

Preprocess



⋮



Sparse Views

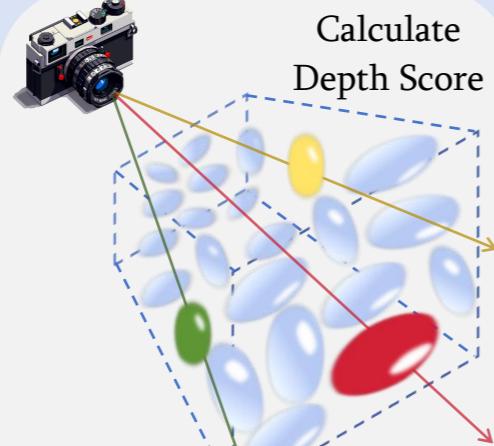
SfM



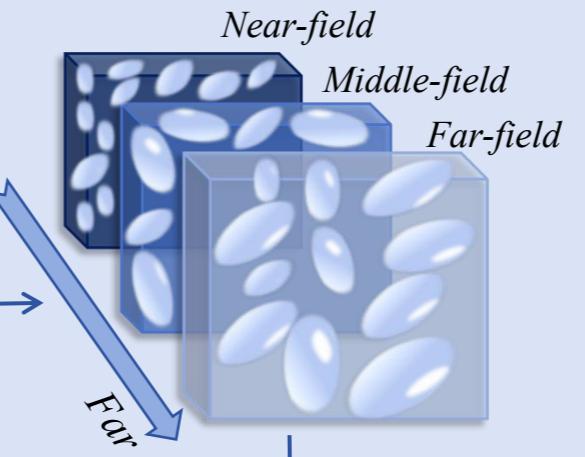
Initial Gaussians



Depth-and-Density Guided Dropout

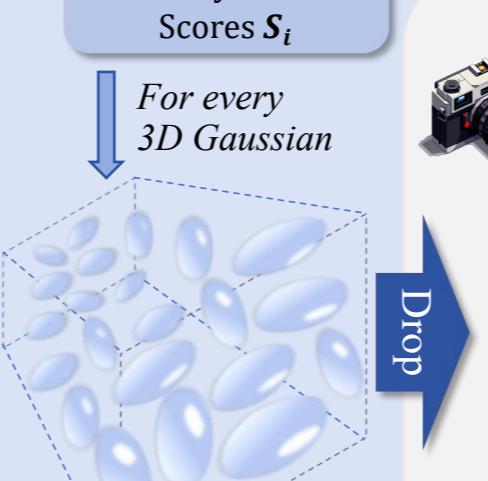


Global: Percentile-based Bins B_i



Local: Depth-and-Density Aware Scores S_i

For every 3D Gaussian



Probabilistic and Progressive Dropout
 $P_i = f(B_i, S_i, t)$

Drop

Render



Far-field GT GT

Far-field RGB

RGB

Distance-Aware Fidelity Enhancement
 $L_1 + \lambda_{SSIM} L_{SSIM} + \lambda_{DAFE} L_{DAFE}$