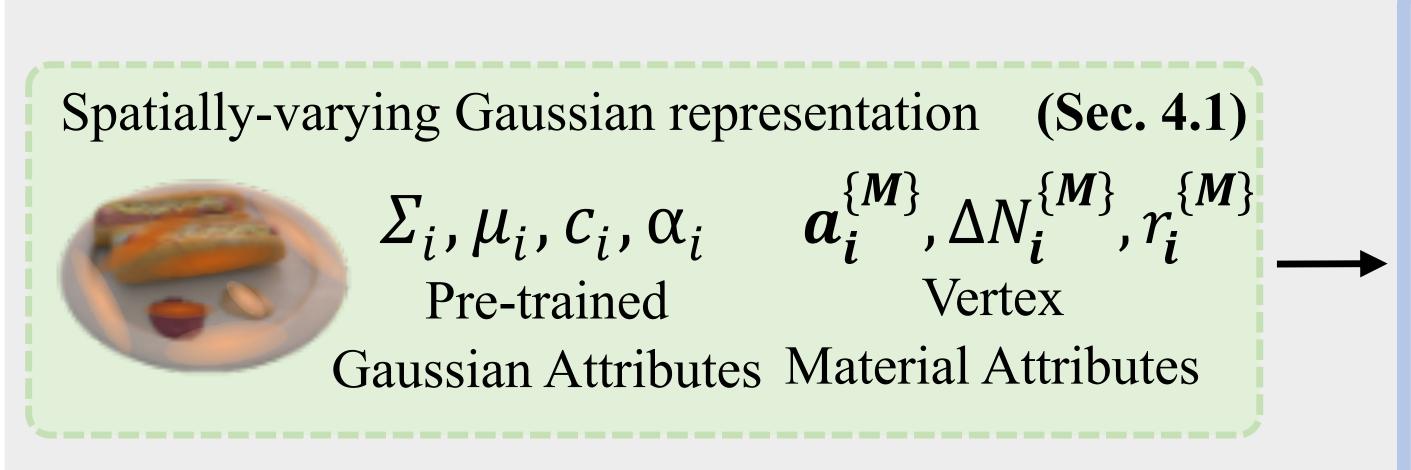
## SVG-IR Framework (Sec. 4.2)



Spatially-varying Gaussian Splatting Physically-based Lighting (Sec. 4.3) Vertex Colors Vertex Shading Fragment Shading

Render