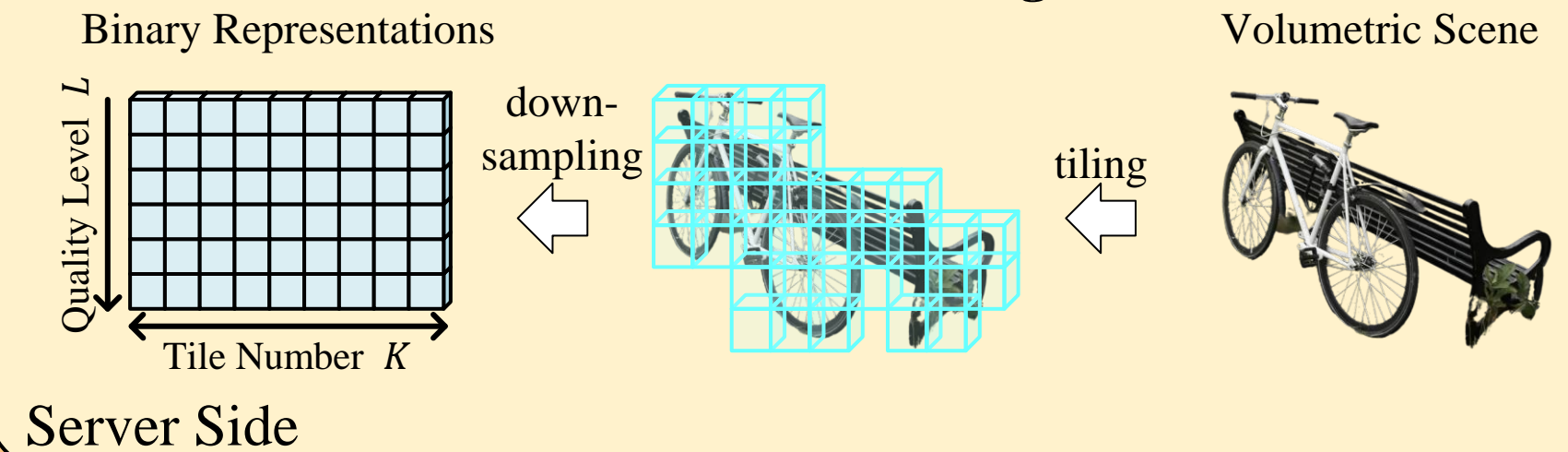


② Volumetric Scene Playback

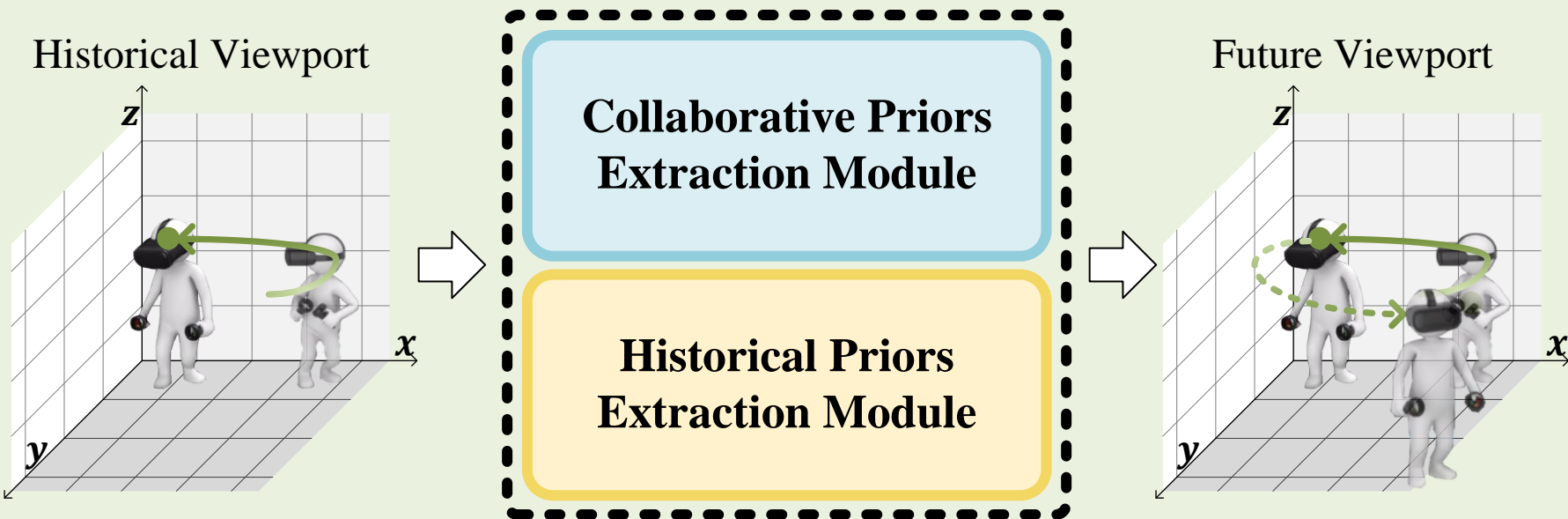


Client Side

① Pre-Processing



③ Collaborative Viewport Prediction (CVP)



④ DRL-based Bitrate Adaptation (DBA)

