

## Preprocess



⋮

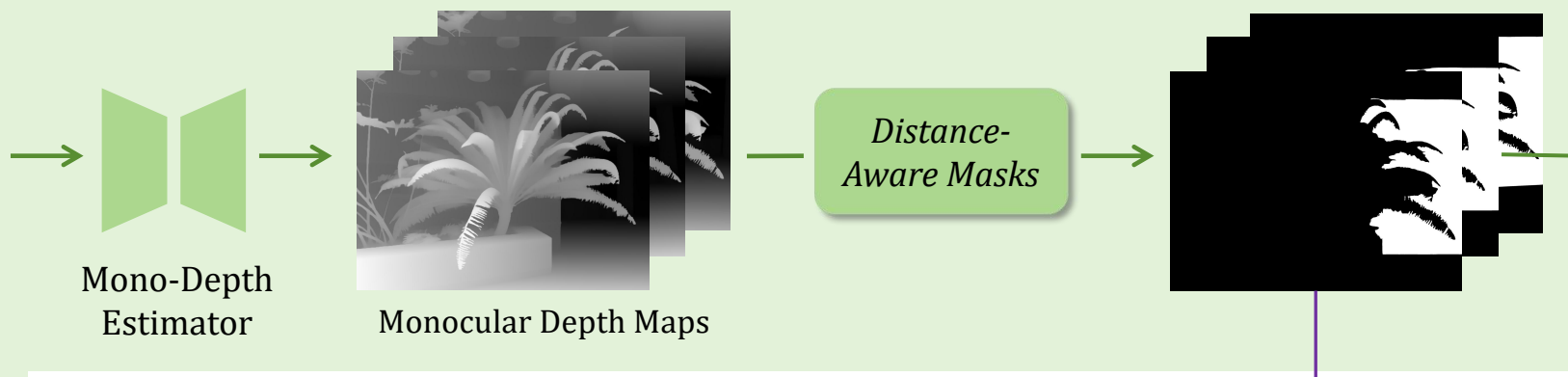


Sparse Views

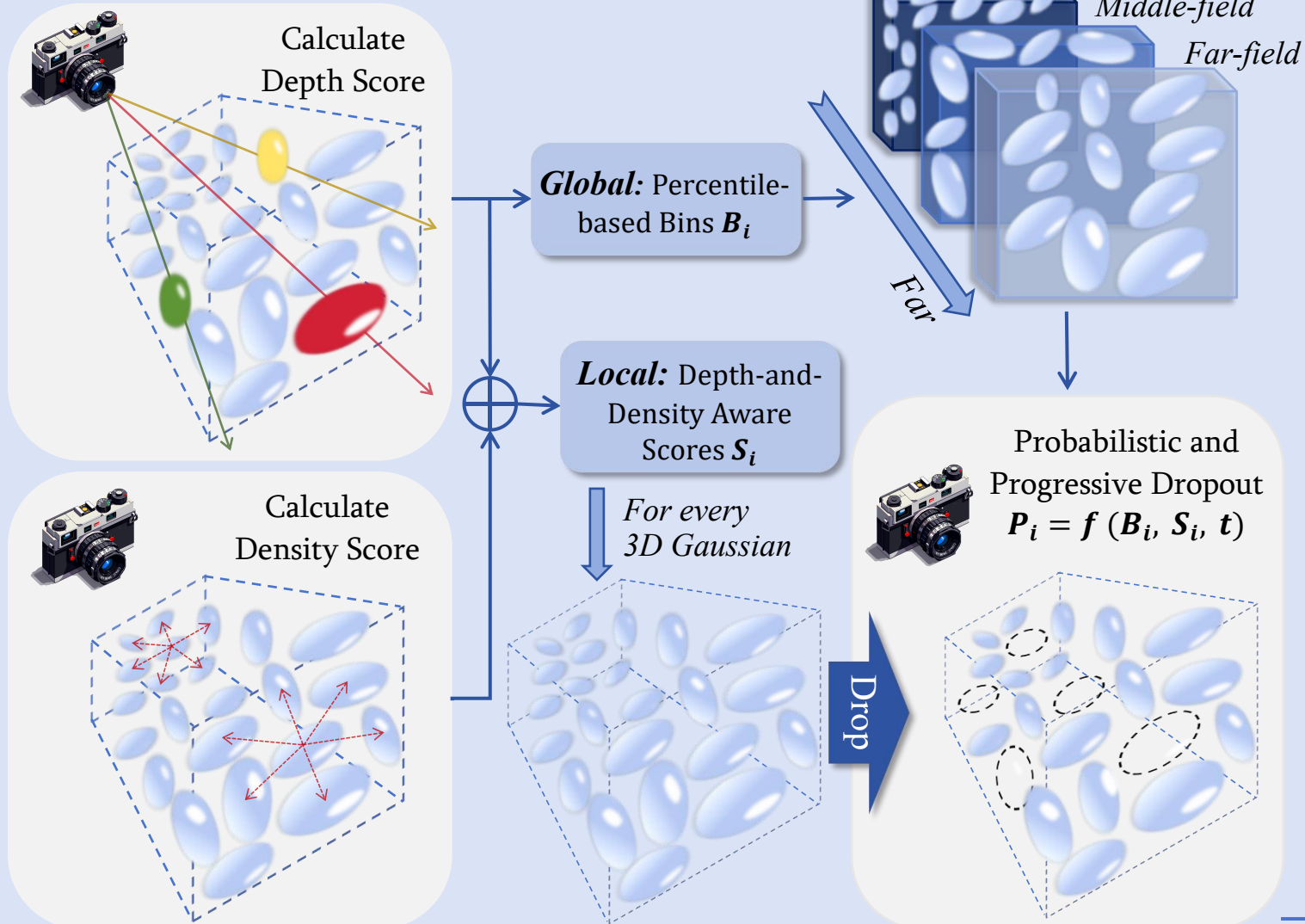
*SfM*



Initial Gaussians



## Depth-and-Density Guided Dropout



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

Render



Far-field GT



GT



Far-field RGB



RGB