

Appendix

SplatMesh: Interactive 3D Segmentation and Editing Using Mesh-Based Gaussian Splatting

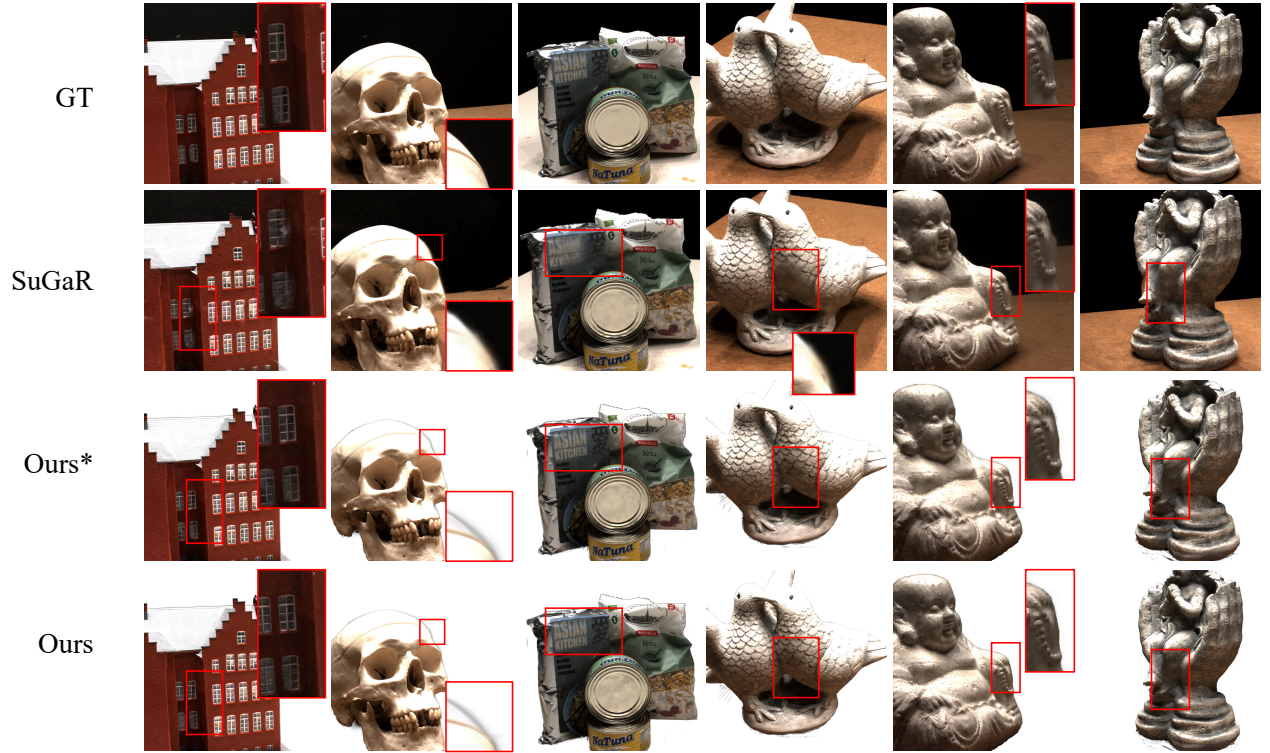


Figure 1. **Qualitative Comparison of View Synthesis on DTU Dataset.** Note SuGaR uses a different mesh extraction strategy from ours, so it includes some background.

	Sugar (1332K)			Ours* (39K)			Ours (117K)		
	PSNR $\uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$	PSNR $\uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$	PSNR $\uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$
24	24.02	0.871	0.177	27.83	0.895	0.158	28.17	0.909	0.112
37	23.36	0.849	0.225	24.67	0.862	0.163	24.98	0.884	0.128
40	22.69	0.824	0.284	26.78	0.843	0.250	27.45	0.885	0.177
55	26.97	0.794	0.311	29.46	0.936	0.106	30.78	0.951	0.073
63	28.61	0.921	0.185	30.61	0.949	0.105	30.75	0.955	0.084
65	27.67	0.805	0.328	30.83	0.956	0.094	30.92	0.956	0.086
69	25.64	0.810	0.320	27.33	0.912	0.209	27.58	0.921	0.180
83	27.19	0.839	0.353	32.93	0.964	0.089	33.05	0.967	0.075
97	25.27	0.822	0.336	28.57	0.927	0.128	28.73	0.928	0.118
105	27.51	0.845	0.315	29.75	0.917	0.176	30.05	0.931	0.141
106	31.73	0.871	0.312	32.43	0.917	0.178	33.60	0.938	0.137
110	29.61	0.863	0.321	30.77	0.931	0.161	31.36	0.938	0.138
114	29.04	0.860	0.303	28.99	0.910	0.183	29.62	0.925	0.145
118	32.27	0.873	0.315	34.19	0.943	0.147	35.30	0.957	0.107
122	32.19	0.860	0.303	35.66	0.959	0.103	36.52	0.966	0.079
Average	27.58	0.847	0.293	30.05	0.921	0.150	30.59	0.934	0.119

Table 1. **Quantitative Results for View Synthesis on DTU.** In this table, we compare the performance of Sugar and SplatMesh on the DTU dataset, with the best results highlighted in bold. Our* denotes the configuration employing our mesh downsampling method with a 1/3 face retention ratio.