Gaussian Splatting Decoder for 3D-aware Generative Adversarial Networks
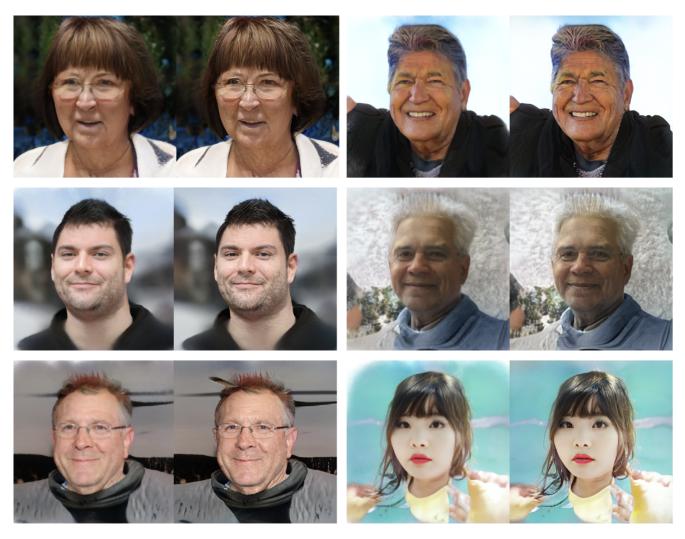
Supplementary Material

Figure 9. Rendering examples for the EG3D-FFHQ decoder. Left shows the decoded Gaussian Splatting scene and right shows the original GAN rendering.

Figure 10. Rendering examples for the PanoHead decoder. Left shows the decoded Gaussian Splatting scene and right shows the original GAN rendering.

Figure 11. Rendering examples for the EG3D-LPFF decoder. Left shows the decoded Gaussian Splatting scene and right shows the original GAN rendering.
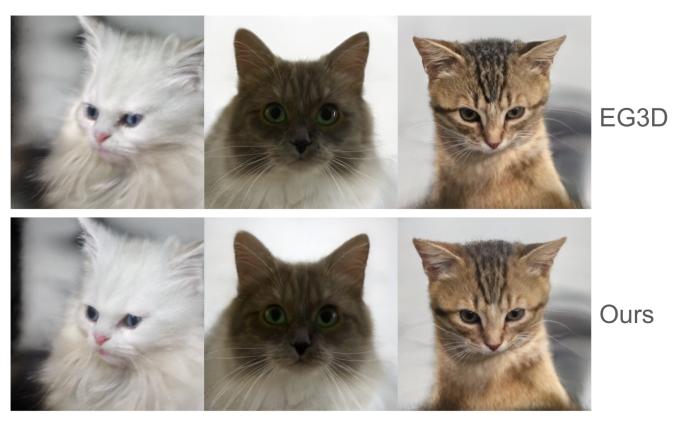
Figure 12. We also demonstrate that our method is not exclusively working for human heads. After disabling the ID similarity loss, we are able to decode a EG3D that was trained on AFHQ Cats.