Supplementary Material
NeRFPlayer: A Streamable Dynamic Scene Representation with Decomposed Neural Radiance Fields

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Here, we present the specific experimental settings of some related works:

Method	Dataset Cameras $^{\alpha}$	2D Priors $^{\beta}$
D-NeRF [6]	Single	None
Nerfies [4]	Single	None
NR-NeRF [7]	Single	None
DCT-NeRF [8]	Single	Depth & Optical Flow
NSFF [3]	Single	Depth & Optical Flow
VideoNeRF [9]	Single	Depth
NeRFlow [1]	Single	Optical Flow
HyperNeRF [5]	Single	None
DyNeRF [2]	Multi	None

$^{\alpha}$ Camera settings in the dynamic scenes for testing the method. Note that this is only for the original paper, and the methods could also be used under other camera settings as well.

$^{\beta}$ The 2D prior required for training. Note that the priors only indicate that they are used in the original paper, but these methods may still work without these priors.

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