Charge: A Comprehensive Novel View Synthesis Benchmark and Dataset to Bind Them All

Supplementary Material

A. Supplementary Video

We attach a video presenting our dataset as supplementary material. The video presents the main characteristics of our dataset, including:

- large motions *i.e*. movements that are fast and long-range in space,
- rigid and non-rigid animation, *e.g*. articulated humanoid robot in contrast to a changing topology of a paint splash,
- a large dynamic content coverage of scenes (images include high dynamic to static content ratio),
- presence of open bound scene,
- intricate lighting.

Further, we present camera setups, including Dense, Sparse and Mono showing their relative position on the scene. Finally, we show the modalities included in our data, *i.e*. depth, segmentation, dynamic content mask, surface normals, and optical flow.

B. Static setup details

We provide additional details on the static setup. This subset of images contains **112** frames per task. The number of frames varies per scene, with longer sequences sampling more frames. Within one sequence, the frames are subsampled in equal steps between the first and last. This constitutes an evaluation set manageable to be processed by feed-forward models in a reasonable time. The corresponding images are available in 3, 6, and 9 camera setups (Sparse), as well as 25 (Dense) camera configurations.

B.1. Evaluation

Hereafter, we detail the evaluation protocol on next generation foundational models. In the benchmark, we use training set images as the input for the model, with test cameras as the target views where applicable (Novel View Synthesis). We run the models in original resolutions, in which they were trained, which means significant downscaling (*e.g*. width of 518 for VGGT). We perform evaluation in native resolution of the dataset (2048x858), upscaling the predicted images. Notably, running the models in higher resolution, even though possible, yields worse performance.

B.2. Alignment

Typically, the predictions of feed-forward models are provided with an arbitrary scale, and often in the coordinate system of the first provided frame. Therefore, to use target camera poses for rendering, one needs to align them to the coordinate system in which predictions are provided. To this end, we distinguish two main protocols present in the literature.

In the first, we align the target cameras to the model predictions with the Umeyama algorithm [37]. In this algorithm, a global rotation and scaling factor are predicted by minimising the least square error between predicted source camera positions and transformed ground truth source camera positions. In our belief, this constitutes the fairest evaluation protocol accounting for the prediction quality of camera poses, geometry, and appearance. Notably, however, this is very sensitive to misalignments and may not reflect the appearance qualities of the rendered images.

Alternatively, we follow the protocol suggested in AnySplat [12]. In this approach, we run the model with the source views as the input and save the predictions. Consequently, we run the model again on the set of images consisting of both source and target views. Further, we rescale the poses predicted in the second run such that the positions match the first one. We discard any data from the second run apart from new target poses. We use those to render the target images. While this approach is arguably more common in literature, it requires the use of test images, which may not always be available. However, given still imperfect predictions of the current models, it allows for more appearance-focused evaluation as it largely mitigates degradation of metrics due to misalignment.

C. Field of View Overlap

In this section, we extend the analysis of the proposed field of view overlap parameter. In the main manuscript, we propose to calculate the projection of a test image plane into training views and calculate FOV_O based on a weighted average across all corresponding training views. This serves as an estimation of camera coverage between test and training views and can be treated as a proxy for the difficulty of reconstruction.

Notably, the value of such a parameter is dependent on the depth in which we place the projection plane. Here, we consider 3 possible scenarios:

- ground truth depth values for corners of the image plane,
- median value of the true depth in the whole image,
- reasonably chosen custom value (here, we set it to $5m$ for all scenes).

In Table 6, we present the values of the field of view overlap for the presented experiments setups for all the aforementioned ways of calculation. We can observe that in a

Table 6. Field of view overlap values calculated per scene for each experiment setup (values for all Mono setups averaged).

	Scene	Real	Median	Custom
Dense	010_0050	0.63	0.67	0.67
	020_0020	0.76	0.80	0.91
	040_0040	0.63	0.85	0.85
	050_0130	0.42	0.43	0.45
	050_0160	0.55	0.59	0.60
	060_0100	0.68	0.73	0.75
	060_0130	0.63	0.68	0.68
	070_0123	0.37	0.84	0.93
Sparse - 3	010_0050	0.50	0.51	0.51
	020_0020	0.62	0.63	0.71
	040_0040	0.55	0.61	0.61
	050_0130	0.34	0.34	0.36
	050_0160	0.53	0.54	0.55
	060_0100	0.61	0.64	0.64
	060_0130	0.51	0.52	0.52
	070_0123	0.32	0.62	0.73
Sparse - 6	010_0050	0.59	0.60	0.60
	020_0020	0.72	0.73	0.81
	040_0040	0.65	0.70	0.70
	050_0130	0.37	0.38	0.40
	050_0160	0.61	0.62	0.63
	060_0100	0.72	0.74	0.74
	060_0130	0.59	0.59	0.60
	070_0123	0.34	0.71	0.84
Sparse - 9	010_0050	0.59	0.60	0.60
	020_0020	0.74	0.76	0.86
	040_0040	0.66	0.73	0.73
	050_0130	0.39	0.40	0.42
	050_0160	0.61	0.64	0.64
	060_0100	0.72	0.76	0.76
	060_0130	0.61	0.62	0.62
	070_0123	0.37	0.74	0.88
Mono	010_0050	0.34	0.36	0.36
	020_0020	0.43	0.45	0.49
	040_0040	0.43	0.48	0.48
	050_0130	0.39	0.39	0.39
	050_0160	0.36	0.38	0.38
	060_0100	0.40	0.42	0.42
	060_0130	0.39	0.41	0.41
	070_0123	0.36	0.48	0.49

majority of cases, all values for the given scene are similar for all 3 methods. Additionally, in most cases, the relative ranking is preserved. We note that the main discrepancy can be seen for scene 070_0123 in Dense and Sparse setups. This is caused by the fact that this scene is mainly covered by a closeup of an action scene occupying the centre of the field of view. Arguably, in such a case the median value of depth should be more representative with respect to the visibility of pixels between the views.

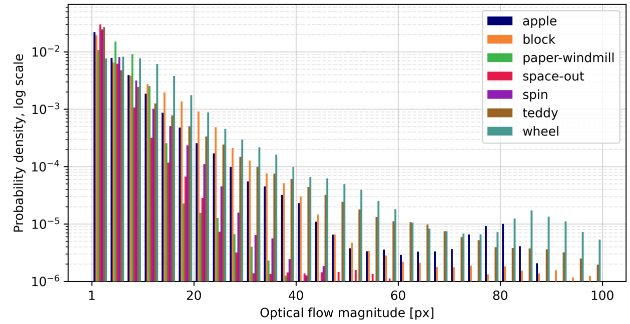

Figure 7. Optical flow histogram for DyCheck dataset.

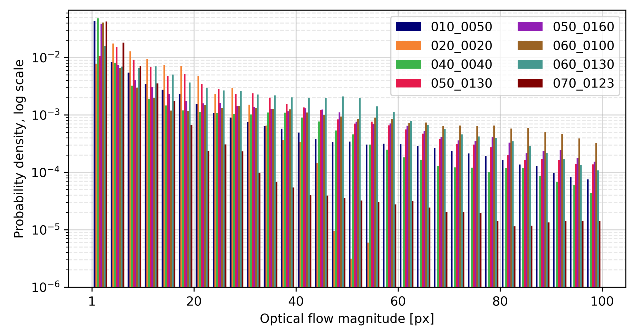

Figure 8. Optical flow histogram for Charge dataset.

In summary, we argue that the proposed field of view overlap (FOV_O) metric is a good indicator of spatial covisibility between test and training views. Additionally, it is not highly sensitive to the used estimation of depth making it available for use with no ground truth depth available.

D. Optical flow details

In Figure 3 we presented a histogram comparing the density of the magnitude of the optical flow for DyCheck and Charge datasets. DyCheck is recognised as the main benchmarking dataset in monocular video reconstruction. We note that Charge presents a significantly larger variety of movement, *i.e.* covering a large distance in the captured frames. Additionally, in Figure 7 and Figure 8 we present detailed histograms of the magnitude of the optical flow for separate scenes of DyCheck and Charge respectively. We see very little high-magnitude movement in DyCheck, whereas motion in Charge ranges from lower scale, *e.g.* human in a distance in 020_0020, up to very dynamic action as in *e.g.* 060_0100.

E. Real-world datasets similarity

We argue that Charge consists of high-quality animations resembling real-world dynamism and texture intricacy. To showcase similarity to real-world datasets, we propose to

Table 7. FID of selected datasets with DyCheck as a reference.

Dataset	Charge	Neural 3D Video	Technicolor
FID	15.39	14.14	16.87

use the Fréchet inception distance (FID) as the measurement. The metric is commonly used in image generation tasks, and it is a measure of the diversity of the target dataset with respect to the reference dataset. We set DyCheck as the reference dataset (distribution) and calculate FID for Charge, Neural 3D Video, and Technicolor. We present the results in Table 7. Notably, Charge obtains a lower FID score than Technicolor, and a slightly higher FID value than Neural 3D Video. This suggests that Charge distribution is reasonably similar in terms of realism and diversity to that of DyCheck, *i.e*. Charge is as similar (or dissimilar) to a real-world dataset (DyCheck) as the real-world datasets are between each other.

F. Detailed Results - Static

In this section, we present additional results for the static benchmarking of 3D foundational models. In Figure 9 and Figure 11, we present the results of novel view synthesis corresponding to Table 5 for the Sparse and Dense setup, respectively. Similarly, Figure 10 and Figure 12 present visualisations of depth predictions. Further, we report additional metrics for camera pose estimation, depth estimation and novel view synthesis in Tables 9, 10 and 11, respectively. Finally, we include detailed results for every scene in Tables 12, 13, 14 and 15 (camera pose), Tables 16, 17, 18 and 19 (depth), and Tables 20 and 21 (NVS).

The additional metrics for camera pose estimation and depth estimation mostly preserve the same relative ranking of the methods. This correlates with observations made about depth visualisations. Notably, π^3 seems to provide the sharpest and detailed depth maps, *e.g*. in Figure 12, we can see it being the only method preserving the details of the bridge in the background of scene 060_0100. Per-scene results suggest that models struggle the most with scenes with larger depth discrepancies between foreground and background.

Further, the additional metrics and renderings for novel view synthesis provide further insight into the sources of errors. Notably, in Table 11, we observe that WorldMirror outperforms AnySplat in PSNR, SSIM, and LPIPS, yet the values of MUSIQ are consistently higher for AnySplat. Similarly, visual inspection of Figures 9 and 11 suggests that AnySplat produces sharper, more detailed images *e.g*. person facial features or paint splash in Figure 9. Notably, between the two methods and two different alignment algorithms, we observe some misalignments in the produced test views. This emphasises the importance of camera pose estimation in the foundational 3D models. WorldMirror produces more accurate camera pose estimation, which affects the novel view synthesis metrics when compared to ground truth. This affirms that current foundational models with novel view capabilities produce a geometry that resolves training images in the predicted cameras, which does not have to correspond to the ground truth camera pose and geometry pair.

Table 8. Quantitative evaluation results of static and rig cameras in the Mono setup.

	4DGS		D-3DGS		SC-GS		MoSca	
	PSNR	PSNR-D	PSNR	PSNR-D	PSNR	PSNR-D	PSNR	PSNR-D
Rig cameras								
SF	26.48	24.24	26.60	24.38	26.07	25.25	21.31	21.36
SS	25.84	23.53	25.81	24.16	25.16	24.10	23.10	22.00
WF	26.63	24.58	26.09	24.26	24.99	24.80	22.60	21.85
WS	24.80	22.96	24.19	22.80	23.28	22.95	24.51	23.55
Static cameras								
SF	23.23	21.14	23.15	21.45	21.88	21.88	25.48	24.32
SS	22.53	20.38	22.55	20.90	21.42	20.99	23.81	23.66
WF	22.93	21.00	22.59	20.85	20.80	21.29	25.04	23.68
WS	21.95	20.40	21.52	20.42	20.44	20.51	24.07	23.68

G. Detailed Results - Dynamic

In Table 8 we provide additional results for the Mono setup separated into static cameras, and cameras moving together with the training camera (Rig cameras). We note that one-stage methods (4DGS, D-3DGS, SC-GS) perform better on rig cameras, whereas MoSca on static ones. This shows that without heavy geometrical constrains (such as MoSca), methods overfit to training trajectory shown by higher performance in the local neighbourhood of the training view. We believe including both types of target cameras provides a fuller overview of the performance of the method.

In addition, we present detailed results of all dynamic experiments. In Table 22 we show per-scene results for Dense setup. Similarly, Figure 13 shows additional qualitative examples. Interestingly, the hardest scene for the benchmarked methods was 040_0040 which is the longest scene that also contains a large amount of movement, specifically a character moving towards the camera rig. Similarly, 070_0123 poses a significant challenge, it is a scene with a close-up interaction between a humanoid robot and a human in which the dynamic content covers a large part of the field of view and introduces a lot of occluded parts between training views.

Table 23 and Table 24 show results for Sparse setup - configurations with 3, 6, 9 input views. Figure 14 shows additional qualitative examples for all the configurations. It shows varying performance for all the methods depending on the scene. Notably, STG relies on point cloud initialisation for all frames, in contrast to 4DGS and Ex4DGS, showing more dependence on priors and lower performance in a low camera regime setup.

Finally, Tables 25 and 26 present results for Mono setup in Spline Fast and Slow, and Random Walk Fast and Slow configurations respectively. Figure 15 shows additional corresponding qualitative examples. Interestingly, MoSca, which is the current state of the art on DyCheck dataset (by a significant margin), has a relatively lower performance in our benchmark. We believe this emphasises the shortcomings of the approach, and DyCheck dataset. We believe that lower performance of MoSca on Charge can be attributed to the nature of algorithm being catered towards DyCheck data. Namely, the optimisation is performed in several stages, of which the main are: preprocessing - obtaining priors, geometrical optimisation, photometric optimisation. MoSca applies a lot of geometrical constraints in the optimisation process, such as on velocity and acceleration of gaussians, as well as rigidity between neighbouring gaussians. This creates the more compact 3D scene representation, however, leads to decrease in performance in neighbouring views (to which other methods may be overfitted) - see rig cameras against static cameras in Table 8. Similarly, MoSca applies 2D tracking loss based on previously extracted prior. This ties the performance of the reconstruction algorithm to the quality of tracking prior. Tracking algorithms perform better on DyCheck than Charge due to motion being more regular and less dynamic. Additionally, DyCheck test views are placed far away from training camera trajectory. Such a benchmark benefits greatly from having a compact representation, in contrast to placing more gaussians in front of the camera (essentially overfitting to training trajectory) which increases neighbouring view performance. Therefore, we believe it is crucial to have a balanced evaluation such as Charge. Finally, DyCheck provides inaccurate camera poses (due to noisy measurements and sensor drift), and state of the art algorithms perform test time camera optimisation to mitigate that. Essentially, these methods optimise test camera poses such that novel view metrics are maximised. This process entangles the process of reconstruction and camera optimisation, and does not allow for objective assessment of underlying 4D reconstruction. Given the current performance of dynamic-scene camera pose estimation methodologies, we argue that a synthetic dataset such as Charge is the only reliable tool for a fully transparent evaluation, specially for moving monocular videos of dynamic scenes.

