

	LLFF									DL3DV									Casual								
	Geometry			Texture			All			Geometry			Texture			All			Geometry			Texture			All		
Feature	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓
VGGT _{enc}	19.85	.7450	.2127	19.05	.7120	.2273	19.86	.7165	.2911	19.65	.7372	.3143	18.05	.6770	.3237	19.38	.7358	.3534	19.36	.6590	.3549	17.47	.5645	.3751	19.23	.6604	.4103
VGGT _{dec}	19.81	.7410	.2167	19.03	.7122	.2258	19.83	.7143	.2748	19.59	.7353	.3191	18.01	.6806	.3236	19.20	.7328	.3534	19.17	.6588	.3578	17.58	.5646	.3786	19.37	.6550	.4107
DUS3R	19.88	.7442	.2123	19.01	.7120	.2262	19.87	.7190	.2691	19.64	.7338	.3196	18.01	.6815	.3219	19.39	.7360	.3458	19.29	.6562	.3580	17.54	.5693	.3750	19.19	.6556	.4050
MASt3R	19.89	.7447	.2123	19.01	.7115	.2261	19.99	.7250	.2657	19.64	.7334	.3188	18.07	.6813	.3211	19.41	.7373	.3464	19.30	.6550	.3576	17.59	.5708	.3722	19.37	.6588	.4027
MiDaS	19.81	.7420	.2154	19.00	.7129	.2261	19.86	.7142	.2733	19.47	.7271	.3311	17.94	.6796	.3224	19.22	.7291	.3493	19.24	.6545	.3612	17.52	.5693	.3757	18.96	.6516	.4073
DINOv2	19.77	.7345	.2226	19.04	.7133	.2254	19.91	.7163	.2637	19.47	.7293	.3288	18.00	.6805	.3223	19.27	.7317	.3479	19.42	.6524	.3698	17.64	.5701	.3754	19.21	.6535	.4023
DINO	19.81	.7423	.2140	18.98	.7121	.2260	19.97	.7212	.2744	19.60	.7324	.3209	17.97	.6790	.3219	19.41	.7359	.3476	19.24	.6513	.3614	17.50	.5683	.3756	19.10	.6566	.4056
SAM	19.72	.7354	.2181	18.98	.7133	.2260	19.76	.7144	.2629	19.48	.7297	.3271	17.97	.6822	.3218	19.20	.7272	.3459	19.32	.6469	.3704	17.52	.5725	.3736	19.19	.6569	.3981
CLIP	19.78	.7378	.2221	19.02	.7113	.2276	19.74	.7136	.2822	19.53	.7295	.3304	18.05	.6771	.3235	19.22	.7310	.3563	19.21	.6552	.3719	17.46	.5669	.3743	19.05	.6582	.4084
RADIO	19.73	.7402	.2207	19.06	.7101	.2301	19.56	.6999	.3252	19.48	.7313	.3139	18.03	.6748	.3254	19.20	.7316	.3654	19.54	.6545	.3465	17.52	.5666	.3748	18.67	.6533	.4216
MAE	19.75	.7363	.2183	19.00	.7128	.2249	19.92	.7209	.2612	19.54	.7288	.3248	17.98	.6821	.3207	19.34	.7310	.3448	19.03	.6502	.3690	17.51	.5691	.3758	19.18	.6547	.3974
SD	19.62	.7293	.2234	18.85	.7100	.2297	19.78	.7121	.2656	19.31	.7251	.3276	17.79	.6784	.3260	19.10	.7282	.3500	19.24	.6483	.3649	17.38	.5698	.3789	18.86	.6505	.4053
IUVRGB	15.55	.5765	.3986	19.75	.7303	.2262	15.38	.6175	.4308	14.78	.6326	.4541	18.75	.7023	.3250	14.05	.6431	.4386	13.17	.5454	.5248	17.88	.5927	.3846	13.71	.5917	.4955

