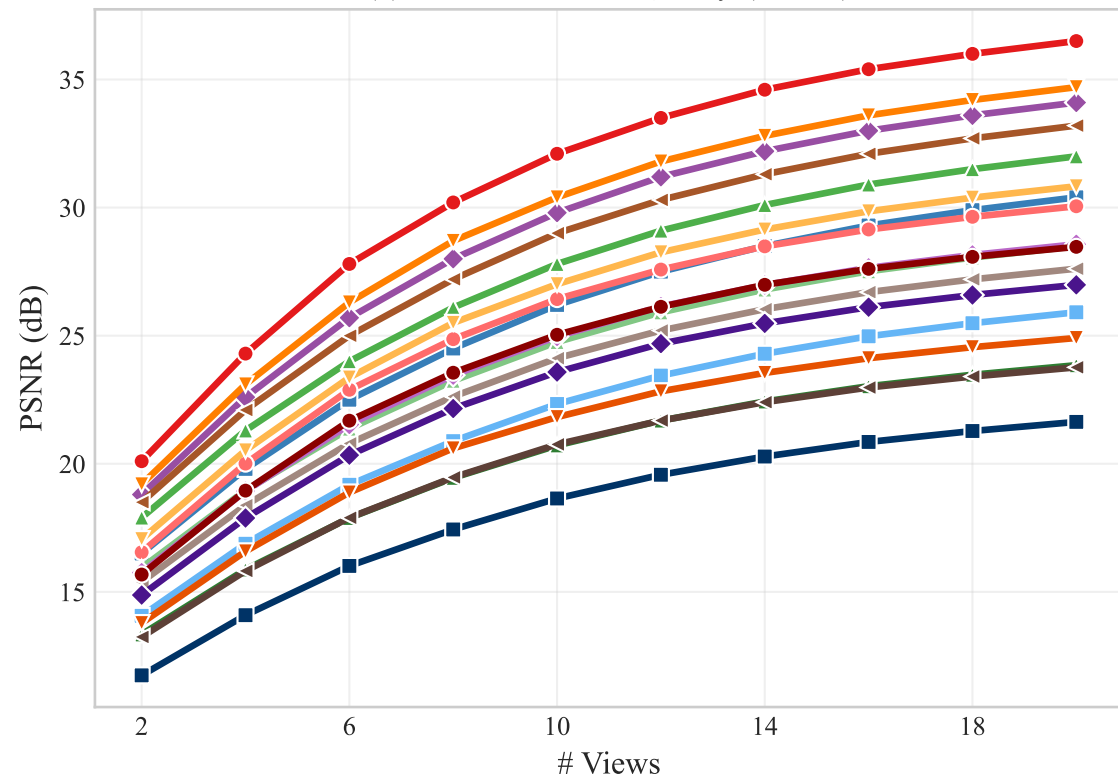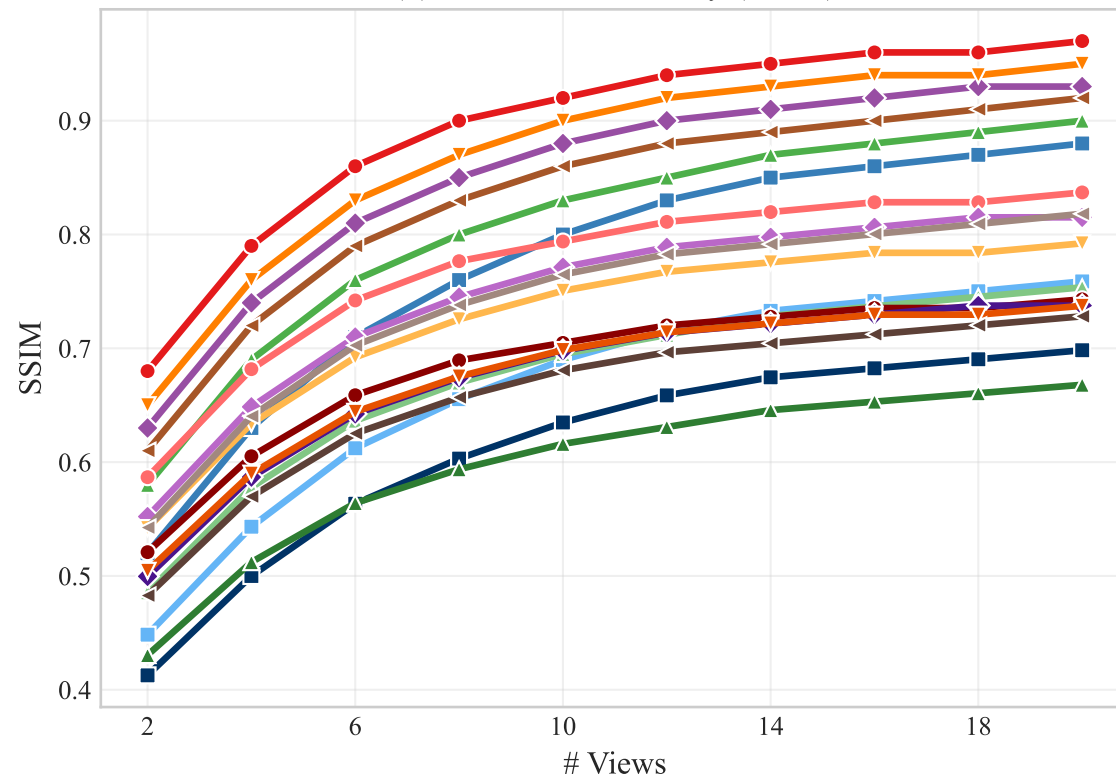(a) Reconstruction Quality (PSNR)　(b) Structural Similarity (SSIM)　(c) 3D Geometry Coverage

Proposed Method-NeRF　　Max-Voxel-Coverage-NeRF　　Proposed Method-GS　　Max-Voxel-Coverage-GS　　Proposed Method-VGGT　　Max-Voxel-Coverage-VGGT
Random Selection-NeRF　　Next Best View-NeRF　　Random Selection-GS　　Next Best View-GS　　Random Selection-VGGT　　Next Best View-VGGT
Uniform Sampling-NeRF　　Furthest View Sampling-NeRF　　Uniform Sampling-GS　　Furthest View Sampling-GS　　Uniform Sampling-VGGT　　Furthest View Sampling-VGGT