H. Rendering setup

Charge was rendered in Blender 4.0.2 with the use of Cycles as the rendering engine. The most important settings include a resolution of 2048×858, 256 samples for path tracing, a camera with a focal length of 25mm or 20mm (depending on the scene), and a sensor size of 25mm (original Charge camera settings).

Setup: The scenes were rendered on servers each equipped with 4 Volta GPUs and a 16-cores (32 threads) of Intel Xeon 8160 CPU. The equivalent rendering time of the whole dataset with one unit of this setup is equal to roughly 1 year.

License: Blender Open Movies is a subscription library offering movie production assets under a Creative Commons Attribution 4.0 license. This allows for modification and redistribution under the attribution condition. Charge creators can be found at https://studio.blender.org/projects/charge/pages/credits/ and are also linked at the dataset download website.

Figure 9. Example results of rendering in Charge dataset evaluation - Static Sparse setup. Best viewed zoomed in.

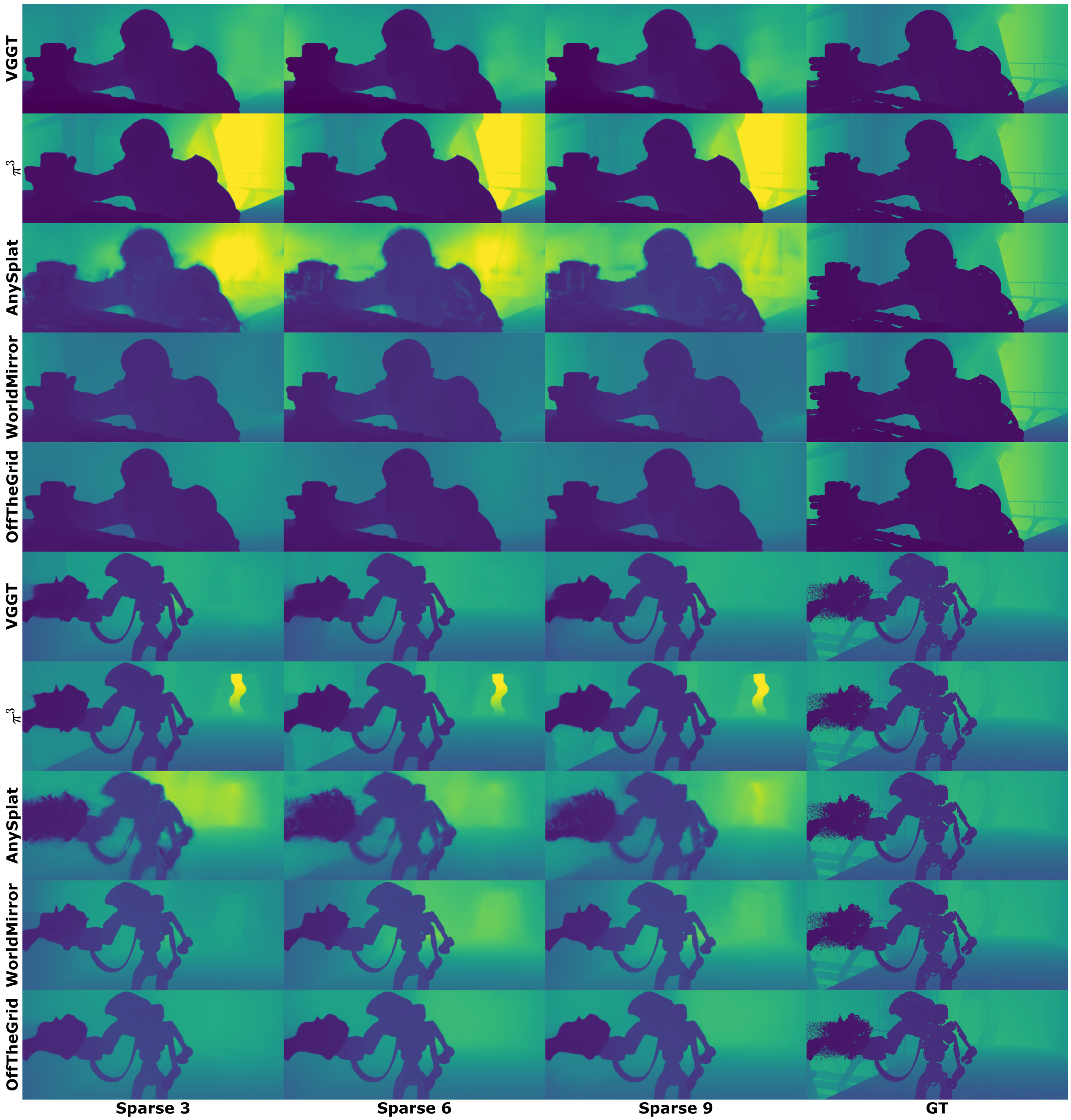

Figure 10. Example visualisation of depth estimation in Charge dataset evaluation - Static Sparse setup. Best viewed zoomed in.

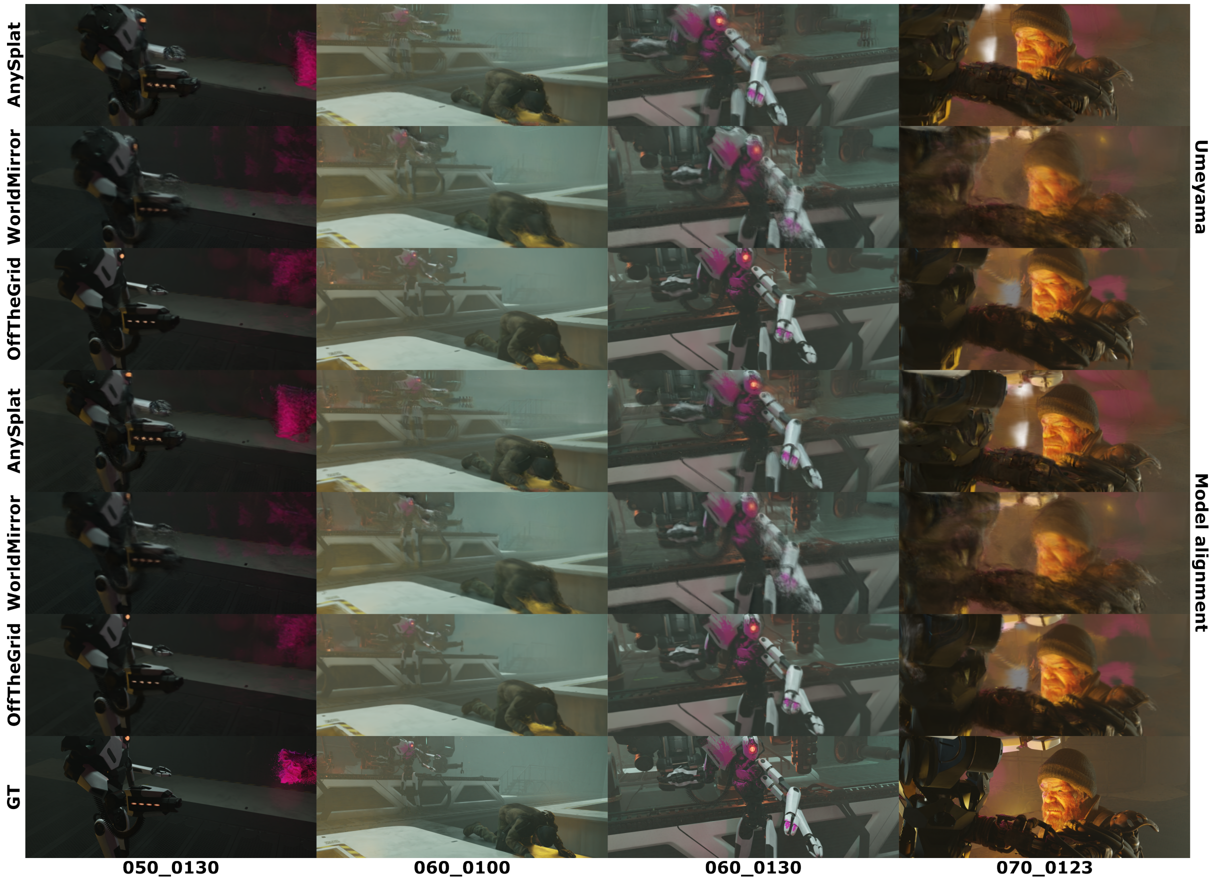

Figure 11. Example results of rendering in Charge dataset evaluation - Static Dense setup. Best viewed zoomed in.

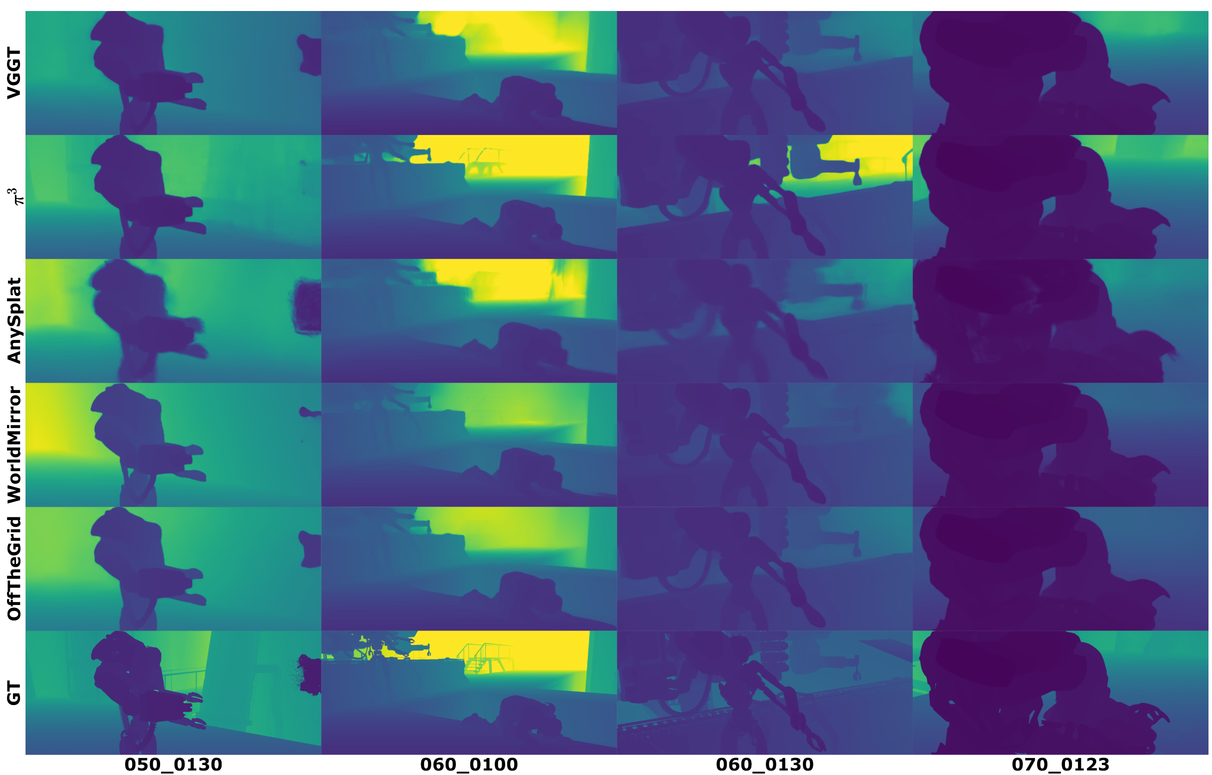

Figure 12. Example visualisation of depth estimation in Charge dataset evaluation - Static Dense setup. Best viewed zoomed in.

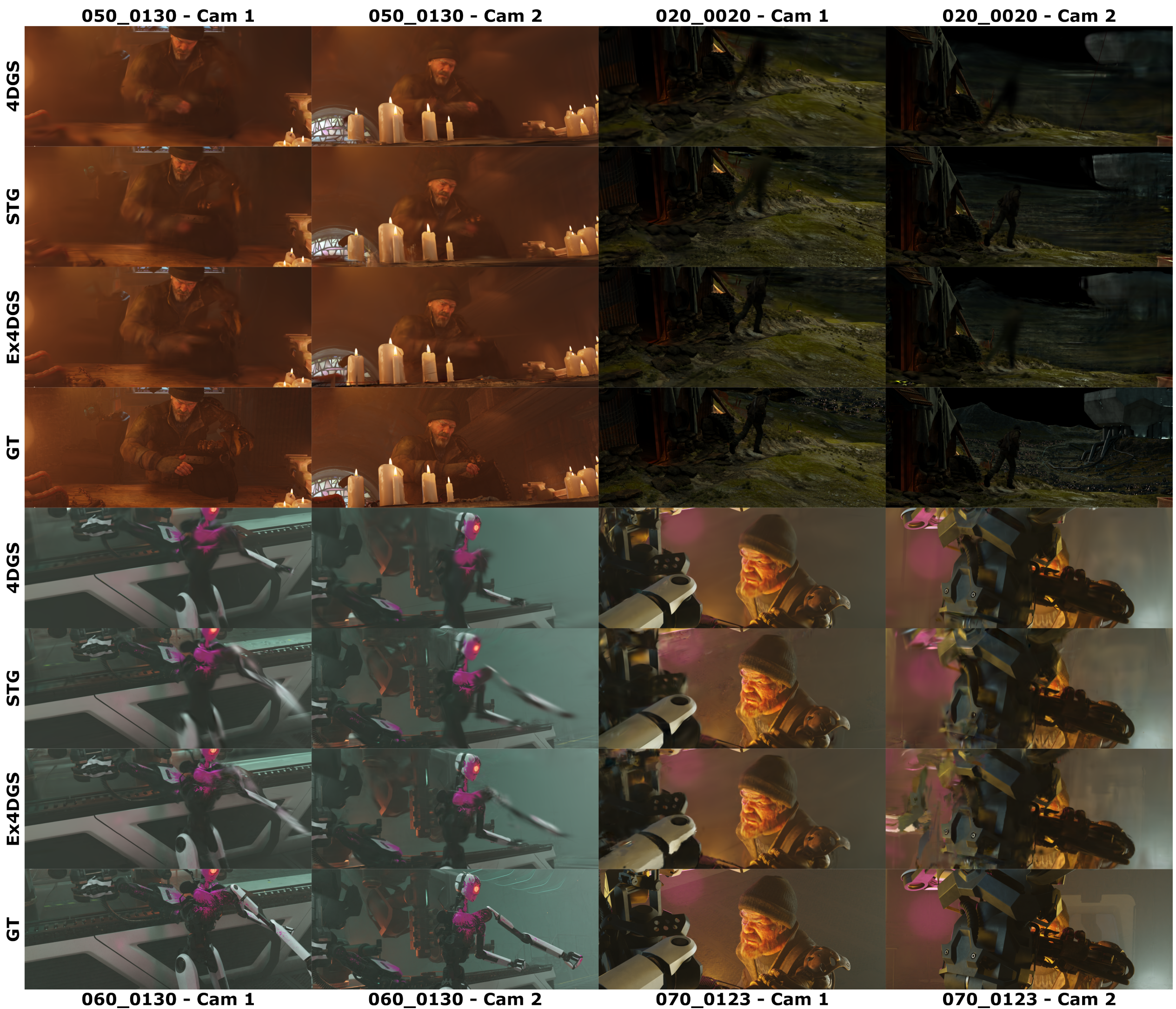

Figure 13. Example results of rendering in Charge dataset evaluation - Dense setup. Best viewed zoomed in.

