

Method	Input	Shape	BRDF	Lighting	Shadow
NeRV [1]	MVI (Fixed lighting)	Density	Microfacet model	Known Envmap	Yes
PhySG [2]	MVI (Fixed lighting)	SDF	Microfacet (SGs)	Unknown Envmap (SGs)	No
NeRFactor [3]	MVI (Fixed lighting)	Density	Learned BRDF	Unknown Envmap	Yes
NeRD [4]	MVI (Varying lighting)	Density	Microfacet (SGs)	Unknown Envmap (SGs)	No
NRF [5]	MVI (Co-located light)	Density	Microfacet model	Known Co-located light	Yes
KB22 [6]	MVI (Multi-light)	Density	No	No	No
Ours	MVI (Multi-light)	Density	Mixture of SGs	Unknown Multi-light	Yes