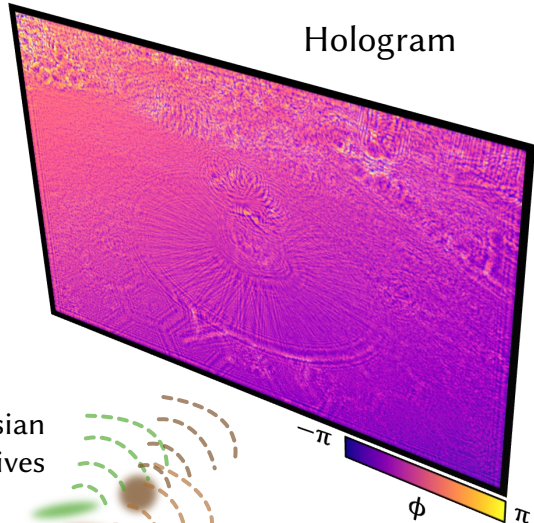


Multiview image captures



Gaussian-based Scene Representation

Hologram



Gaussian primitives



Coherent illumination



Gaussian Wave Splatting