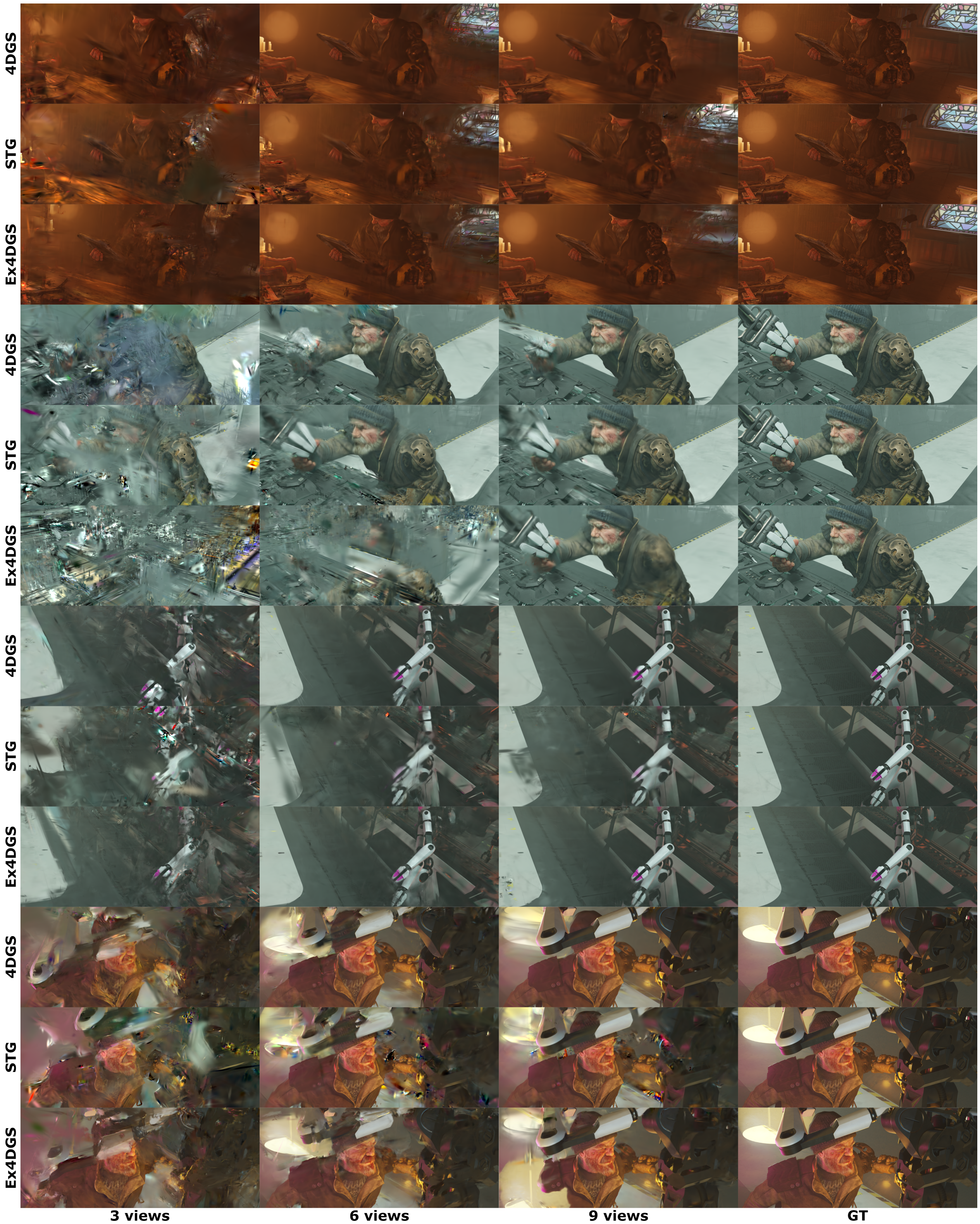

Figure 14. Example results of rendering in Charge dataset evaluation - Sparse setup. Top to bottom scenes: 010_0050, 040_0040, 060_0130, 070_0123. Best viewed zoomed in.

Figure 15. Example results of rendering in Charge dataset evaluation - Mono setup, selected trajectory types. Top half - static cameras, bottom half - rig cameras. Best viewed zoomed in.

Table 9. Averaged camera pose estimation metrics. Sparse setup with 3, 6, 9 input views and Dense setup with 25 input views.

	Method	RRA@5	TRA@5	TRA@10	TRA@15	TRA@20	AUC@5	AUC@10	AUC@15	AUC@20	AUC@30
Sparse - 3	VGGT [39]	1.0000	0.6726	0.9732	0.9970	1.0000	0.3581	0.6418	0.7599	0.8211	0.8809
	π^3 [41]	0.9226	0.4256	0.9196	0.9732	0.9821	0.1900	0.4778	0.6376	0.7231	0.8127
	AnySplat [12]	0.8720	0.7976	0.9851	1.0000	1.0000	0.2827	0.6096	0.7394	0.8050	0.8708
	WorldMirror [24]	1.0000	0.5982	0.9048	0.9732	0.9940	0.3547	0.5960	0.7148	0.7834	0.8555
	Off The Grid [27]	1.0000	0.9137	0.9940	1.0000	1.0000	0.5397	0.7622	0.8421	0.8821	0.9216
Sparse - 6	VGGT [39]	1.0000	0.7881	0.9756	0.9982	1.0000	0.5009	0.7155	0.8086	0.8567	0.9046
	π^3 [41]	0.9994	0.6238	0.9357	0.9988	1.0000	0.2844	0.5727	0.7118	0.7845	0.8565
	AnySplat [12]	0.9744	0.8119	0.9827	0.9976	1.0000	0.3751	0.6613	0.7733	0.8304	0.8871
	WorldMirror [24]	1.0000	0.8214	0.9804	0.9982	1.0000	0.5049	0.7272	0.8164	0.8624	0.9087
	Off The Grid [27]	1.0000	0.8893	0.9905	0.9982	1.0000	0.5907	0.7829	0.8551	0.8916	0.9281
Sparse - 9	VGGT [39]	1.0000	0.8214	0.9707	0.9973	1.0000	0.5188	0.7278	0.8161	0.8624	0.9087
	π^3 [41]	1.0000	0.6032	0.9603	0.9998	1.0000	0.2886	0.5804	0.7183	0.7892	0.8596
	AnySplat [12]	0.9727	0.7986	0.9777	0.9958	1.0000	0.3731	0.6527	0.7667	0.8250	0.8837
	WorldMirror [24]	1.0000	0.8105	0.9750	0.9933	0.9988	0.4919	0.7147	0.8066	0.8546	0.9032
	Off The Grid [27]	1.0000	0.9087	0.9829	0.9965	0.9998	0.6068	0.7919	0.8589	0.8947	0.9301
Dense	VGGT [39]	0.9998	0.8051	0.9456	0.9850	0.9966	0.5149	0.7141	0.8011	0.8495	0.8996
	π^3 [41]	0.9983	0.7374	0.9529	0.9901	0.9966	0.4071	0.6537	0.7634	0.8215	0.8807
	AnySplat [12]	0.9761	0.7333	0.9824	0.9984	0.9998	0.3359	0.6298	0.7524	0.8146	0.8767
	WorldMirror [24]	0.9893	0.8462	0.9807	0.9934	0.9965	0.5126	0.7345	0.8205	0.8646	0.9093
	Off The Grid [27]	1.0000	0.9289	0.9917	0.9970	0.9985	0.6318	0.8089	0.8721	0.9040	0.9360

Table 10. Averaged depth estimation metrics. Sparse setup with 3, 6, 9 input views and Dense setup with 25 input views.

	Method	AbsRel	SqRel	RMSE	RMSElog	SILogRMSE	$\delta<1.25$	$\delta<1.25^2$	$\delta<1.25^3$
Sparse - 3	VGGT [39]	0.1039	0.3684	1.8997	0.2773	26.9079	0.8669	0.9367	0.9654
	π^3 [41]	0.1014	0.4749	2.2969	0.1863	18.0257	0.8895	0.9652	0.9836
	AnySplat [12]	0.2101	0.6371	2.3229	0.3134	27.5580	0.7557	0.8723	0.9086
	WorldMirror [24]	0.2003	0.6260	2.4310	0.3029	27.3801	0.7565	0.8394	0.9093
	Off The Grid [27]	0.1627	0.5214	2.2715	0.2775	25.0702	0.7674	0.8743	0.9155
Sparse - 6	VGGT [39]	0.0959	0.3103	1.7007	0.2281	22.1614	0.8679	0.9395	0.9716
	π^3 [41]	0.0896	0.3766	1.9560	0.1694	16.2794	0.9191	0.9644	0.9829
	AnySplat [12]	0.1721	0.5198	2.1811	0.2853	26.0772	0.7970	0.8847	0.9259
	WorldMirror [24]	0.1601	0.5658	2.3436	0.2739	25.0043	0.7873	0.8742	0.9259
	Off The Grid [27]	0.1257	0.4359	2.0586	0.2402	21.9182	0.8203	0.8994	0.9297
Sparse - 9	VGGT [39]	0.0992	0.3245	1.7494	0.3024	29.1500	0.8681	0.9372	0.9684
	π^3 [41]	0.0909	0.4617	2.0434	0.1752	16.8395	0.9133	0.9633	0.9839
	AnySplat [12]	0.1981	0.6394	2.2879	0.3020	27.3566	0.7727	0.8739	0.9126
	WorldMirror [24]	0.1781	0.6133	2.3040	0.2759	25.0374	0.7904	0.8731	0.9215
	Off The Grid [27]	0.1434	0.4698	2.1107	0.2471	22.6008	0.8083	0.8895	0.9218
Dense	VGGT [39]	0.1085	0.3812	1.9288	0.3197	30.7427	0.8499	0.9382	0.9705
	π^3 [41]	0.1344	1.3766	2.6546	0.2059	19.2137	0.8893	0.9547	0.9693
	AnySplat [12]	0.2248	1.0817	2.5529	0.3186	28.6486	0.7595	0.8741	0.9245
	WorldMirror [24]	0.1811	0.7195	2.5608	0.2836	25.2064	0.7632	0.8554	0.9262
	Off The Grid [27]	0.1438	0.5316	2.2300	0.2427	21.6178	0.7959	0.8961	0.9412

Table 11. Averaged novel view synthesis metrics. Sparse setup with 3, 6, 9 input views and Dense setup with 25 input views.

	Method	PSNR	SSIM	LPIPS	MUSIQ	PSNR	SSIM	LPIPS	MUSIQ
Sparse - 3	AnySplat [12]	12.15	0.6723	0.6080	52.61	13.34	0.7065	0.5656	53.31
	WorldMirror [24]	17.54	0.7318	0.5648	40.20	20.94	0.7841	0.5110	41.54
	Off The Grid [27]	16.84	0.7335	0.5833	54.31	19.08	0.7679	0.5474	51.38
Sparse - 6	AnySplat [12]	13.27	0.6972	0.5822	51.80	15.95	0.7359	0.5441	51.06
	WorldMirror [24]	18.97	0.7560	0.5472	39.52	21.86	0.7958	0.4997	39.36
	Off The Grid [27]	17.00	0.7323	0.5668	53.75	20.83	0.7898	0.5166	49.95
Sparse - 9	AnySplat [12]	16.30	0.7345	0.5541	50.05	19.52	0.7755	0.5101	49.22
	WorldMirror [24]	19.57	0.7671	0.5436	37.16	22.84	0.8122	0.4956	36.56
	Off The Grid [27]	18.24	0.7487	0.5477	51.46	22.69	0.8129	0.4893	47.57
Dense	AnySplat [12]	18.74	0.7440	0.5533	44.35	23.12	0.7943	0.4955	43.66
	WorldMirror [24]	20.10	0.7666	0.5475	32.18	24.44	0.8192	0.4962	32.33
	Off The Grid [27]	20.08	0.7589	0.5310	44.76	25.16	0.8264	0.4728	41.40

Table 12. Detailed camera pose estimation metrics. Sparse setup with 3 and 6 input views.

Scene	Method	RRA@5	TRA@5	TRA@10	TRA@15	TRA@20	AUC@5	AUC@10	AUC@15	AUC@20	AUC@30
						Sparse - 3					
010_0050	VGGT [39]	1.0000	0.8125	1.0000	1.0000	1.0000	0.4306	0.7102	0.8060	0.8552	0.9032
	π^3 [41]	0.7708	0.2917	1.0000	1.0000	1.0000	0.0625	0.4242	0.6133	0.7073	0.8071
	AnySplat [12]	0.6458	0.9167	1.0000	1.0000	1.0000	0.1285	0.5568	0.7044	0.7758	0.8528
	WorldMirror [24]	1.0000	0.7500	1.0000	1.0000	1.0000	0.4375	0.7159	0.8125	0.8581	0.9046
	Off The Grid [27]	1.0000	1.0000	1.0000	1.0000	1.0000	0.5451	0.7746	0.8490	0.8869	0.9247
020_0020	VGGT [39]	1.0000	0.4792	1.0000	1.0000	1.0000	0.2187	0.5246	0.6901	0.7708	0.8481
	π^3 [41]	1.0000	0.3958	0.9583	1.0000	1.0000	0.1215	0.4811	0.6523	0.7371	0.8239
	AnySplat [12]	1.0000	0.7292	0.9583	1.0000	1.0000	0.3333	0.6326	0.7526	0.8135	0.8757
	WorldMirror [24]	1.0000	0.4167	1.0000	1.0000	1.0000	0.3299	0.6345	0.7552	0.8175	0.8790
	Off The Grid [27]	1.0000	1.0000	1.0000	1.0000	1.0000	0.6875	0.8447	0.8945	0.9206	0.9469
040_0040	VGGT [39]	1.0000	0.7000	0.9333	0.9833	1.0000	0.3889	0.6621	0.7656	0.8246	0.8833
	π^3 [41]	1.0000	0.3500	1.0000	1.0000	1.0000	0.1722	0.4652	0.6438	0.7325	0.8215
	AnySplat [12]	0.9333	0.7833	0.9833	1.0000	1.0000	0.3528	0.6288	0.7500	0.8143	0.8763
	WorldMirror [24]	1.0000	0.5500	0.9333	1.0000	1.0000	0.2306	0.5212	0.6740	0.7579	0.8398
	Off The Grid [27]	1.0000	0.8000	0.9667	1.0000	1.0000	0.3861	0.6758	0.7833	0.8365	0.8914
050_0130	VGGT [39]	1.0000	0.8000	1.0000	1.0000	1.0000	0.4500	0.7182	0.8062	0.8571	0.9054
	π^3 [41]	1.0000	0.6333	1.0000	1.0000	1.0000	0.3444	0.6000	0.7333	0.8048	0.8688
	AnySplat [12]	0.3333	0.6000	0.9667	1.0000	1.0000	0.0389	0.4091	0.6062	0.7079	0.8065
	WorldMirror [24]	1.0000	0.6333	0.9000	1.0000	1.0000	0.3000	0.5879	0.7167	0.7873	0.8570
	Off The Grid [27]	1.0000	1.0000	1.0000	1.0000	1.0000	0.5778	0.7909	0.8688	0.9016	0.9344
050_0160	VGGT [39]	1.0000	0.5833	0.9722	1.0000	1.0000	0.3056	0.6162	0.7500	0.8135	0.8746
	π^3 [41]	1.0000	0.6667	1.0000	1.0000	1.0000	0.4120	0.6641	0.7760	0.8333	0.8898
	AnySplat [12]	1.0000	1.0000	1.0000	1.0000	1.0000	0.4352	0.7172	0.8194	0.8638	0.9095
	WorldMirror [24]	1.0000	0.5556	0.9722	1.0000	1.0000	0.3426	0.6086	0.7344	0.8016	0.8674
	Off The Grid [27]	1.0000	0.7500	1.0000	1.0000	1.0000	0.3657	0.6465	0.7656	0.8254	0.8844
060_0100	VGGT [39]	1.0000	0.9444	1.0000	1.0000	1.0000	0.5093	0.7551	0.8351	0.8757	0.9176
	π^3 [41]	1.0000	0.6667	1.0000	1.0000	1.0000	0.2593	0.5934	0.7326	0.8003	0.8665
	AnySplat [12]	1.0000	0.8889	1.0000	1.0000	1.0000	0.5370	0.7778	0.8542	0.8929	0.9274
	WorldMirror [24]	1.0000	1.0000	1.0000	1.0000	1.0000	0.7269	0.8712	0.9132	0.9352	0.9561
	Off The Grid [27]	1.0000	0.9722	1.0000	1.0000	1.0000	0.5926	0.7879	0.8576	0.8942	0.9301
060_0130	VGGT [39]	1.0000	0.6667	0.9583	1.0000	1.0000	0.3646	0.6383	0.7591	0.8214	0.8797
	π^3 [41]	1.0000	0.4583	0.7500	0.9792	1.0000	0.2118	0.4223	0.5859	0.6905	0.7910
	AnySplat [12]	0.9583	0.6875	0.9792	1.0000	1.0000	0.2049	0.5587	0.7031	0.7768	0.8542
	WorldMirror [24]	1.0000	0.7500	1.0000	1.0000	1.0000	0.4306	0.6610	0.7708	0.8294	0.8871
	Off The Grid [27]	1.0000	0.8542	1.0000	1.0000	1.0000	0.5625	0.7803	0.8529	0.8919	0.9281
070_0123	VGGT [39]	1.0000	0.3667	0.9333	1.0000	1.0000	0.1833	0.5030	0.6625	0.7476	0.8333
	π^3 [41]	0.5000	0.0000	0.5667	0.7333	0.8000	0.0000	0.1879	0.3479	0.4524	0.6075
	AnySplat [12]	1.0000	0.7667	1.0000	1.0000	1.0000	0.1889	0.5697	0.7104	0.7857	0.8570
	WorldMirror [24]	1.0000	0.0333	0.2000	0.7000	0.9333	0.0111	0.0515	0.2229	0.3794	0.5839
	Off The Grid [27]	1.0000	1.0000	1.0000	1.0000	1.0000	0.6722	0.8333	0.8937	0.9222	0.9473

