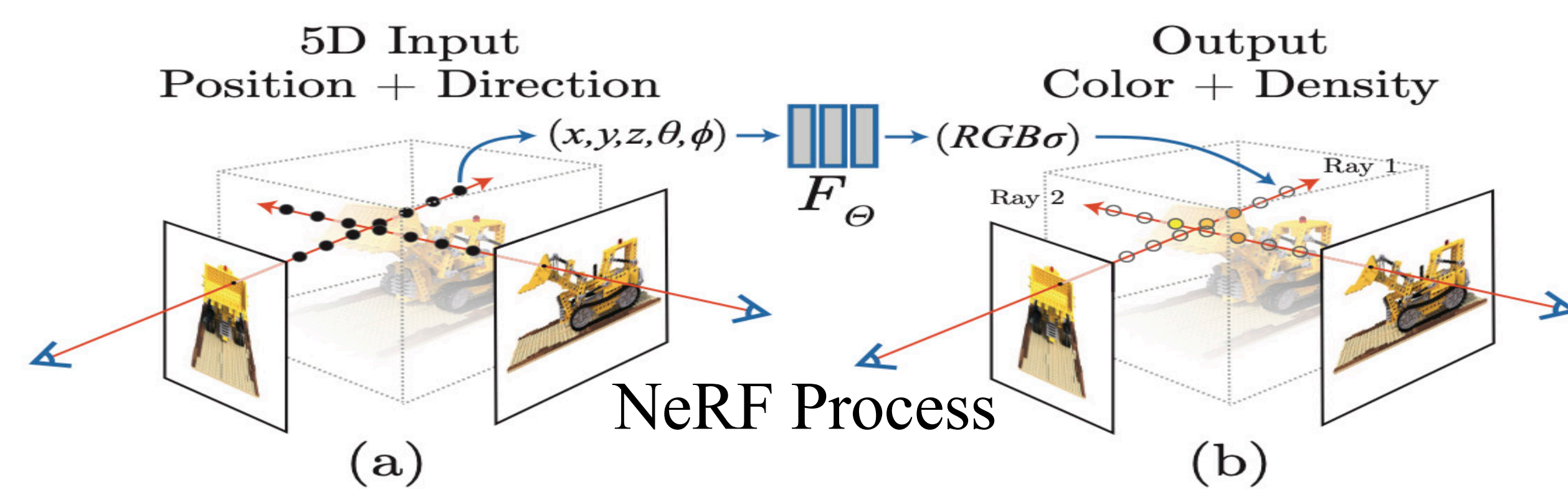


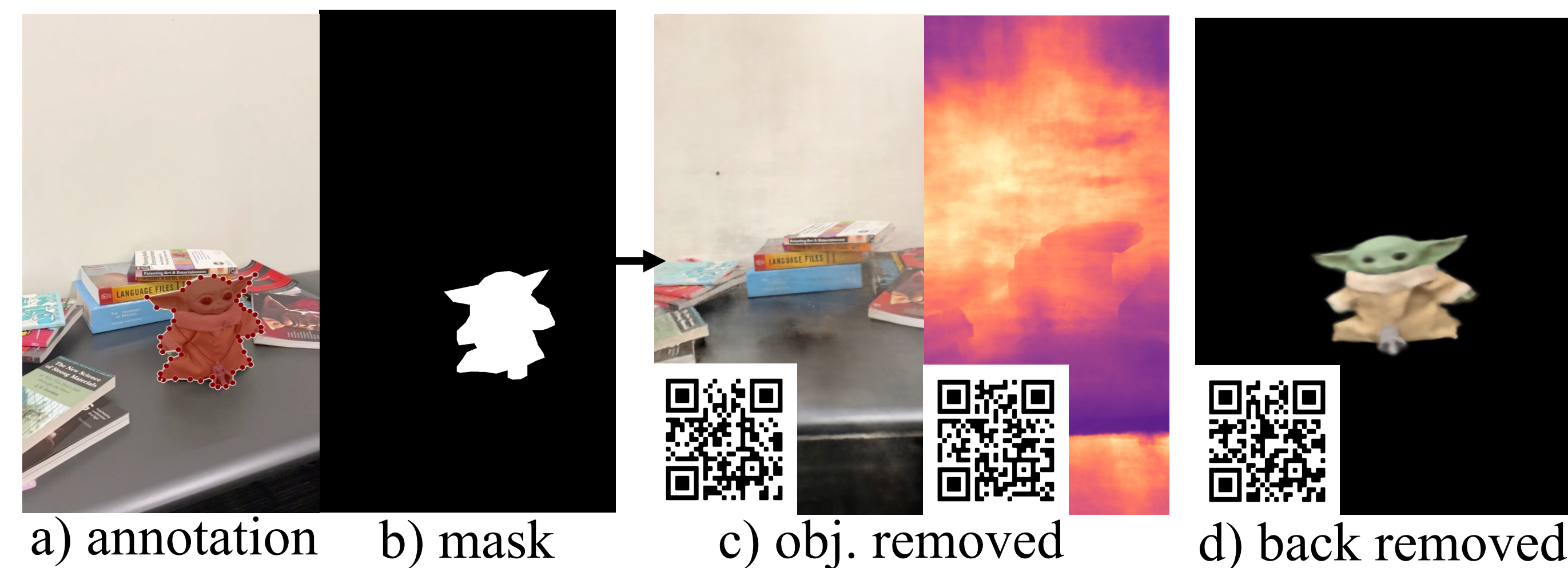
1. Introduction

- Neural rendering for novel view synthesis has been a rising problem
- One method, Neural Radiance Fields (NeRF) has proven to be the most successful
