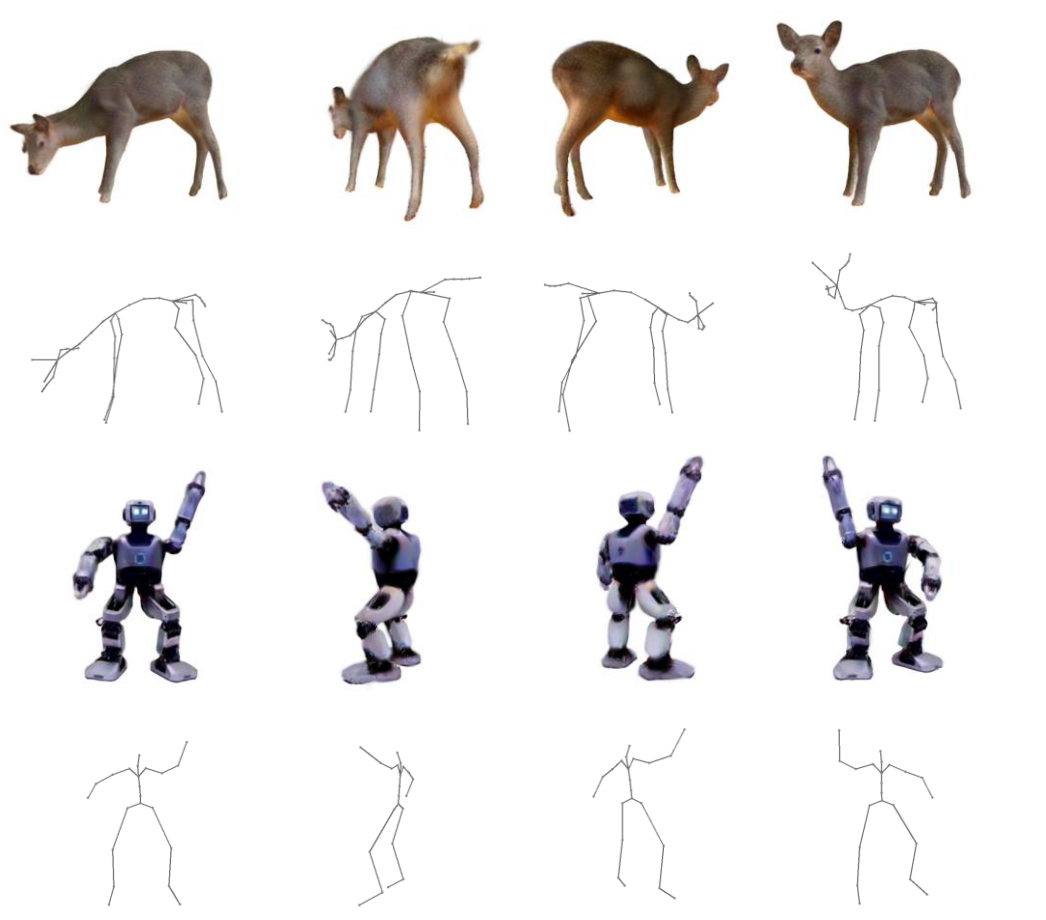
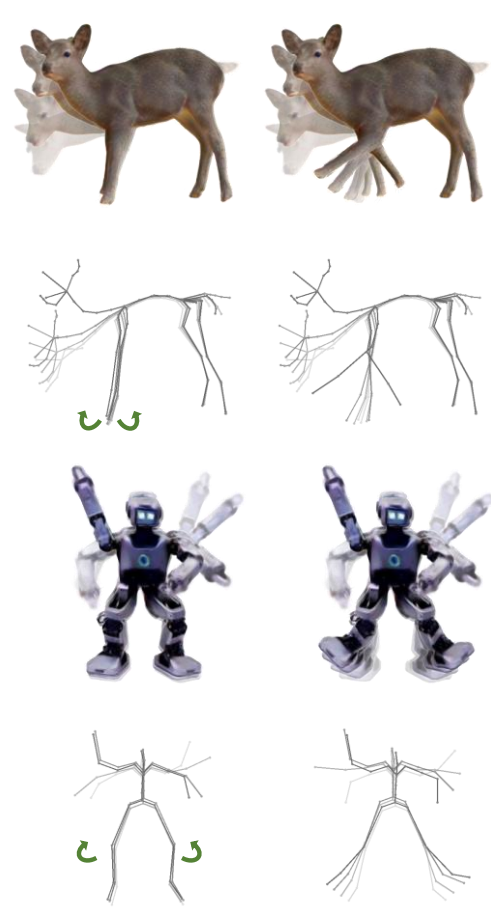


(a) Input Video



(b) Skelton-Driven 4D Gaussian



(c) Motion Editing