Table 13. Detailed camera pose estimation metrics. Sparse setup with 6 input views.

Scene	Method	RRA@5	TRA@5	TRA@10	TRA@15	TRA@20	AUC@5	AUC@10	AUC@15	AUC@20	AUC@30
Sparse - 6											
010_0050	VGGT [39]	1.0000	0.9958	1.0000	1.0000	1.0000	0.6208	0.8144	0.8755	0.9079	0.9384
	π^3 [41]	1.0000	0.8792	1.0000	1.0000	1.0000	0.3444	0.6780	0.7862	0.8399	0.8922
	AnySplat [12]	0.9833	0.9208	1.0000	1.0000	1.0000	0.3729	0.6890	0.7938	0.8458	0.8983
	WorldMirror [24]	1.0000	0.9958	1.0000	1.0000	1.0000	0.7646	0.8879	0.9273	0.9460	0.9638
	Off The Grid [27]	1.0000	1.0000	1.0000	1.0000	1.0000	0.7049	0.8595	0.9065	0.9310	0.9542
020_0020	VGGT [39]	1.0000	0.6208	0.9250	1.0000	1.0000	0.4076	0.6140	0.7385	0.8038	0.8690
	π^3 [41]	1.0000	0.2917	0.6792	0.9958	1.0000	0.1312	0.3163	0.5245	0.6438	0.7620
	AnySplat [12]	1.0000	0.5875	0.9792	1.0000	1.0000	0.2674	0.5663	0.7135	0.7865	0.8578
	WorldMirror [24]	1.0000	0.8667	1.0000	1.0000	1.0000	0.4514	0.7277	0.8188	0.8631	0.9095
	Off The Grid [27]	1.0000	0.7667	0.9750	1.0000	1.0000	0.4757	0.6996	0.7997	0.8506	0.9012
040_0040	VGGT [39]	1.0000	0.8700	0.9633	0.9933	1.0000	0.6278	0.7861	0.8527	0.8900	0.9271
	π^3 [41]	1.0000	0.7200	0.9900	1.0000	1.0000	0.3533	0.6524	0.7683	0.8275	0.8868
	AnySplat [12]	0.9667	0.8967	0.9800	1.0000	1.0000	0.4111	0.6845	0.7896	0.8425	0.8944
	WorldMirror [24]	1.0000	0.8233	0.9800	0.9967	1.0000	0.4317	0.6955	0.7952	0.8463	0.8978
	Off The Grid [27]	1.0000	0.9167	0.9667	0.9900	1.0000	0.5889	0.7767	0.8465	0.8843	0.9224
050_0130	VGGT [39]	1.0000	0.6933	0.9867	1.0000	1.0000	0.4022	0.6509	0.7692	0.8270	0.8841
	π^3 [41]	1.0000	0.7067	0.9667	1.0000	1.0000	0.3756	0.6412	0.7575	0.8181	0.8787
	AnySplat [12]	0.8067	0.5600	0.8800	0.9733	1.0000	0.1556	0.4576	0.6154	0.7095	0.8071
	WorldMirror [24]	1.0000	0.6467	0.9400	1.0000	1.0000	0.3700	0.6145	0.7412	0.8063	0.8714
	Off The Grid [27]	1.0000	0.9867	1.0000	1.0000	1.0000	0.6933	0.8497	0.9000	0.9267	0.9518
050_0160	VGGT [39]	1.0000	0.5333	0.9778	1.0000	1.0000	0.2685	0.5727	0.7139	0.7865	0.8573
	π^3 [41]	1.0000	0.6333	0.9722	1.0000	1.0000	0.3139	0.6141	0.7451	0.8103	0.8735
	AnySplat [12]	1.0000	0.7722	1.0000	1.0000	1.0000	0.4333	0.7005	0.8038	0.8521	0.9011
	WorldMirror [24]	1.0000	0.5000	0.9611	0.9944	1.0000	0.2741	0.5414	0.6889	0.7680	0.8457
	Off The Grid [27]	1.0000	0.5500	1.0000	1.0000	1.0000	0.2926	0.5949	0.7316	0.7981	0.8667
060_0100	VGGT [39]	1.0000	0.9167	1.0000	1.0000	1.0000	0.6296	0.8162	0.8788	0.9095	0.9401
	π^3 [41]	1.0000	0.7278	1.0000	1.0000	1.0000	0.3463	0.6495	0.7670	0.8265	0.8851
	AnySplat [12]	1.0000	0.9444	1.0000	1.0000	1.0000	0.5222	0.7586	0.8392	0.8796	0.9203
	WorldMirror [24]	1.0000	0.9500	1.0000	1.0000	1.0000	0.6685	0.8298	0.8868	0.9156	0.9443
	Off The Grid [27]	1.0000	0.9833	1.0000	1.0000	1.0000	0.7139	0.8596	0.9090	0.9312	0.9536
060_0130	VGGT [39]	1.0000	0.7958	0.9792	0.9958	1.0000	0.4611	0.6989	0.7977	0.8478	0.8992
	π^3 [41]	1.0000	0.5042	0.9708	1.0000	1.0000	0.2382	0.5485	0.6979	0.7736	0.8495
	AnySplat [12]	1.0000	0.8250	1.0000	1.0000	1.0000	0.3556	0.6720	0.7826	0.8377	0.8915
	WorldMirror [24]	1.0000	0.9000	0.9875	1.0000	1.0000	0.5479	0.7652	0.8406	0.8806	0.9208
	Off The Grid [27]	1.0000	0.9208	1.0000	1.0000	1.0000	0.5625	0.7777	0.8526	0.8899	0.9277
070_0123	VGGT [39]	1.0000	0.7933	0.9933	1.0000	1.0000	0.4911	0.7200	0.8112	0.8581	0.9052
	π^3 [41]	0.9933	0.5267	0.9267	0.9933	1.0000	0.1689	0.4836	0.6492	0.7378	0.8243
	AnySplat [12]	1.0000	0.9467	1.0000	1.0000	1.0000	0.4833	0.7448	0.8308	0.8752	0.9181
	WorldMirror [24]	1.0000	0.7467	0.9467	0.9933	1.0000	0.4678	0.6842	0.7821	0.8365	0.8916
	Off The Grid [27]	1.0000	1.0000	1.0000	1.0000	1.0000	0.7478	0.8812	0.9208	0.9410	0.9613

Table 14. Detailed camera pose estimation metrics. Sparse setup with 9 input views.

Scene	Method	RRA@5	TRA@5	TRA@10	TRA@15	TRA@20	AUC@5	AUC@10	AUC@15	AUC@20	AUC@30
Sparse - 9											
010_0050	VGGT [39]	1.0000	0.9948	1.0000	1.0000	1.0000	0.6846	0.8475	0.8988	0.9248	0.9502
	π^3 [41]	1.0000	0.6753	0.9601	1.0000	1.0000	0.2827	0.6064	0.7348	0.8016	0.8683
	AnySplat [12]	0.9792	0.9236	1.0000	1.0000	1.0000	0.4010	0.6998	0.8000	0.8504	0.9005
	WorldMirror [24]	1.0000	0.9861	1.0000	1.0000	1.0000	0.7046	0.8570	0.9055	0.9289	0.9531
	Off The Grid [27]	1.0000	0.9983	1.0000	1.0000	1.0000	0.6797	0.8431	0.8957	0.9225	0.9487
020_0020	VGGT [39]	1.0000	0.5747	0.8819	0.9896	1.0000	0.3440	0.5598	0.6947	0.7715	0.8483
	π^3 [41]	1.0000	0.4201	0.9635	1.0000	1.0000	0.1580	0.4754	0.6478	0.7354	0.8242
	AnySplat [12]	1.0000	0.5278	0.9792	1.0000	1.0000	0.2208	0.5275	0.6858	0.7645	0.8435
	WorldMirror [24]	1.0000	0.7882	0.9983	1.0000	1.0000	0.3819	0.6709	0.7802	0.8350	0.8905
	Off The Grid [27]	1.0000	0.7083	0.9010	0.9792	1.0000	0.4514	0.6553	0.7524	0.8135	0.8766
040_0040	VGGT [39]	1.0000	0.9111	0.9833	0.9972	1.0000	0.6069	0.7933	0.8612	0.8964	0.9313
	π^3 [41]	1.0000	0.4958	0.9500	1.0000	1.0000	0.2285	0.5279	0.6849	0.7638	0.8424
	AnySplat [12]	0.9667	0.9097	0.9806	0.9958	1.0000	0.4197	0.6937	0.7947	0.8458	0.8978
	WorldMirror [24]	1.0000	0.8236	0.9681	0.9861	0.9931	0.4338	0.6898	0.7859	0.8379	0.8909
	Off The Grid [27]	1.0000	0.9347	0.9847	0.9972	0.9986	0.6227	0.7999	0.8659	0.9012	0.9343
050_0130	VGGT [39]	1.0000	0.6611	0.9278	0.9944	1.0000	0.3523	0.5970	0.7233	0.7910	0.8610
	π^3 [41]	1.0000	0.7972	0.9778	1.0000	1.0000	0.4384	0.6939	0.7927	0.8458	0.8975
	AnySplat [12]	0.8111	0.5278	0.8500	0.9611	1.0000	0.1486	0.4371	0.6028	0.6997	0.8003
	WorldMirror [24]	1.0000	0.4306	0.8750	0.9833	1.0000	0.2194	0.4684	0.6321	0.7238	0.8166
	Off The Grid [27]	1.0000	0.9833	1.0000	1.0000	1.0000	0.6968	0.8515	0.9007	0.9258	0.9505
050_0160	VGGT [39]	1.0000	0.8588	1.0000	1.0000	1.0000	0.4734	0.7355	0.8245	0.8688	0.9129
	π^3 [41]	1.0000	0.7546	0.9931	1.0000	1.0000	0.4016	0.6755	0.7857	0.8403	0.8932
	AnySplat [12]	1.0000	0.8079	0.9838	1.0000	1.0000	0.4140	0.6791	0.7852	0.8398	0.8934
	WorldMirror [24]	1.0000	0.6852	0.9931	1.0000	1.0000	0.3839	0.6543	0.7717	0.8300	0.8866
	Off The Grid [27]	1.0000	0.7315	1.0000	1.0000	1.0000	0.3661	0.6763	0.7836	0.8390	0.8924
060_0100	VGGT [39]	1.0000	0.9630	1.0000	1.0000	1.0000	0.6701	0.8388	0.8931	0.9204	0.9474
	π^3 [41]	1.0000	0.8819	1.0000	1.0000	1.0000	0.4541	0.7233	0.8167	0.8627	0.9084
	AnySplat [12]	1.0000	0.9329	1.0000	1.0000	1.0000	0.5312	0.7622	0.8430	0.8817	0.9209
	WorldMirror [24]	1.0000	0.9583	1.0000	1.0000	1.0000	0.7018	0.8500	0.9013	0.9266	0.9511
	Off The Grid [27]	1.0000	0.9977	1.0000	1.0000	1.0000	0.7380	0.8742	0.9165	0.9377	0.9590
060_0130	VGGT [39]	1.0000	0.9028	0.9861	0.9983	1.0000	0.5764	0.7748	0.8496	0.8872	0.9250
	π^3 [41]	1.0000	0.5451	0.9479	0.9983	1.0000	0.2815	0.5671	0.7074	0.7811	0.8540
	AnySplat [12]	0.9896	0.7986	0.9948	1.0000	1.0000	0.3484	0.6501	0.7681	0.8266	0.8849
	WorldMirror [24]	1.0000	0.8993	0.9948	1.0000	1.0000	0.5694	0.7732	0.8500	0.8876	0.9249
	Off The Grid [27]	1.0000	0.9531	0.9983	1.0000	1.0000	0.6400	0.8174	0.8791	0.9095	0.9399
070_0123	VGGT [39]	1.0000	0.5750	0.9889	1.0000	1.0000	0.3046	0.5869	0.7252	0.7946	0.8634
	π^3 [41]	1.0000	0.3778	0.8917	1.0000	1.0000	0.1546	0.4346	0.6160	0.7134	0.8091
	AnySplat [12]	1.0000	0.9083	1.0000	1.0000	1.0000	0.5042	0.7528	0.8349	0.8769	0.9183
	WorldMirror [24]	1.0000	0.7500	0.9278	0.9694	1.0000	0.4704	0.6702	0.7655	0.8221	0.8832
	Off The Grid [27]	1.0000	0.9944	1.0000	1.0000	1.0000	0.6949	0.8520	0.9031	0.9278	0.9516

Table 15. Detailed camera pose estimation metrics. Dense setup with 25 input views.