	MipNeRF 360									MVImgNet									Tanks and Temples								
	Geometry			Texture			All			Geometry			Texture			All			Geometry			Texture			All		
Feature	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓
VGGT _{enc}	20.93	.5120	.3639	19.25	.4497	.3828	21.17	.5102	.4892	19.48	.6019	.2975	17.00	.5373	.3346	19.58	.5987	.3748	19.21	.6615	.3547	17.75	.6221	.3319	19.04	.6593	.4017
VGGT _{dec}	20.82	.5041	.3775	19.02	.4476	.3830	20.92	.5053	.4865	19.28	.5934	.3106	16.84	.5338	.3345	19.44	.5930	.3743	18.88	.6476	.3683	17.56	.6227	.3344	18.61	.6497	.4053
DUS3R	20.82	.5008	.3795	19.10	.4489	.3816	21.02	.5048	.4752	19.47	.6004	.3073	16.88	.5348	.3334	19.43	.5937	.3674	18.85	.6458	.3715	17.53	.6222	.3328	18.61	.6477	.4023
MASt3R	20.92	.5093	.3745	19.21	.4540	.3803	20.92	.5054	.4749	19.49	.6008	.3032	16.91	.5350	.3337	19.49	.5983	.3637	18.80	.6428	.3703	17.68	.6238	.3319	18.76	.6512	.3991
MiDaS	20.89	.5059	.3815	19.05	.4509	.3813	20.84	.5004	.4795	19.35	.5900	.3222	16.82	.5336	.3343	19.34	.5910	.3672	18.53	.6374	.3798	17.64	.6238	.3333	18.32	.6428	.4039
DINOv2	20.81	.4946	.3953	19.05	.4495	.3821	20.75	.4924	.4684	19.44	.5982	.3071	16.90	.5394	.3329	19.41	.5952	.3683	18.75	.6416	.3733	17.66	.6233	.3330	18.61	.6467	.4030
DINO	20.91	.5054	.3769	19.18	.4545	.3795	20.83	.5010	.4772	19.44	.5982	.3071	16.90	.5394	.3329	19.41	.5952	.3683	18.75	.6416	.3733	17.66	.6233	.3330	18.61	.6467	.4030
SAM	20.73	.4913	.3945	19.14	.4556	.3775	20.75	.4949	.4639	19.23	.5899	.3188	16.84	.5346	.3346	19.29	.5915	.3649	18.65	.6421	.3780	17.49	.6217	.3338	18.43	.6425	.4029
CLIP	20.80	.4982	.3913	19.28	.4543	.3807	20.88	.4984	.4773	19.41	.5945	.3098	16.96	.5362	.3358	19.37	.5969	.3695	18.92	.6463	.3729	17.81	.6226	.3316	18.75	.6515	.4052
RADIO	20.87	.5100	.3620	19.35	.4550	.3819	20.91	.5067	.5127	19.54	.6105	.2949	16.99	.5373	.3366	19.60	.5955	.3946	19.19	.6612	.3480	17.84	.6225	.3321	19.01	.6574	.4109
MAE	20.82	.4992	.3884	19.14	.4572	.3781	20.79	.4995	.4668	19.23	.5909	.3142	16.84	.5355	.3328	19.25	.5914	.3680	18.65	.6395	.3758	17.55	.6234	.3333	18.49	.6451	.4000
SD	20.71	.4962	.3985	18.89	.4472	.3839	20.59	.4929	.4672	19.08	.5881	.3185	16.63	.5313	.3389	19.06	.5838	.3660	18.69	.6422	.3772	17.32	.6217	.3374	18.55	.6467	.4020
IUVRGB	16.45	.4075	.5910	19.96	.4797	.3911	16.41	.4187	.5929	14.83	.5069	.4648	17.84	.5568	.3431	15.38	.5362	.4699	15.29	.5846	.4736	18.60	.6526	.3396	15.17	.5948	.4718

Table 1. **Quantitative Results.** We evaluate geometry and texture awareness of VFMs on NVS using Geometry, Texture, and All probing modes. Performance is ranked by color, from worst to best.

	All Datasets (30 scenes)								
	Geometry			Texture			All		
Feature	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓
VGGT _{enc}	19.75	.6527	.3163	18.10	.5938	.3292	19.71	.6468	.3868
VGGT _{dec}	19.59	.6467	.3250	18.01	.5936	.3300	19.56	.6417	.3842
DUS3R	19.66	.6469	.3247	18.01	.5948	.3285	19.58	.6428	.3775
MASt3R	19.67	.6477	.3228	18.08	.5961	.3276	19.66	.6460	.3754
MiDaS	19.55	.6428	.3319	18.00	.5950	.3288	19.42	.6382	.3801
DINOv2	19.59	.6406	.3364	18.03	.5951	.3291	19.50	.6388	.3760
DINO	19.63	.6452	.3256	18.03	.5961	.3282	19.55	.6427	.3793
SAM	19.52	.6392	.3345	17.99	.5966	.3279	19.44	.6379	.3731
CLIP	19.61	.6436	.3331	18.10	.5947	.3289	19.50	.6416	.3832
RADIO	19.73	.6513	.3143	18.13	.5944	.3301	19.49	.6407	.4051
MAE	19.50	.6408	.3317	18.00	.5967	.3276	19.50	.6404	.3730
SD	19.44	.6382	.3350	17.81	.5931	.3325	19.32	.6357	.3760
IUVRGB	15.01	.5422	.4845	18.80	.6191	.3349	15.02	.5670	.4832

Table 2. **Average Results on all datasets.**