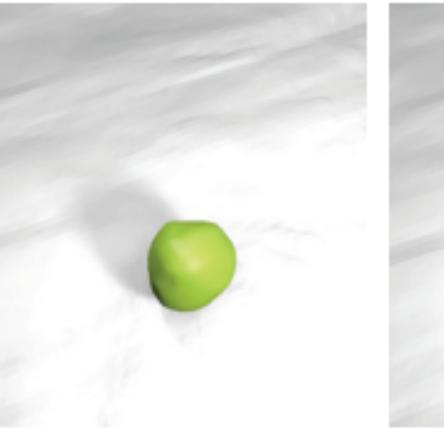
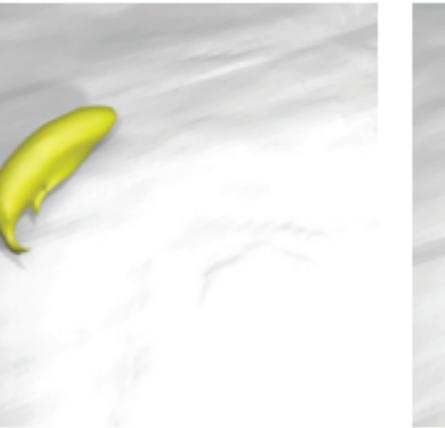
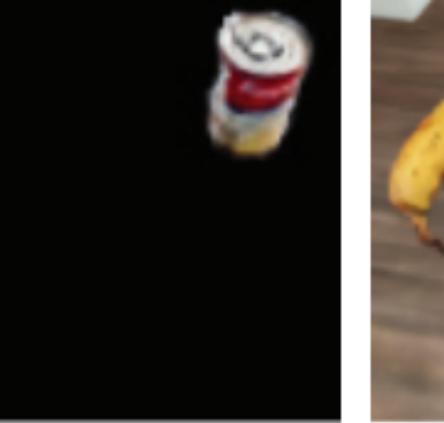
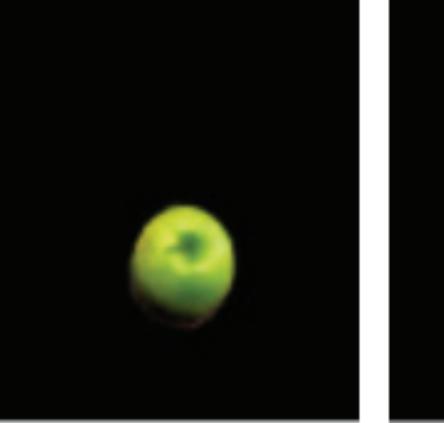
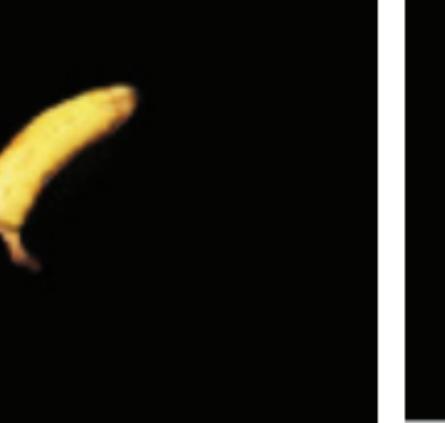


Input image



Object radiance fields (top) and geometry (bottom)

Reconstruction

Move object

Replace object

Replace room

Top: input view; bottom: novel view