Scene	Method	RRA@5	TRA@5	TRA@10	TRA@15	TRA@20	AUC@5	AUC@10	AUC@15	AUC@20	AUC@30
Dense											
010_0050	VGGT [39]	1.0000	0.9873	1.0000	1.0000	1.0000	0.7061	0.8571	0.9057	0.9294	0.9531
	π^3 [41]	1.0000	0.9608	0.9981	1.0000	1.0000	0.5812	0.7915	0.8620	0.8966	0.9313
	AnySplat [12]	0.9967	0.7046	0.9913	1.0000	1.0000	0.3165	0.6206	0.7478	0.8114	0.8746
	WorldMirror [24]	1.0000	0.9535	0.9985	1.0000	1.0000	0.6329	0.8154	0.8778	0.9087	0.9394
	Off The Grid [27]	1.0000	0.9971	1.0000	1.0000	1.0000	0.7284	0.8669	0.9122	0.9346	0.9566
020_0020	VGGT [39]	1.0000	0.7160	0.9813	0.9985	1.0000	0.3794	0.6558	0.7694	0.8273	0.8852
	π^3 [41]	1.0000	0.5521	0.9535	0.9983	1.0000	0.2480	0.5410	0.6911	0.7684	0.8459
	AnySplat [12]	0.9977	0.5744	0.9894	0.9998	1.0000	0.2395	0.5631	0.7089	0.7823	0.8553
	WorldMirror [24]	1.0000	0.7008	0.9769	0.9988	1.0000	0.3546	0.6352	0.7552	0.8167	0.8779
	Off The Grid [27]	1.0000	0.7260	0.9923	1.0000	1.0000	0.3994	0.6723	0.7826	0.8376	0.8919
040_0040	VGGT [39]	1.0000	0.8553	0.9632	0.9903	0.9965	0.5630	0.7490	0.8279	0.8699	0.9131
	π^3 [41]	1.0000	0.4675	0.8628	0.9663	0.9875	0.2158	0.4826	0.6347	0.7216	0.8127
	AnySplat [12]	0.9990	0.8478	0.9873	0.9965	0.9990	0.4191	0.6924	0.7931	0.8446	0.8965
	WorldMirror [24]	1.0000	0.8805	0.9505	0.9697	0.9803	0.5322	0.7355	0.8124	0.8537	0.8991
	Off The Grid [27]	1.0000	0.9010	0.9603	0.9832	0.9915	0.6441	0.7964	0.8568	0.8901	0.9259
050_0130	VGGT [39]	1.0000	0.8960	0.9913	0.9990	0.9997	0.4799	0.7303	0.8203	0.8651	0.9104
	π^3 [41]	1.0000	0.5760	0.8997	0.9727	0.9887	0.2874	0.5485	0.6840	0.7592	0.8383
	AnySplat [12]	0.7940	0.5943	0.9393	0.9970	1.0000	0.1691	0.5011	0.6632	0.7474	0.8319
	WorldMirror [24]	1.0000	0.6887	0.9690	0.9957	1.0000	0.3464	0.6278	0.7486	0.8116	0.8748
	Off The Grid [27]	1.0000	0.9607	1.0000	1.0000	1.0000	0.5794	0.7920	0.8622	0.8968	0.9313
050_0160	VGGT [39]	1.0000	0.9875	1.0000	1.0000	1.0000	0.7493	0.8785	0.9199	0.9404	0.9605
	π^3 [41]	1.0000	0.9683	0.9989	1.0000	1.0000	0.7033	0.8538	0.9037	0.9282	0.9522
	AnySplat [12]	1.0000	0.9714	1.0000	1.0000	1.0000	0.5034	0.7537	0.8369	0.8781	0.9191
	WorldMirror [24]	1.0000	0.9881	0.9997	1.0000	1.0000	0.7733	0.8891	0.9270	0.9458	0.9641
	Off The Grid [27]	1.0000	0.9917	1.0000	1.0000	1.0000	0.7680	0.8881	0.9263	0.9451	0.9638
060_0100	VGGT [39]	1.0000	0.9683	0.9983	1.0000	1.0000	0.6930	0.8469	0.8989	0.9246	0.9500
	π^3 [41]	1.0000	0.9358	0.9981	0.9997	1.0000	0.5195	0.7591	0.8402	0.8804	0.9204
	AnySplat [12]	1.0000	0.8825	0.9894	0.9975	0.9997	0.4419	0.7081	0.8044	0.8538	0.9032
	WorldMirror [24]	1.0000	0.9708	0.9986	0.9997	1.0000	0.6819	0.8413	0.8952	0.9219	0.9481
	Off The Grid [27]	1.0000	0.9817	0.9994	1.0000	1.0000	0.7500	0.8777	0.9197	0.9402	0.9603
060_0130	VGGT [39]	1.0000	0.6867	0.9381	0.9850	0.9981	0.3730	0.6237	0.7411	0.8045	0.8698
	π^3 [41]	1.0000	0.9058	0.9954	0.9996	1.0000	0.5311	0.7597	0.8401	0.8804	0.9204
	AnySplat [12]	0.9700	0.6283	0.9788	0.9994	1.0000	0.2752	0.5785	0.7187	0.7894	0.8599
	WorldMirror [24]	1.0000	0.8475	0.9927	0.9988	1.0000	0.4823	0.7290	0.8198	0.8651	0.9102
	Off The Grid [27]	1.0000	0.9827	0.9998	1.0000	1.0000	0.6458	0.8249	0.8845	0.9137	0.9428
070_0123	VGGT [39]	0.9977	0.2390	0.6043	0.8790	0.9723	0.0968	0.2804	0.4477	0.5733	0.7131
	π^3 [41]	0.9807	0.5927	0.9350	0.9880	0.9980	0.1970	0.5248	0.6746	0.7550	0.8367
	AnySplat [12]	0.9973	0.6470	0.9670	0.9960	1.0000	0.2903	0.5939	0.7273	0.7954	0.8638
	WorldMirror [24]	0.8800	0.6743	0.9663	0.9953	0.9997	0.2325	0.5633	0.7054	0.7792	0.8529
	Off The Grid [27]	1.0000	0.9437	0.9997	1.0000	1.0000	0.5494	0.7737	0.8499	0.8878	0.9255

Table 16. Detailed depth estimation metrics. Sparse setup with 3 and 6 input views.

Scene	Method	AbsRel	SqRel	RMSE	RMSElog	SILogRMSE	δ<1.25	δ<1.25^2	δ<1.25^3
Sparse - 3									
010_0050	VGGT [39]	0.0506	0.0408	0.4206	0.1128	11.2481	0.9675	0.9868	0.9932
	π^3 [41]	0.1168	0.1305	0.7949	0.1700	16.6503	0.8605	0.9848	0.9904
	AnySplat [12]	0.1270	0.1295	0.7714	0.1996	18.0449	0.8133	0.9644	0.9828
	WorldMirror [24]	0.1146	0.1027	0.6224	0.1708	14.9563	0.8522	0.9828	0.9899
	Off The Grid [27]	0.0988	0.0853	0.5646	0.1584	14.2080	0.8753	0.9847	0.9923
020_0020	VGGT [39]	0.0706	0.7683	3.9387	0.1432	14.1978	0.9300	0.9719	0.9922
	π^3 [41]	0.0564	1.3387	5.9156	0.1306	12.9372	0.9512	0.9801	0.9864
	AnySplat [12]	0.0676	0.4227	3.6286	0.1516	15.0502	0.9348	0.9614	0.9855
	WorldMirror [24]	0.0784	0.6077	4.3820	0.1886	18.5157	0.9406	0.9567	0.9624
	Off The Grid [27]	0.0589	0.4068	3.5373	0.1409	13.9320	0.9440	0.9605	0.9855
040_0040	VGGT [39]	0.1908	0.3523	1.6721	0.7185	69.8145	0.7057	0.8707	0.9262
	π^3 [41]	0.1498	0.5694	2.3643	0.2486	23.7811	0.8159	0.9552	0.9863
	AnySplat [12]	0.5933	1.5028	2.7454	0.5829	47.6059	0.3936	0.6422	0.7358
	WorldMirror [24]	0.5626	1.3127	2.7923	0.5983	52.8913	0.3901	0.5232	0.7450
	Off The Grid [27]	0.4254	0.9450	2.6686	0.5002	44.8532	0.3885	0.6570	0.7759
050_0130	VGGT [39]	0.1824	0.6250	1.9970	0.3071	28.8145	0.7697	0.8569	0.9083
	π^3 [41]	0.0934	0.1831	1.2670	0.1726	16.5690	0.9367	0.9793	0.9874
	AnySplat [12]	0.1593	0.3428	1.6874	0.2421	23.0157	0.7371	0.9407	0.9774
	WorldMirror [24]	0.2526	0.7391	2.2962	0.3247	30.7239	0.5970	0.8049	0.9481
	Off The Grid [27]	0.1792	0.4202	1.7929	0.2662	25.1624	0.6805	0.8988	0.9524
050_0160	VGGT [39]	0.0773	0.5323	2.5893	0.1913	18.1662	0.9030	0.9345	0.9635
	π^3 [41]	0.0732	0.5141	2.5462	0.1738	16.0382	0.9176	0.9550	0.9660
	AnySplat [12]	0.0902	0.5728	2.6970	0.2038	19.1658	0.8925	0.9492	0.9654
	WorldMirror [24]	0.1086	0.6478	2.8034	0.2269	21.1764	0.8620	0.9303	0.9656
	Off The Grid [27]	0.0874	0.6093	2.7599	0.1989	18.2768	0.8868	0.9500	0.9671
060_0100	VGGT [39]	0.0646	0.3727	2.4009	0.1916	18.3143	0.9099	0.9394	0.9686
	π^3 [41]	0.0636	0.2441	1.9755	0.1531	15.0738	0.9396	0.9678	0.9835
	AnySplat [12]	0.1074	0.3549	2.3227	0.2023	19.6165	0.8887	0.9482	0.9778
	WorldMirror [24]	0.0613	0.3568	2.3975	0.1877	17.9454	0.9089	0.9408	0.9736
	Off The Grid [27]	0.0702	0.4119	2.5471	0.2062	19.7144	0.9048	0.9287	0.9648
060_0130	VGGT [39]	0.0667	0.1502	1.1690	0.1537	14.9592	0.9117	0.9690	0.9863
	π^3 [41]	0.0890	0.2444	1.3208	0.1683	16.6218	0.9153	0.9667	0.9832
	AnySplat [12]	0.1042	0.2600	1.5541	0.2142	20.9316	0.8619	0.9374	0.9694
	WorldMirror [24]	0.0853	0.2490	1.5230	0.1985	19.4070	0.8880	0.9390	0.9664
	Off The Grid [27]	0.0746	0.2131	1.4497	0.1777	17.1687	0.8933	0.9505	0.9777
070_0123	VGGT [39]	0.1291	0.1753	1.1021	0.2467	24.4999	0.8577	0.9595	0.9785
	π^3 [41]	0.1586	0.3453	1.4533	0.2741	26.4879	0.8019	0.9230	0.9814
	AnySplat [12]	0.2923	1.3748	3.2881	0.7107	57.4414	0.6265	0.6871	0.6948
	WorldMirror [24]	0.2169	0.9059	2.6614	0.4815	38.5976	0.6817	0.6986	0.7495
	Off The Grid [27]	0.2318	1.1762	3.0598	0.5922	47.8341	0.6472	0.6920	0.7020

Table 17. Detailed depth estimation metrics. Sparse setup with 6 input views.

Scene	Method	AbsRel	SqRel	RMSE	RMSElog	SILogRMSE	δ<1.25	δ<1.25^2	δ<1.25^3
Sparse - 6									
010_0050	VGGT [39]	0.0386	0.0308	0.3738	0.1008	10.0573	0.9793	0.9892	0.9931
	π^3 [41]	0.0936	0.0704	0.5619	0.1415	13.6577	0.9668	0.9882	0.9924
	AnySplat [12]	0.1052	0.1055	0.7010	0.1824	17.3366	0.9182	0.9678	0.9804
	WorldMirror [24]	0.0844	0.0595	0.4749	0.1325	12.1565	0.9668	0.9886	0.9933
	Off The Grid [27]	0.0644	0.0439	0.4365	0.1156	10.8250	0.9742	0.9892	0.9934
020_0020	VGGT [39]	0.0509	0.4635	3.0440	0.1094	10.8750	0.9585	0.9854	0.9960
	π^3 [41]	0.0446	0.8677	5.0822	0.1035	10.2253	0.9697	0.9892	0.9957
	AnySplat [12]	0.0719	0.4439	3.8024	0.1567	15.4027	0.9289	0.9575	0.9910
	WorldMirror [24]	0.0829	0.6337	4.5660	0.1906	18.6662	0.9293	0.9520	0.9601
	Off The Grid [27]	0.0553	0.3349	3.2387	0.1251	12.3423	0.9404	0.9723	0.9965
040_0040	VGGT [39]	0.1933	0.3757	1.6565	0.4911	48.0870	0.6815	0.8854	0.9455
	π^3 [41]	0.1346	0.5148	1.8790	0.2306	21.1488	0.8721	0.9550	0.9702
	AnySplat [12]	0.4437	1.2103	2.8123	0.5310	45.4136	0.4678	0.6715	0.7782
	WorldMirror [24]	0.4001	1.2215	3.0998	0.5460	48.1019	0.4293	0.6851	0.7748
	Off The Grid [27]	0.3126	0.9739	2.9501	0.4600	40.8367	0.5049	0.7194	0.7832
050_0130	VGGT [39]	0.1752	0.5769	1.9830	0.2967	27.5389	0.7614	0.8404	0.9256
	π^3 [41]	0.0729	0.1373	1.0172	0.1592	15.5054	0.9607	0.9798	0.9877
	AnySplat [12]	0.1337	0.2507	1.3956	0.2120	20.5207	0.8435	0.9573	0.9766
	WorldMirror [24]	0.2815	0.9104	2.4190	0.3351	30.0013	0.5850	0.7645	0.9524
	Off The Grid [27]	0.1375	0.2642	1.3709	0.1996	18.3756	0.7931	0.9567	0.9873
050_0160	VGGT [39]	0.0739	0.4873	2.5899	0.2002	19.1492	0.9033	0.9425	0.9629
	π^3 [41]	0.0627	0.3965	2.2990	0.1560	14.7332	0.9266	0.9601	0.9705
	AnySplat [12]	0.0820	0.4352	2.4356	0.1838	17.8875	0.9097	0.9534	0.9697
	WorldMirror [24]	0.0890	0.4927	2.5502	0.2057	19.8418	0.8825	0.9386	0.9714
	Off The Grid [27]	0.0765	0.4954	2.5926	0.1912	18.1907	0.9017	0.9511	0.9679
060_0100	VGGT [39]	0.0454	0.2380	1.7258	0.1499	14.5144	0.9399	0.9596	0.9772
	π^3 [41]	0.0513	0.1788	1.4952	0.1271	12.5858	0.9446	0.9740	0.9870
	AnySplat [12]	0.1029	0.3056	1.8994	0.1763	17.3989	0.8809	0.9658	0.9839
	WorldMirror [24]	0.0490	0.2315	1.7115	0.1427	13.7679	0.9304	0.9636	0.9819
	Off The Grid [27]	0.0507	0.2489	1.7723	0.1532	14.8380	0.9375	0.9580	0.9777
060_0130	VGGT [39]	0.0621	0.1626	1.1437	0.1656	15.8632	0.9014	0.9523	0.9866
	π^3 [41]	0.0721	0.1510	1.0231	0.1471	14.4746	0.9210	0.9768	0.9882
	AnySplat [12]	0.0969	0.2213	1.3474	0.2007	19.6314	0.8696	0.9311	0.9760
	WorldMirror [24]	0.0725	0.2253	1.3837	0.1914	18.4365	0.8899	0.9313	0.9719
	Off The Grid [27]	0.0654	0.1887	1.2788	0.1714	16.5206	0.8945	0.9422	0.9820
070_0123	VGGT [39]	0.1266	0.2263	1.2742	0.2550	25.2260	0.8415	0.9457	0.9761
	π^3 [41]	0.1887	0.6186	1.9118	0.3101	30.3717	0.7714	0.8642	0.9689
	AnySplat [12]	0.2460	1.0286	2.8448	0.6251	54.5802	0.6519	0.7351	0.7773
	WorldMirror [24]	0.1616	0.6445	2.2366	0.3998	34.6964	0.7415	0.7784	0.8440
	Off The Grid [27]	0.1961	0.8687	2.6214	0.4974	42.2995	0.6826	0.7411	0.7697

Table 18. Detailed depth estimation metrics. Sparse setup with 9 input views.