- NeRF can build a 3D representation of a scene given a sparse set of 2D images



2. Motivation and Method

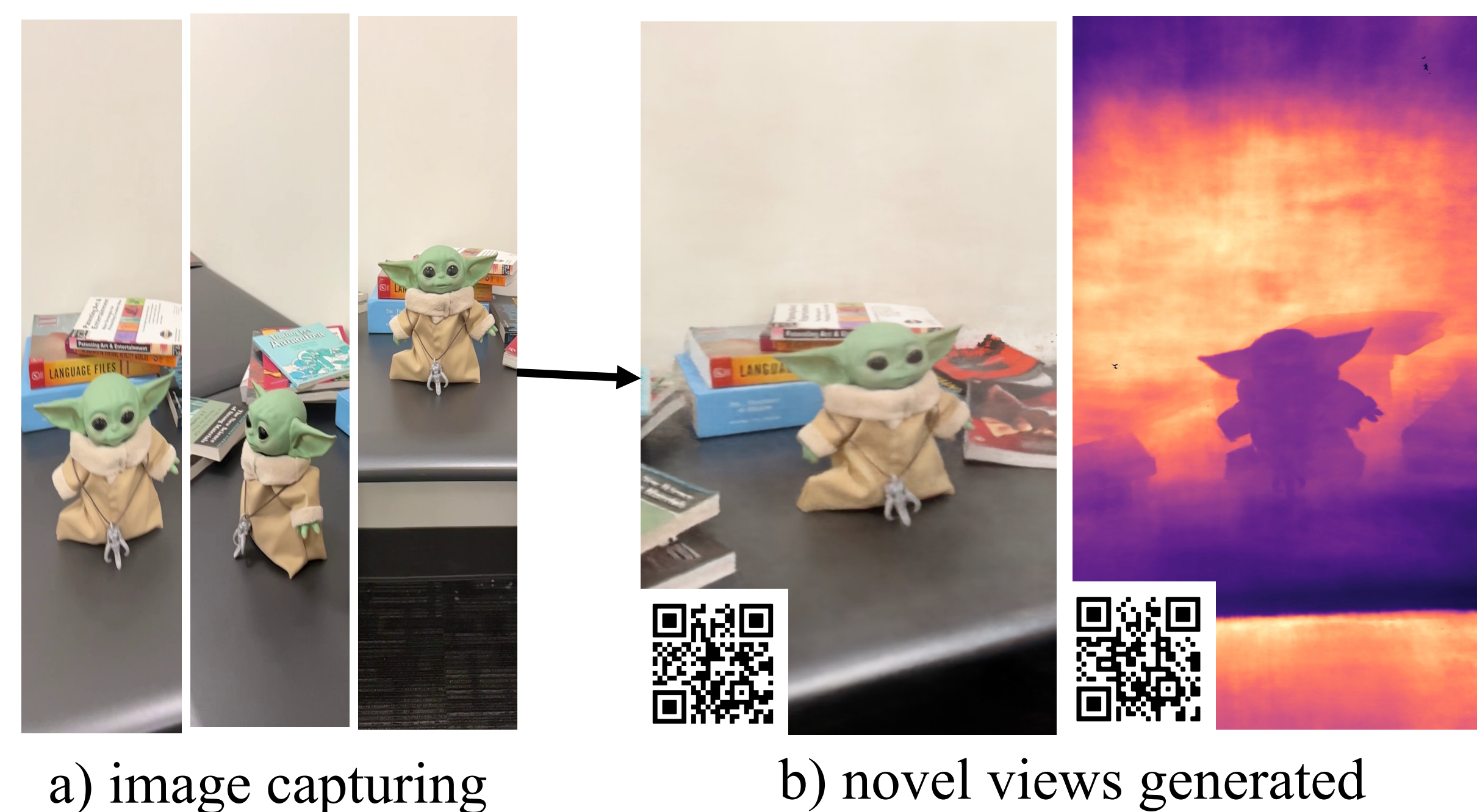
- NeRFs are difficult to manipulate and require edits to be made at ray level



