MIP Gaussian Splatting — Real-Time Rendering Performance
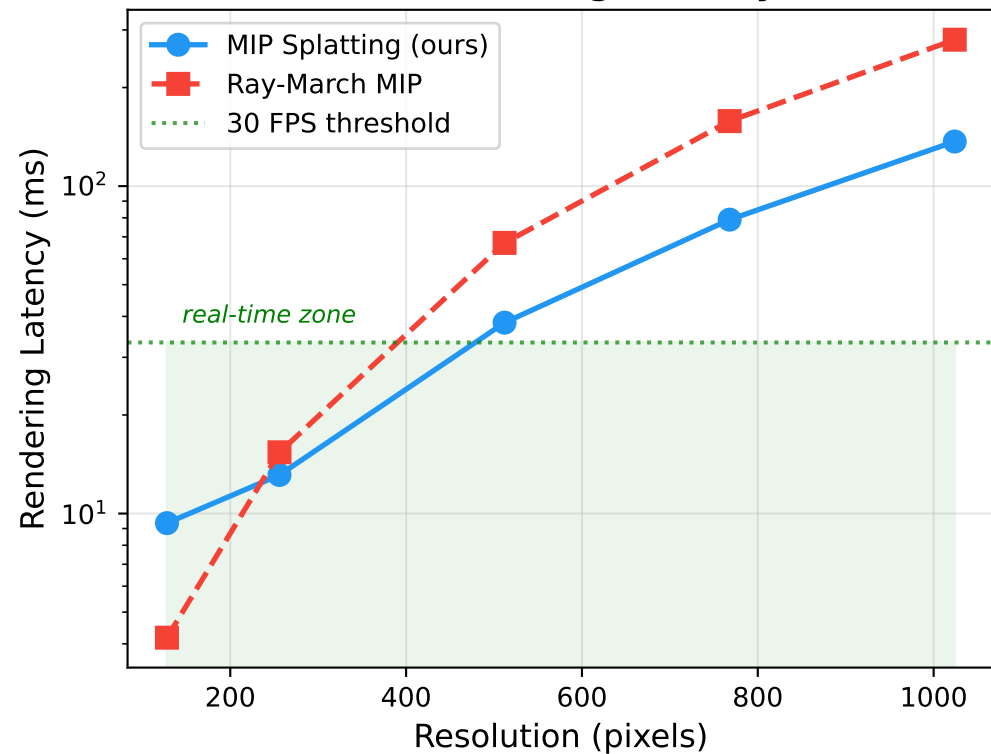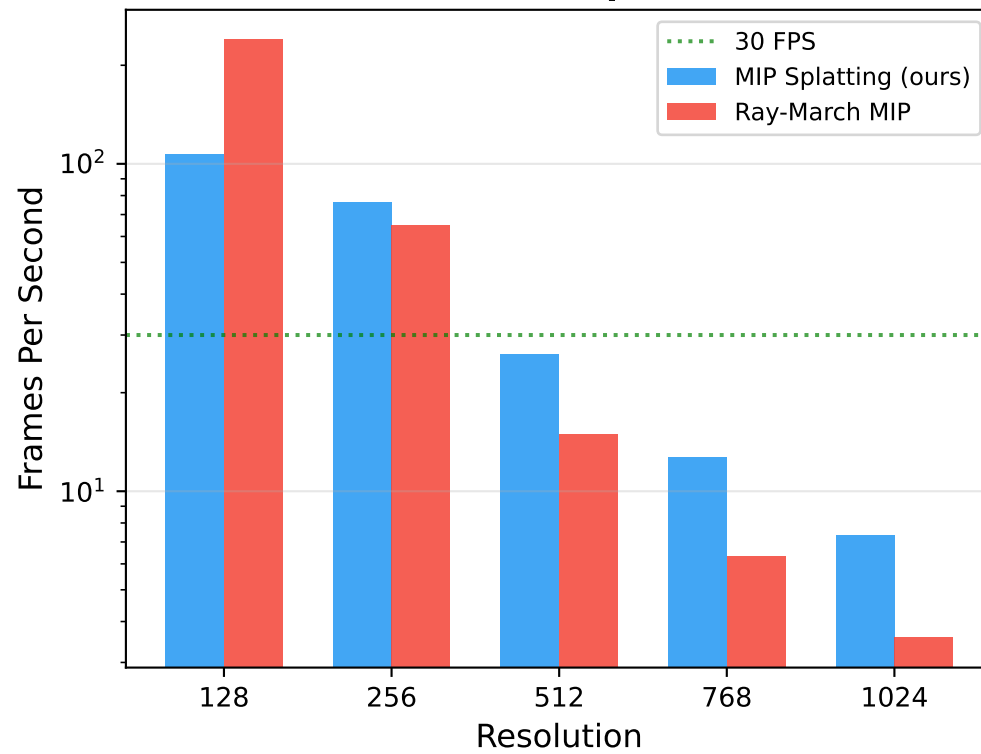
(a) Rendering Latency

(b) FPS Comparison

(c) Speedup Factor