Scene	Method	AbsRel	SqRel	RMSE	RMSElog	SILogRMSE	δ<1.25	δ<1.25^2	δ<1.25^3
				Sparse - 9					
010_0050	VGGT [39]	0.0415	0.0328	0.3891	0.1036	10.3371	0.9770	0.9893	0.9931
	π^3 [41]	0.1060	0.0940	0.6143	0.1588	14.4751	0.9229	0.9870	0.9925
	AnySplat [12]	0.1272	0.1557	0.7958	0.2099	18.5962	0.8489	0.9476	0.9773
	WorldMirror [24]	0.0672	0.0476	0.4304	0.1177	11.1590	0.9712	0.9893	0.9931
	Off The Grid [27]	0.0702	0.0498	0.4492	0.1197	10.7324	0.9639	0.9893	0.9934
020_0020	VGGT [39]	0.0506	0.3610	2.6892	0.1063	10.5500	0.9617	0.9879	0.9957
	π^3 [41]	0.0424	1.3279	5.1201	0.1039	10.3135	0.9739	0.9898	0.9961
	AnySplat [12]	0.0809	0.4594	3.6461	0.1641	16.1285	0.9238	0.9597	0.9853
	WorldMirror [24]	0.0792	0.5351	3.9046	0.1694	16.6574	0.9348	0.9567	0.9749
	Off The Grid [27]	0.0585	0.3285	3.0135	0.1247	12.3135	0.9433	0.9737	0.9962
040_0040	VGGT [39]	0.2089	0.4080	1.7607	0.8937	86.1219	0.6783	0.8756	0.9303
	π^3 [41]	0.1285	0.4792	1.9420	0.2375	22.1147	0.8819	0.9560	0.9751
	AnySplat [12]	0.5371	1.6376	2.9323	0.5710	48.5978	0.4530	0.6438	0.7358
	WorldMirror [24]	0.5214	1.5265	3.1305	0.5912	51.0275	0.4209	0.6500	0.7401
	Off The Grid [27]	0.3813	1.0179	2.9236	0.4890	43.8275	0.4687	0.6831	0.7462
050_0130	VGGT [39]	0.1577	0.4974	1.8479	0.2762	25.6943	0.7911	0.8660	0.9381
	π^3 [41]	0.0665	0.1416	1.0398	0.1583	15.6107	0.9624	0.9791	0.9877
	AnySplat [12]	0.1515	0.3182	1.5661	0.2291	22.2138	0.7756	0.9508	0.9735
	WorldMirror [24]	0.2374	0.6740	2.0765	0.2997	27.4988	0.6667	0.8145	0.9632
	Off The Grid [27]	0.1238	0.2367	1.3211	0.1915	17.8870	0.8154	0.9667	0.9875
050_0160	VGGT [39]	0.0858	0.6524	2.9497	0.2134	20.1845	0.8878	0.9281	0.9550
	π^3 [41]	0.0676	0.4008	2.1045	0.1452	13.9383	0.9248	0.9574	0.9788
	AnySplat [12]	0.1020	0.5350	2.6015	0.1871	18.2725	0.8780	0.9436	0.9629
	WorldMirror [24]	0.1049	0.6640	2.9359	0.2202	20.9178	0.8814	0.9311	0.9592
	Off The Grid [27]	0.0959	0.6242	2.8529	0.1936	18.7097	0.8826	0.9421	0.9594
060_0100	VGGT [39]	0.0548	0.3309	2.0659	0.1754	16.8105	0.9246	0.9454	0.9693
	π^3 [41]	0.0540	0.2247	1.7086	0.1418	14.0411	0.9382	0.9704	0.9844
	AnySplat [12]	0.1079	0.3662	2.1131	0.1972	19.3531	0.8720	0.9539	0.9769
	WorldMirror [24]	0.0574	0.3060	1.9938	0.1647	15.8422	0.9248	0.9512	0.9759
	Off The Grid [27]	0.0610	0.3287	2.0656	0.1744	16.7305	0.9242	0.9450	0.9733
060_0130	VGGT [39]	0.0671	0.1816	1.2383	0.1637	15.7171	0.8939	0.9486	0.9890
	π^3 [41]	0.0815	0.2821	1.4447	0.1595	15.8363	0.9156	0.9646	0.9854
	AnySplat [12]	0.1054	0.2774	1.5760	0.2133	20.8340	0.8569	0.9384	0.9687
	WorldMirror [24]	0.0740	0.2312	1.4470	0.1792	17.3756	0.8822	0.9497	0.9791
	Off The Grid [27]	0.0873	0.2606	1.5321	0.1902	18.3467	0.8620	0.9357	0.9768
070_0123	VGGT [39]	0.1122	0.2208	1.2988	0.2595	25.5815	0.8680	0.9501	0.9738
	π^3 [41]	0.1805	0.5938	1.9004	0.3093	30.1874	0.7672	0.8788	0.9674
	AnySplat [12]	0.2396	1.0590	2.9081	0.6109	52.9396	0.6652	0.7190	0.7584
	WorldMirror [24]	0.1671	0.6761	2.3002	0.3999	34.4464	0.7151	0.7728	0.8401
	Off The Grid [27]	0.1852	0.8235	2.5781	0.4613	38.8309	0.7010	0.7266	0.7793

Table 19. Detailed depth estimation metrics. Dense setup with 25 input views.

Scene	Method	AbsRel	SqRel	RMSE	RMSElog	SILogRMSE	δ<1.25	δ<1.25^2	δ<1.25^3
Dense									
010_0050	VGGT [39]	0.0312	0.0337	0.3753	0.1047	10.4473	0.9788	0.9885	0.9921
	π^3 [41]	0.0879	0.0630	0.5076	0.1411	13.2870	0.9664	0.9884	0.9921
	AnySplat [12]	0.1317	0.1532	0.8063	0.2130	18.9588	0.8643	0.9605	0.9761
	WorldMirror [24]	0.0526	0.0465	0.4033	0.1123	10.7314	0.9775	0.9883	0.9920
	Off The Grid [27]	0.0507	0.0454	0.4188	0.1133	10.5141	0.9720	0.9876	0.9920
020_0020	VGGT [39]	0.0518	0.4178	3.0458	0.1172	11.5911	0.9535	0.9810	0.9934
	π^3 [41]	0.0464	2.2847	6.2739	0.1103	10.9041	0.9735	0.9902	0.9957
	AnySplat [12]	0.0810	0.4541	3.5800	0.1669	16.3078	0.9136	0.9608	0.9834
	WorldMirror [24]	0.0802	0.5121	3.7161	0.1657	16.2621	0.9184	0.9576	0.9826
	Off The Grid [27]	0.0560	0.3184	2.9185	0.1248	12.2733	0.9409	0.9771	0.9950
040_0040	VGGT [39]	0.2152	0.5485	2.1211	0.8447	80.3829	0.6930	0.8671	0.9327
	π^3 [41]	0.2068	2.2485	2.6524	0.2883	25.4533	0.7819	0.9418	0.9656
	AnySplat [12]	0.6159	3.9625	4.1638	0.6325	52.2592	0.4780	0.6384	0.7488
	WorldMirror [24]	0.4435	1.5952	3.4119	0.5619	46.5230	0.5027	0.6646	0.7529
	Off The Grid [27]	0.3411	1.2489	3.1404	0.4781	40.3046	0.5909	0.7038	0.7747
050_0130	VGGT [39]	0.1571	0.4815	1.8926	0.2463	23.6430	0.7721	0.9314	0.9698
	π^3 [41]	0.1031	0.2528	1.4344	0.1793	17.1634	0.9051	0.9819	0.9889
	AnySplat [12]	0.1435	0.4153	1.9693	0.2409	23.5019	0.7932	0.9526	0.9738
	WorldMirror [24]	0.2111	0.7493	2.4049	0.2739	24.7972	0.6248	0.8911	0.9890
	Off The Grid [27]	0.1579	0.3958	1.8772	0.2255	20.7421	0.7038	0.9503	0.9914
050_0160	VGGT [39]	0.1097	0.7404	3.1286	0.2291	21.5425	0.8062	0.8999	0.9535
	π^3 [41]	0.0977	0.4646	2.2054	0.1665	16.4205	0.8809	0.9621	0.9885
	AnySplat [12]	0.1168	0.5550	2.7481	0.2150	20.4769	0.8028	0.9234	0.9723
	WorldMirror [24]	0.1126	0.8538	3.3703	0.2456	23.0448	0.8329	0.8990	0.9336
	Off The Grid [27]	0.1050	0.7665	3.2627	0.2283	21.1278	0.8287	0.8950	0.9526
060_0100	VGGT [39]	0.1129	0.5084	2.6266	0.4126	39.6676	0.8244	0.9252	0.9611
	π^3 [41]	0.0565	0.2307	1.7994	0.1182	11.6046	0.9511	0.9863	0.9912
	AnySplat [12]	0.0874	0.3362	2.2263	0.1817	17.5729	0.9126	0.9647	0.9778
	WorldMirror [24]	0.1027	0.6000	3.0451	0.1965	18.4886	0.8255	0.9205	0.9756
	Off The Grid [27]	0.0815	0.4164	2.5842	0.1679	15.9304	0.8588	0.9654	0.9863
060_0130	VGGT [39]	0.0923	0.1685	1.1927	0.1793	17.6281	0.8714	0.9611	0.9871
	π^3 [41]	0.3074	3.6503	3.7785	0.3613	32.7155	0.7932	0.8413	0.8718
	AnySplat [12]	0.1834	0.6119	1.8422	0.2606	24.2317	0.7827	0.8905	0.9470
	WorldMirror [24]	0.1409	0.4509	1.7138	0.2360	22.2069	0.8287	0.9087	0.9610
	Off The Grid [27]	0.1212	0.2707	1.4184	0.2007	18.6510	0.8477	0.9417	0.9824
070_0123	VGGT [39]	0.0799	0.2009	1.1791	0.2335	22.9907	0.9184	0.9628	0.9808
	π^3 [41]	0.0962	0.2369	1.2912	0.2286	22.4427	0.9197	0.9768	0.9852
	AnySplat [12]	0.2639	0.7540	2.3608	0.5618	51.9873	0.6017	0.7957	0.8926
	WorldMirror [24]	0.2342	0.7584	2.4209	0.4262	35.9075	0.5681	0.6089	0.8907
	Off The Grid [27]	0.1824	0.6256	2.1930	0.3596	29.9965	0.5861	0.7960	0.9230

Table 20. Detailed novel view synthesis metrics. Sparse setup with 3 and 6 input views.

Scene	Method	PSNR	SSIM	LPIPS	MUSIQ	PSNR	SSIM	LPIPS	MUSIQ
				Sparse - 3					
010_0050	AnySplat [12]	10.25	0.7318	0.5962	49.40	10.89	0.7528	0.5773	50.05
	WorldMirror [24]	18.70	0.8435	0.5197	36.52	21.61	0.8695	0.4828	35.89
	Off The Grid [27]	16.43	0.8057	0.5841	50.18	16.84	0.8117	0.5724	47.78
020_0020	AnySplat [12]	15.00	0.4088	0.6585	44.66	15.29	0.4701	0.6044	45.80
	WorldMirror [24]	21.74	0.4496	0.6674	33.47	24.85	0.5490	0.5673	37.66
	Off The Grid [27]	18.18	0.4675	0.6601	42.73	18.84	0.5273	0.6209	39.50
040_0040	AnySplat [12]	11.89	0.6785	0.6221	63.59	13.37	0.7015	0.5842	64.27
	WorldMirror [24]	15.90	0.7393	0.5697	43.85	18.78	0.7656	0.5346	48.29
	Off The Grid [27]	16.88	0.7333	0.6076	64.62	19.71	0.7615	0.5667	62.11
050_0130	AnySplat [12]	12.41	0.7538	0.5110	46.32	11.20	0.7468	0.4744	45.06
	WorldMirror [24]	19.85	0.8355	0.4588	33.61	22.37	0.8643	0.4142	33.12
	Off The Grid [27]	16.22	0.7878	0.4603	50.82	17.36	0.8128	0.4239	47.82
050_0160	AnySplat [12]	11.55	0.7548	0.5546	52.34	13.20	0.7779	0.5269	54.01
	WorldMirror [24]	14.95	0.7930	0.5157	44.53	20.07	0.8469	0.4559	43.02
	Off The Grid [27]	14.92	0.7869	0.5335	55.14	20.35	0.8512	0.4884	49.73
060_0100	AnySplat [12]	14.16	0.7549	0.5787	53.83	15.41	0.7853	0.5336	53.06
	WorldMirror [24]	19.11	0.8084	0.5349	44.31	21.70	0.8361	0.4927	44.35
	Off The Grid [27]	17.52	0.7933	0.5724	54.12	22.15	0.8445	0.5044	50.98
060_0130	AnySplat [12]	11.62	0.6898	0.6295	51.53	13.19	0.7336	0.5923	50.94
	WorldMirror [24]	16.18	0.7684	0.5834	45.20	19.91	0.8098	0.5265	45.89
	Off The Grid [27]	16.46	0.7696	0.5977	54.56	19.12	0.8051	0.5612	52.42
070_0123	AnySplat [12]	10.07	0.6786	0.6795	55.40	14.10	0.7571	0.5816	60.12
	WorldMirror [24]	13.38	0.6622	0.6335	38.06	18.27	0.8011	0.5788	39.57
	Off The Grid [27]	17.97	0.7960	0.5837	61.10	18.26	0.7997	0.5747	58.99
				Sparse - 6					
010_0050	AnySplat [12]	12.34	0.7649	0.5769	42.97	14.17	0.7984	0.5385	42.57
	WorldMirror [24]	21.45	0.8641	0.4918	33.96	21.81	0.8666	0.4845	33.01
	Off The Grid [27]	17.97	0.8324	0.5456	45.48	19.14	0.8424	0.5263	40.63
020_0020	AnySplat [12]	8.95	0.3721	0.6495	47.67	18.19	0.4921	0.5932	43.77
	WorldMirror [24]	22.89	0.4930	0.6282	36.22	26.32	0.6064	0.5440	37.37
	Off The Grid [27]	16.43	0.4133	0.6603	43.26	21.52	0.5704	0.5956	39.66
040_0040	AnySplat [12]	14.86	0.7130	0.5786	64.48	15.90	0.7263	0.5566	64.44
	WorldMirror [24]	18.36	0.7560	0.5512	45.01	19.86	0.7702	0.5269	45.34
	Off The Grid [27]	17.67	0.7368	0.5728	65.36	19.88	0.7619	0.5424	62.36
050_0130	AnySplat [12]	14.59	0.7895	0.4989	45.50	14.60	0.8017	0.4512	44.23
	WorldMirror [24]	19.73	0.8383	0.4587	29.62	22.47	0.8559	0.4136	29.55
	Off The Grid [27]	18.24	0.8295	0.4369	49.89	20.26	0.8576	0.3867	46.83
050_0160	AnySplat [12]	14.00	0.7873	0.5290	53.48	16.68	0.8160	0.4928	52.41
	WorldMirror [24]	13.57	0.7708	0.5254	46.94	20.79	0.8466	0.4467	42.14
	Off The Grid [27]	13.43	0.7631	0.5325	58.81	22.00	0.8630	0.4689	50.72
060_0100	AnySplat [12]	16.47	0.7850	0.5491	53.68	18.28	0.8095	0.5119	53.57
	WorldMirror [24]	19.55	0.8138	0.5270	43.60	22.99	0.8470	0.4765	44.06
	Off The Grid [27]	17.68	0.7977	0.5570	53.26	23.31	0.8499	0.4859	50.01
060_0130	AnySplat [12]	12.66	0.7180	0.6172	49.07	14.70	0.7545	0.5802	49.49
	WorldMirror [24]	17.35	0.7792	0.5713	43.07	20.56	0.8166	0.5166	44.09
	Off The Grid [27]	16.49	0.7721	0.5875	53.79	21.04	0.8288	0.5245	51.68
070_0123	AnySplat [12]	13.45	0.7383	0.6214	53.54	15.01	0.7655	0.5848	54.26
	WorldMirror [24]	17.56	0.7968	0.5991	33.17	20.16	0.8208	0.5493	34.06
	Off The Grid [27]	18.06	0.7967	0.5887	58.86	20.21	0.8217	0.5346	55.92

Table 21. Detailed novel view synthesis metrics. Sparse setup with 9 input views and Dense setup with 25 input views.

