

IMPROVING NOVEL VIEW SYNTHESIS OF 360° SCENES IN EXTREMELY SPARSE VIEWS BY JOINTLY TRAINING HEMISPHERE SAMPLED SYNTHETIC IMAGES

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1. Supplementary Materials

Our approach is evaluated on nine selected scenes across the two large-scale real-world datasets: Mip-NeRF 360 [1] and Tanks&Temples [3]. We use the 3DGS [2] splitting strategy to divide each scene into training and test sets. For training, we filter out images lacking centrally positioned objects, then select four diverse views that ensure complete 360° coverage and varied camera angles. The test sets are reserved for evaluation. Figure 1 and Figure 2 illustrate the selected training images and the camera distribution for both the training and test sets.

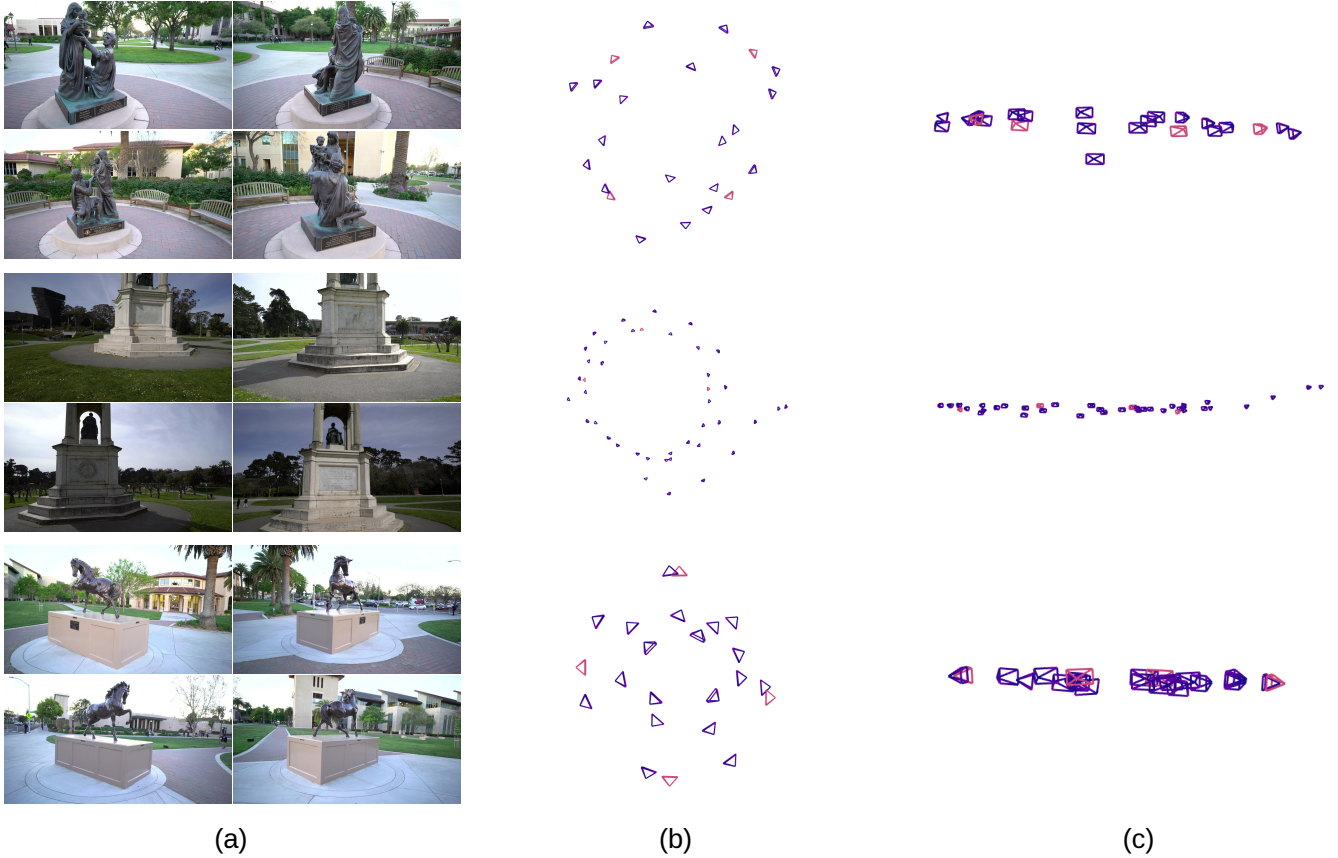


Fig. 1: Training images and camera distribution for selected scenes from the Tanks&Temples dataset (family, francis, and horse). (a) Training images; (b) top view of camera distribution with training cameras in red and test cameras in blue; (c) side view of camera distribution with training cameras in red and test cameras in blue.



Fig. 2: Training images and camera distribution for selected scenes from the Mip-NeRF 360 dataset (kitchen, garden, bicycle, bonsai, stump, and treehill). (a) Training images; (b) top view of camera distribution with training cameras in red and test cameras in blue; (c) side view of camera distribution with training cameras in red and test cameras in blue.

2. References

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