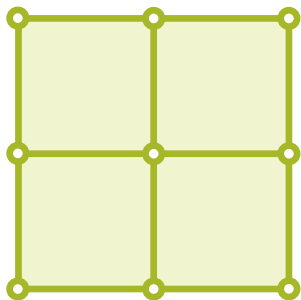
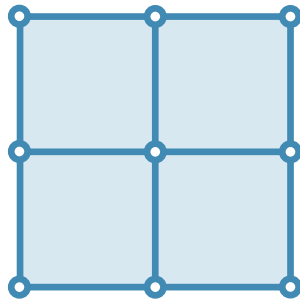


## Scene Representation

*Geo. Field*

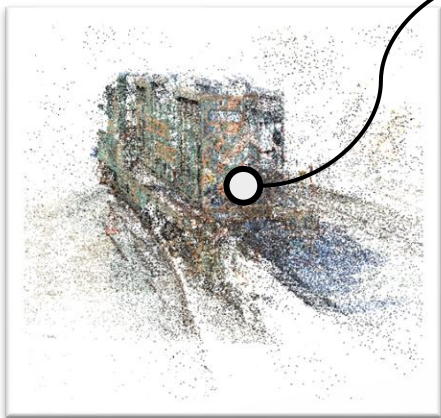


*Rad. Field*



**Decoupled Neural Fields**

*3D Points*



Position  
 $\in R^3$

Explicit  
Scale  $\in R$

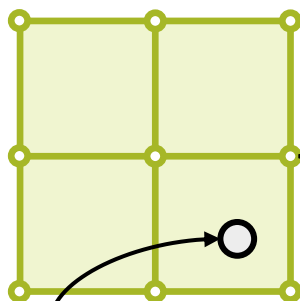
Explicit  
Opacity  $\in R$

Explicit  
Color  $\in R^3$

**Explicit Gaussians**

## View Rendering

*Geo. Field*



Neural  
Rotation  $\in R^4$

*Normalize*

Rotation  $\in R^4$

Neural  
Scale  $\in R^3$

*Add*

Explicit  
Scale  $\in R$

$\sigma(\cdot)$

Scale  $\in R^3$

Neural  
Opacity  $\in R$

*Add*

Explicit  
Opacity  $\in R$

$\sigma(\cdot)$

Opacity  $\in R$

Neural  
Color  $\in R^3$

*Add*

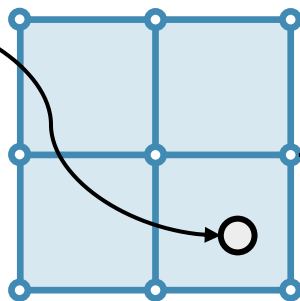
Explicit  
Color  $\in R^3$

$\sigma(\cdot)$

Color  $\in R^3$

*View direction*

*Rad. Field*

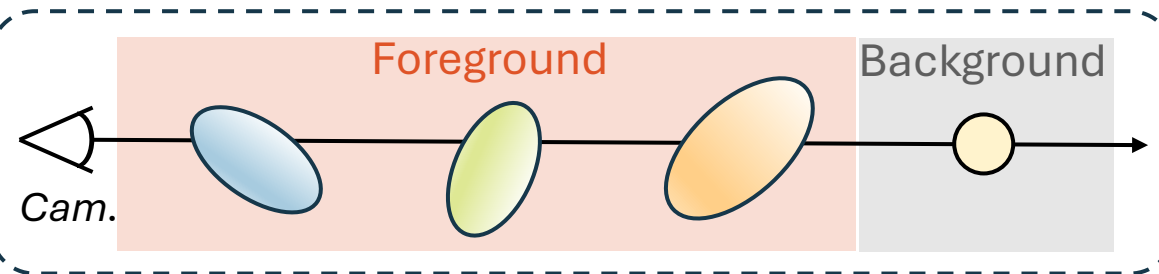
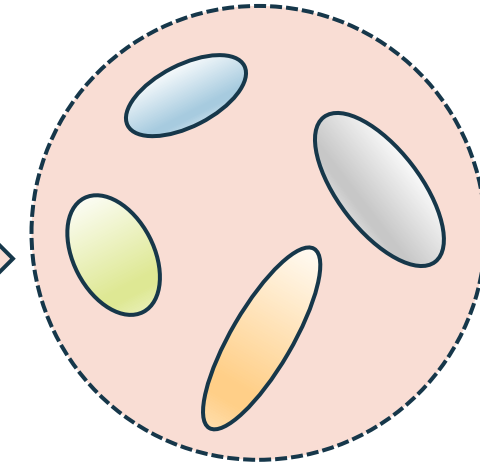


Background  
Map

*Sample*

*Background sphere*

Hybrid Gaussian



*Hybrid Rendering*