Scene	Method	PSNR	SSIM	LPIPS	MUSIQ	PSNR	SSIM	LPIPS	MUSIQ
					Sparse - 9				
010_0050	AnySplat [12]	16.86	0.8318	0.5299	43.15	18.75	0.8524	0.4956	41.21
	WorldMirror [24]	22.26	0.8768	0.4890	31.97	22.87	0.8812	0.4799	31.82
	Off The Grid [27]	20.28	0.8627	0.5099	40.99	21.21	0.8704	0.4936	37.67
020_0020	AnySplat [12]	12.24	0.4064	0.6476	45.00	22.23	0.5455	0.5661	41.54
	WorldMirror [24]	23.22	0.5126	0.6213	36.81	26.44	0.6326	0.5479	36.57
	Off The Grid [27]	19.15	0.4395	0.6477	43.00	24.20	0.6248	0.5694	38.29
040_0040	AnySplat [12]	17.13	0.7322	0.5473	63.72	18.42	0.7495	0.5201	63.34
	WorldMirror [24]	18.47	0.7597	0.5563	41.06	20.17	0.7727	0.5336	40.79
	Off The Grid [27]	18.02	0.7408	0.5521	62.88	21.22	0.7782	0.5053	60.22
050_0130	AnySplat [12]	18.47	0.8267	0.4760	44.09	19.84	0.8653	0.4062	43.57
	WorldMirror [24]	19.27	0.8294	0.4709	26.47	22.55	0.8766	0.4059	25.60
	Off The Grid [27]	20.32	0.8642	0.4159	46.74	23.18	0.8908	0.3692	43.21
050_0160	AnySplat [12]	15.46	0.8143	0.5036	48.06	19.93	0.8439	0.4627	49.50
	WorldMirror [24]	14.52	0.7879	0.5190	45.82	22.11	0.8617	0.4455	41.52
	Off The Grid [27]	13.95	0.7771	0.5142	57.02	23.99	0.8778	0.4327	49.21
060_0100	AnySplat [12]	19.22	0.8131	0.5214	51.46	21.45	0.8361	0.4876	50.75
	WorldMirror [24]	20.80	0.8277	0.5171	41.44	24.67	0.8652	0.4666	41.76
	Off The Grid [27]	18.48	0.8068	0.5405	51.61	25.35	0.8698	0.4566	48.22
060_0130	AnySplat [12]	14.86	0.7515	0.5965	46.77	17.68	0.7919	0.5467	47.23
	WorldMirror [24]	18.03	0.7897	0.5653	39.89	22.87	0.8401	0.4975	40.20
	Off The Grid [27]	17.36	0.7835	0.5682	51.37	22.64	0.8403	0.4983	47.95
070_0123	AnySplat [12]	17.95	0.7985	0.5669	53.79	18.44	0.8018	0.5527	52.72
	WorldMirror [24]	18.97	0.8178	0.5806	28.99	21.27	0.8360	0.5423	28.61
	Off The Grid [27]	18.14	0.8016	0.5877	56.96	20.37	0.8233	0.5346	53.94
					Dense				
010_0050	AnySplat [12]	18.02	0.8333	0.5261	40.44	22.46	0.8783	0.4690	40.40
	WorldMirror [24]	20.49	0.8687	0.5120	28.49	24.01	0.8916	0.4797	29.29
	Off The Grid [27]	21.42	0.8735	0.4875	35.95	24.64	0.9009	0.4519	34.58
020_0020	AnySplat [12]	21.38	0.4718	0.6447	36.39	25.74	0.5647	0.5732	33.09
	WorldMirror [24]	22.24	0.4866	0.6517	31.83	26.57	0.6405	0.5730	30.53
	Off The Grid [27]	20.98	0.4514	0.6521	40.05	26.16	0.6413	0.5761	35.53
040_0040	AnySplat [12]	16.20	0.6795	0.5727	56.81	20.62	0.7278	0.5210	56.50
	WorldMirror [24]	17.96	0.7145	0.5759	32.83	21.75	0.7500	0.5390	32.92
	Off The Grid [27]	17.66	0.6977	0.5646	51.80	21.65	0.7467	0.5138	47.20
050_0130	AnySplat [12]	23.05	0.8799	0.4019	34.86	26.83	0.9165	0.3464	34.57
	WorldMirror [24]	23.99	0.8942	0.3852	27.50	28.26	0.9272	0.3397	28.49
	Off The Grid [27]	25.44	0.9092	0.3568	37.27	29.21	0.9352	0.3222	35.44
050_0160	AnySplat [12]	18.32	0.8239	0.5132	47.57	24.14	0.8615	0.4638	45.88
	WorldMirror [24]	19.48	0.8323	0.5030	45.72	26.06	0.8753	0.4475	46.27
	Off The Grid [27]	17.17	0.8156	0.5071	56.13	28.51	0.8937	0.4170	50.68
060_0100	AnySplat [12]	21.76	0.8726	0.4913	45.69	25.28	0.8880	0.4579	45.17
	WorldMirror [24]	22.08	0.8757	0.4885	34.43	26.51	0.9015	0.4449	34.77
	Off The Grid [27]	23.52	0.8783	0.4635	45.56	27.82	0.9111	0.4213	42.47
060_0130	AnySplat [12]	17.14	0.7702	0.6098	40.43	22.64	0.8297	0.5188	40.66
	WorldMirror [24]	17.84	0.7826	0.6004	30.89	23.29	0.8386	0.5194	31.08
	Off The Grid [27]	19.16	0.7962	0.5594	47.71	25.07	0.8562	0.4774	44.72
070_0123	AnySplat [12]	15.93	0.7379	0.5956	48.68	18.25	0.7881	0.5577	49.52
	WorldMirror [24]	18.46	0.7924	0.5831	25.15	20.66	0.8232	0.5538	25.06
	Off The Grid [27]	16.82	0.7683	0.5787	40.47	20.30	0.8233	0.5306	38.36

Table 22. Evaluation of Charge dataset - results per scene for Dynamic Dense setup.

Scene	Method	PNSR	PNSR-D	PNSR-S	SSIM	SSIM-D	LPIPS	LPIPS-D	FOV_O
Dense									
010_0050	4DGS [43]	31.62	33.32	31.33	0.946	0.938	0.151	0.203	0.669
	STG [22]	32.40	34.34	32.04	0.950	0.945	0.130	0.161	0.669
	Ex4DGS [16]	32.99	34.14	32.79	0.952	0.943	0.121	0.164	0.669
020_0020	4DGS [43]	27.14	28.74	27.13	0.708	0.633	0.412	0.580	0.797
	STG [22]	26.34	31.54	26.31	0.708	0.689	0.282	0.489	0.797
	Ex4DGS [16]	26.99	31.77	26.95	0.767	0.682	0.267	0.503	0.797
040_0040	4DGS [43]	23.16	22.63	24.07	0.775	0.737	0.379	0.436	0.849
	STG [22]	24.45	25.20	24.47	0.813	0.794	0.264	0.284	0.849
	Ex4DGS [16]	24.65	25.16	25.06	0.805	0.774	0.291	0.345	0.849
050_0130	4DGS [43]	31.35	24.04	41.68	0.949	0.884	0.140	0.300	0.433
	STG [22]	32.92	25.96	40.78	0.954	0.901	0.129	0.265	0.433
	Ex4DGS [16]	32.74	26.11	39.49	0.956	0.907	0.114	0.223	0.433
050_0160	4DGS [43]	33.63	32.50	33.96	0.936	0.922	0.154	0.173	0.592
	STG [22]	32.19	31.24	32.41	0.934	0.919	0.138	0.171	0.592
	Ex4DGS [16]	34.92	33.12	35.28	0.947	0.931	0.098	0.138	0.592
060_0100	4DGS [43]	33.43	28.87	34.86	0.944	0.915	0.145	0.250	0.732
	STG [22]	34.17	31.15	34.92	0.948	0.926	0.118	0.192	0.732
	Ex4DGS [16]	34.42	31.93	35.05	0.950	0.930	0.109	0.186	0.732
060_0130	4DGS [43]	25.56	20.50	31.56	0.891	0.865	0.266	0.302	0.680
	STG [22]	27.91	23.13	32.19	0.907	0.888	0.203	0.244	0.680
	Ex4DGS [16]	28.19	24.56	30.90	0.911	0.893	0.185	0.216	0.680
070_0123	4DGS [43]	25.62	24.14	30.18	0.900	0.890	0.202	0.215	0.840
	STG [22]	23.93	22.60	27.54	0.877	0.866	0.281	0.301	0.840
	Ex4DGS [16]	23.07	21.74	27.05	0.858	0.844	0.311	0.334	0.840

Table 23. Evaluation of Charge dataset - results per scene for Dynamic Sparse setup - part 1.

	Method	Views	PNSR	PNSR-D	PNSR-S	SSIM	SSIM-D	LPIPS	LPIPS-D	FOV_O
Sparse										
010_0050	4DGS [43]	**3**	19.29	27.11	18.30	0.847	0.869	0.295	0.307	0.514
		6	22.70	31.28	21.72	0.891	0.913	0.222	0.237	0.595
		9	28.54	31.81	27.97	0.927	0.924	0.201	0.264	0.601
	STG [22]	**3**	18.93	27.19	17.91	0.845	0.863	0.302	0.311	0.514
		6	21.73	31.17	20.66	0.884	0.906	0.251	0.270	0.595
		9	23.48	32.04	22.47	0.901	0.915	0.225	0.259	0.601
	Ex4DGS [16]	**3**	18.35	26.02	17.36	0.836	0.864	0.310	0.305	0.514
		6	21.07	28.71	20.19	0.876	0.895	0.250	0.255	0.595
		9	22.95	32.25	21.95	0.905	0.918	0.200	0.216	0.601
020_0020	4DGS [43]	**3**	23.50	26.52	23.47	0.590	0.557	0.421	0.559	0.634
		6	25.45	27.62	25.43	0.663	0.596	0.410	0.591	0.734
		9	26.39	28.98	26.37	0.699	0.623	0.389	0.583	0.762
	STG [22]	**3**	20.14	24.72	20.11	0.461	0.474	0.393	0.433	0.634
		6	22.84	27.11	22.81	0.583	0.561	0.354	0.438	0.734
		9	24.80	28.30	24.78	0.658	0.609	0.354	0.525	0.762
	Ex4DGS [16]	**3**	21.86	23.47	21.86	0.541	0.452	0.331	0.432	0.634
		6	23.81	27.19	23.78	0.638	0.549	0.293	0.421	0.734
		9	24.65	28.51	24.62	0.700	0.595	0.266	0.424	0.762

Table 24. Evaluation of Charge dataset - results per scene for Dynamic Sparse setup - part 2.