- This not scalable due to the need for manual annotation

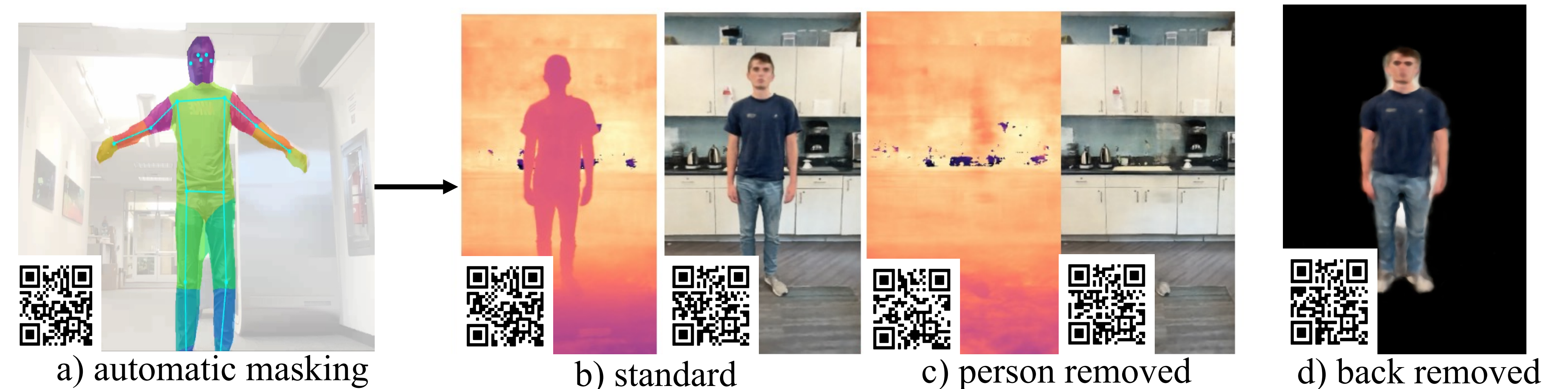
4. Future Work

- Experiment with different types of segmentation software
- Apply this method to scenes with multiple maskable objects
- Improve the masking coverage
- Increase the editing possibilities
- Extend this method's benefits to other NeRF variants

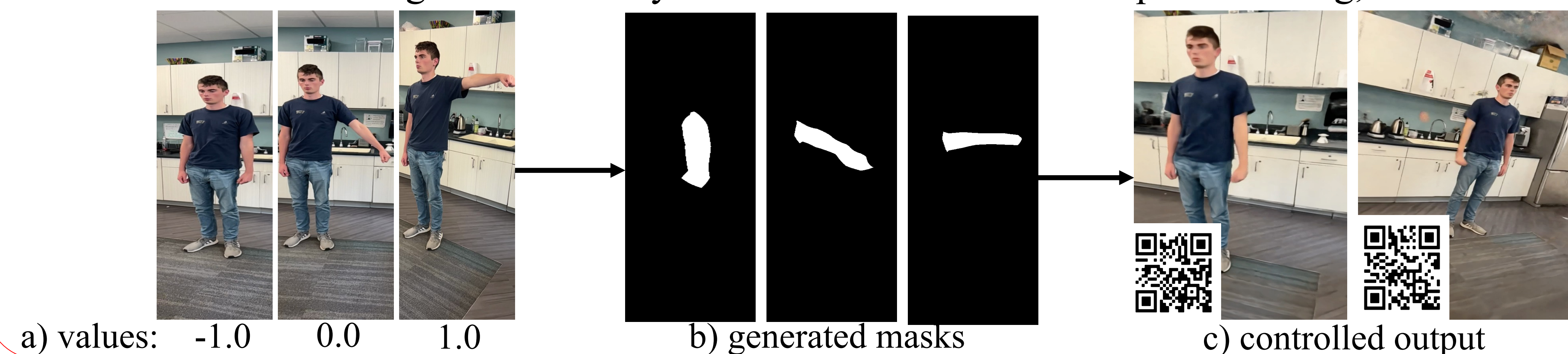


3. Scalability Solution and Results

- We utilized an automatic segmentation software known as Body Pix 2.0 to obtain masks



- Our method also brings benefits to dynamic NeRF variants that require masking, such as CoNeRF



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