	Method	Views	PNSR	PNSR-D	PNSR-S	SSIM	SSIM-D	LPIPS	LPIPS-D	FOV_O
Sparse										
040_0040	4DGS [43]	**3**	16.95	15.81	17.70	0.680	0.632	0.452	0.494	0.610
		6	21.44	21.79	21.36	0.786	0.757	0.318	0.355	0.704
		9	23.60	24.29	23.59	0.828	0.799	0.253	0.301	0.731
	STG [22]	**3**	17.94	18.86	17.63	0.731	0.703	0.402	0.425	0.610
		6	21.08	23.25	20.35	0.800	0.774	0.313	0.350	0.704
		9	22.35	24.47	21.71	0.819	0.794	0.283	0.333	0.731
	Ex4DGS [16]	**3**	15.68	15.09	16.06	0.620	0.580	0.535	0.566	0.610
		6	16.50	15.32	17.38	0.696	0.654	0.512	0.565	0.704
		9	23.93	23.62	24.24	0.827	0.799	0.274	0.340	0.731
050_0130	4DGS [43]	**3**	24.40	18.83	27.93	0.903	0.811	0.192	0.349	0.340
		6	28.99	24.39	31.38	0.938	0.881	0.140	0.248	0.375
		9	30.07	25.36	32.74	0.944	0.888	0.133	0.244	0.398
	STG [22]	**3**	24.00	19.08	26.72	0.896	0.809	0.203	0.362	0.340
		6	27.38	22.23	30.21	0.925	0.855	0.175	0.321	0.375
		9	29.49	23.14	34.20	0.936	0.871	0.159	0.300	0.398
	Ex4DGS [16]	**3**	22.81	16.86	26.90	0.886	0.785	0.212	0.368	0.340
		6	27.70	23.67	29.64	0.934	0.880	0.138	0.225	0.375
		9	29.06	25.75	30.70	0.944	0.899	0.121	0.192	0.398
050_0160	4DGS [43]	**3**	18.55	24.89	18.32	0.812	0.806	0.300	0.303	0.543
		6	23.95	29.34	23.75	0.877	0.870	0.190	0.202	0.624
		9	26.56	29.93	26.43	0.913	0.891	0.139	0.186	0.636
	STG [22]	**3**	16.82	20.01	16.68	0.793	0.739	0.356	0.408	0.543
		6	22.91	24.40	22.89	0.884	0.832	0.198	0.290	0.624
		9	26.22	25.73	26.36	0.913	0.854	0.159	0.275	0.636
	Ex4DGS [16]	**3**	20.07	26.04	19.85	0.824	0.817	0.266	0.270	0.543
		6	22.51	28.88	22.32	0.859	0.868	0.198	0.202	0.624
		9	22.87	30.55	22.62	0.877	0.881	0.170	0.186	0.636
060_0100	4DGS [43]	**3**	18.56	19.38	18.63	0.812	0.774	0.355	0.394	0.635
		6	26.08	24.52	26.61	0.885	0.844	0.268	0.343	0.737
		9	29.01	26.47	29.92	0.911	0.874	0.199	0.277	0.756
	STG [22]	**3**	18.06	18.81	18.03	0.781	0.745	0.403	0.428	0.635
		6	22.80	22.68	22.86	0.849	0.820	0.286	0.351	0.737
		9	25.48	24.52	25.71	0.877	0.846	0.239	0.319	0.756
	Ex4DGS [16]	**3**	20.47	20.66	20.59	0.810	0.775	0.323	0.374	0.635
		6	25.00	23.93	25.32	0.872	0.837	0.239	0.314	0.737
		9	27.43	26.25	27.79	0.901	0.871	0.191	0.265	0.756
060_0130	4DGS [43]	**3**	17.70	14.21	19.10	0.770	0.691	0.442	0.502	0.520
		6	20.76	17.27	22.80	0.822	0.767	0.377	0.425	0.594
		9	23.06	18.05	27.07	0.871	0.823	0.287	0.345	0.622
	STG [22]	**3**	16.32	14.25	16.96	0.728	0.661	0.488	0.543	0.520
		6	18.94	16.06	20.00	0.787	0.729	0.417	0.491	0.594
		9	20.55	16.94	22.04	0.820	0.763	0.364	0.461	0.622
	Ex4DGS [16]	**3**	17.66	14.83	18.61	0.748	0.670	0.453	0.508	0.520
		6	21.26	19.13	22.09	0.820	0.772	0.351	0.391	0.594
		9	23.24	20.84	24.33	0.850	0.810	0.292	0.339	0.622
070_0123	4DGS [43]	**3**	18.74	18.90	18.80	0.794	0.783	0.406	0.418	0.621
		6	22.09	22.95	21.25	0.857	0.847	0.295	0.304	0.705
		9	26.12	27.15	25.51	0.901	0.895	0.204	0.208	0.744
	STG [22]	**3**	18.22	18.29	18.27	0.786	0.776	0.418	0.429	0.621
		6	21.43	21.97	20.78	0.847	0.839	0.363	0.373	0.705
		9	23.79	24.55	22.99	0.877	0.870	0.293	0.303	0.744
	Ex4DGS [16]	**3**	19.34	19.74	19.15	0.805	0.795	0.367	0.378	0.621
		6	18.70	19.54	17.77	0.806	0.796	0.409	0.415	0.705
		9	21.85	22.33	21.58	0.868	0.860	0.284	0.291	0.744

Table 25. Evaluation of Charge dataset - results per scene for Dynamic Mono - Spline Fast and Mono - Spline Slow.

Scene	Method	PNSR	PNSR-D	PNSR-S	SSIM	SSIM-D	LPIPS	LPIPS-D	FOV_O
				Mono - Spline Fast					
010_0050	4DGS [43]	28.88	29.76	28.77	0.926	0.916	0.158	0.218	0.318
	D-3DGS [44]	28.36	30.98	28.03	0.932	0.924	0.110	0.141	0.318
	SC-GS [11]	22.64	32.15	21.59	0.902	0.912	0.153	0.156	0.318
	MoSca [17]	25.69	27.93	25.41	0.949	0.939	0.195	0.263	0.318
020_0020	4DGS [43]	26.32	28.15	26.31	0.667	0.606	0.421	0.598	0.413
	D-3DGS [44]	27.84	27.67	27.89	0.816	0.633	0.167	0.400	0.413
	SC-GS [11]	26.41	26.93	26.43	0.727	0.586	0.217	0.468	0.413
	MoSca [17]	23.35	23.99	23.35	0.548	0.523	0.376	0.444	0.413
040_0040	4DGS [43]	18.68	17.58	19.81	0.759	0.723	0.365	0.411	0.467
	D-3DGS [44]	20.25	20.19	20.52	0.792	0.766	0.358	0.383	0.467
	SC-GS [11]	21.18	21.56	21.23	0.800	0.780	0.333	0.347	0.467
	MoSca [17]	18.57	18.61	18.68	0.797	0.772	0.415	0.443	0.467
050_0130	4DGS [43]	26.19	19.58	33.21	0.910	0.799	0.177	0.373	0.402
	D-3DGS [44]	24.94	18.34	31.79	0.909	0.792	0.189	0.426	0.402
	SC-GS [11]	25.48	18.92	31.95	0.906	0.784	0.156	0.336	0.402
	MoSca [17]	27.32	21.74	31.28	0.959	0.858	0.103	0.243	0.402
050_0160	4DGS [43]	25.52	23.39	25.85	0.866	0.820	0.201	0.252	0.335
	D-3DGS [44]	25.58	22.55	26.19	0.882	0.810	0.190	0.282	0.335
	SC-GS [11]	27.21	26.99	27.37	0.893	0.864	0.177	0.205	0.335
	MoSca [17]	24.42	24.59	24.52	0.917	0.872	0.201	0.271	0.335
060_0100	4DGS [43]	29.57	25.46	30.99	0.924	0.880	0.157	0.268	0.426
	D-3DGS [44]	25.88	23.92	26.95	0.893	0.856	0.193	0.260	0.426
	SC-GS [11]	25.70	24.33	26.33	0.891	0.847	0.194	0.262	0.426
	MoSca [17]	26.42	26.67	26.56	0.947	0.914	0.150	0.221	0.426
060_0130	4DGS [43]	21.65	17.21	25.04	0.835	0.801	0.383	0.427	0.354
	D-3DGS [44]	21.78	16.81	26.47	0.865	0.830	0.236	0.290	0.354
	SC-GS [11]	21.42	17.45	24.53	0.820	0.799	0.289	0.325	0.354
	MoSca [17]	22.11	19.80	23.24	0.877	0.846	0.295	0.342	0.354
070_0123	4DGS [43]	22.01	20.42	28.05	0.831	0.808	0.251	0.270	0.476
	D-3DGS [44]	24.40	22.84	30.04	0.863	0.846	0.169	0.173	0.476
	SC-GS [11]	21.75	20.20	27.72	0.832	0.810	0.216	0.229	0.476
	MoSca [17]	19.27	19.39	19.73	0.833	0.811	0.308	0.333	0.476
				Mono - Spline Slow					
010_0050	4DGS [43]	23.00	26.09	22.40	0.882	0.884	0.220	0.271	0.351
	D-3DGS [44]	22.87	28.15	22.02	0.888	0.889	0.152	0.176	0.351
	SC-GS [11]	22.03	29.94	21.00	0.895	0.899	0.169	0.169	0.351
	MoSca [17]	24.71	28.16	24.15	0.951	0.944	0.159	0.232	0.351
020_0020	4DGS [43]	25.69	26.10	25.71	0.638	0.574	0.428	0.615	0.428
	D-3DGS [44]	27.20	25.24	27.27	0.807	0.586	0.150	0.383	0.428
	SC-GS [11]	26.10	27.14	26.10	0.757	0.595	0.189	0.430	0.428
	MoSca [17]	23.84	25.21	23.84	0.586	0.553	0.331	0.423	0.428
040_0040	4DGS [43]	18.91	17.74	20.11	0.762	0.722	0.342	0.395	0.468
	D-3DGS [44]	19.76	19.17	20.43	0.783	0.755	0.352	0.386	0.468
	SC-GS [11]	19.89	19.14	20.69	0.785	0.755	0.342	0.375	0.468
	MoSca [17]	18.92	18.37	19.55	0.808	0.773	0.393	0.446	0.468
050_0130	4DGS [43]	26.83	19.95	34.24	0.918	0.808	0.171	0.385	0.357
	D-3DGS [44]	25.25	18.76	31.52	0.908	0.786	0.177	0.397	0.357
	SC-GS [11]	25.04	18.29	31.85	0.908	0.776	0.164	0.375	0.357
	MoSca [17]	26.21	20.15	30.98	0.948	0.826	0.119	0.302	0.357
050_0160	4DGS [43]	28.98	25.49	29.71	0.912	0.856	0.170	0.223	0.353
	D-3DGS [44]	25.88	24.29	26.32	0.865	0.819	0.174	0.230	0.353
	SC-GS [11]	24.64	24.92	24.75	0.865	0.832	0.199	0.226	0.353
	MoSca [17]	22.72	24.54	22.64	0.904	0.861	0.190	0.252	0.353
060_0100	4DGS [43]	28.55	24.92	29.89	0.921	0.878	0.180	0.295	0.398
	D-3DGS [44]	27.23	25.46	27.90	0.898	0.857	0.176	0.234	0.398
	SC-GS [11]	26.04	23.53	26.76	0.886	0.831	0.192	0.262	0.398
	MoSca [17]	27.94	26.68	28.35	0.945	0.908	0.149	0.235	0.398
060_0130	4DGS [43]	21.07	16.46	24.66	0.833	0.791	0.333	0.390	0.377
	D-3DGS [44]	21.90	17.00	26.26	0.866	0.828	0.248	0.304	0.377
	SC-GS [11]	21.02	17.24	23.70	0.821	0.795	0.313	0.342	0.377
	MoSca [17]	24.14	21.30	25.66	0.897	0.865	0.252	0.308	0.377
070_0123	4DGS [43]	20.44	18.88	26.51	0.809	0.783	0.287	0.311	0.475
	D-3DGS [44]	23.39	22.14	27.44	0.852	0.834	0.199	0.208	0.475
	SC-GS [11]	21.55	20.15	26.33	0.824	0.803	0.236	0.251	0.475
	MoSca [17]	19.13	18.24	21.86	0.813	0.790	0.355	0.387	0.475

Table 26. Evaluation of Charge dataset - results per scene for Dynamic Mono - Random Walk Fast and Mono - Random Walk Slow.

Scene	Method	PNSR	PNSR-D	PNSR-S	SSIM	SSIM-D	LPIPS	LPIPS-D	FOV_O
				Mono - Walk Fast					
010_0050	4DGS [43]	26.84	28.39	26.52	0.922	0.914	0.168	0.228	0.370
	D-3DGS [44]	28.74	29.68	28.83	0.935	0.919	0.114	0.151	0.370
	SC-GS [11]	22.44	31.79	21.32	0.899	0.914	0.147	0.145	0.370
	MoSca [17]	26.21	28.77	25.78	0.959	0.950	0.151	0.223	0.370
020_0020	4DGS [43]	26.46	28.04	26.45	0.671	0.612	0.399	0.597	0.482
	D-3DGS [44]	27.35	27.74	27.36	0.807	0.632	0.149	0.383	0.482
	SC-GS [11]	26.00	27.63	25.98	0.742	0.599	0.183	0.389	0.482
	MoSca [17]	23.97	25.03	23.96	0.601	0.548	0.329	0.410	0.482
040_0040	4DGS [43]	20.77	19.64	22.06	0.772	0.734	0.335	0.382	0.486
	D-3DGS [44]	21.29	21.20	21.72	0.801	0.778	0.332	0.363	0.486
	SC-GS [11]	20.84	21.02	21.04	0.798	0.774	0.340	0.366	0.486
	MoSca [17]	18.92	18.55	19.54	0.806	0.774	0.394	0.445	0.486
050_0130	4DGS [43]	26.03	19.57	32.30	0.904	0.791	0.193	0.393	0.393
	D-3DGS [44]	24.48	18.03	30.81	0.896	0.765	0.200	0.430	0.393
	SC-GS [11]	23.98	18.23	28.90	0.852	0.740	0.211	0.420	0.393
	MoSca [17]	26.98	21.20	31.48	0.947	0.849	0.137	0.294	0.393
050_0160	4DGS [43]	27.62	25.05	28.24	0.884	0.837	0.164	0.225	0.388
	D-3DGS [44]	24.28	22.97	24.52	0.879	0.808	0.212	0.276	0.388
	SC-GS [11]	23.57	24.94	23.57	0.845	0.814	0.219	0.231	0.388
	MoSca [17]	25.30	24.90	25.50	0.911	0.870	0.171	0.239	0.388
060_0100	4DGS [43]	29.52	26.34	30.60	0.924	0.891	0.162	0.261	0.427
	D-3DGS [44]	29.01	27.07	29.66	0.916	0.884	0.137	0.186	0.427
	SC-GS [11]	26.66	26.31	26.95	0.897	0.865	0.188	0.239	0.427
	MoSca [17]	28.20	26.50	28.65	0.946	0.908	0.145	0.227	0.427
060_0130	4DGS [43]	20.59	16.47	23.55	0.812	0.774	0.360	0.407	0.449
	D-3DGS [44]	20.72	16.40	24.35	0.830	0.797	0.256	0.319	0.449
	SC-GS [11]	20.19	16.35	22.83	0.792	0.760	0.325	0.370	0.449
	MoSca [17]	23.15	20.70	24.58	0.882	0.852	0.271	0.317	0.449
070_0123	4DGS [43]	20.41	18.82	24.78	0.789	0.770	0.351	0.377	0.472
	D-3DGS [44]	18.83	17.35	22.66	0.751	0.733	0.333	0.361	0.472
	SC-GS [11]	19.48	18.09	23.16	0.753	0.732	0.332	0.353	0.472
	MoSca [17]	17.82	16.50	21.20	0.803	0.783	0.410	0.447	0.472
				Mono - Walk Slow					
010_0050	4DGS [43]	25.50	28.16	25.00	0.912	0.906	0.179	0.235	0.405
	D-3DGS [44]	22.92	29.43	21.97	0.882	0.891	0.146	0.163	0.405
	SC-GS [11]	21.80	30.54	20.69	0.890	0.896	0.163	0.163	0.405
	MoSca [17]	25.40	29.65	24.84	0.961	0.949	0.142	0.221	0.405
020_0020	4DGS [43]	25.61	27.51	25.60	0.650	0.600	0.406	0.592	0.478
	D-3DGS [44]	25.78	24.92	25.80	0.766	0.519	0.150	0.375	0.478
	SC-GS [11]	24.83	26.72	24.82	0.663	0.559	0.179	0.351	0.478
	MoSca [17]	25.69	27.07	25.68	0.676	0.604	0.288	0.406	0.478
040_0040	4DGS [43]	18.96	17.63	20.35	0.754	0.703	0.341	0.407	0.480
	D-3DGS [44]	19.71	18.98	20.40	0.785	0.747	0.350	0.393	0.480
	SC-GS [11]	18.98	19.50	18.97	0.788	0.759	0.348	0.375	0.480
	MoSca [17]	19.66	19.19	20.23	0.817	0.783	0.363	0.412	0.480
050_0130	4DGS [43]	25.51	19.02	32.12	0.905	0.787	0.181	0.394	0.407
	D-3DGS [44]	23.92	17.43	30.22	0.896	0.763	0.198	0.439	0.407
	SC-GS [11]	23.66	17.26	29.68	0.885	0.744	0.204	0.445	0.407
	MoSca [17]	26.73	21.12	30.89	0.953	0.846	0.120	0.285	0.407
050_0160	4DGS [43]	25.52	23.86	25.82	0.860	0.821	0.192	0.247	0.434
	D-3DGS [44]	23.40	21.41	23.87	0.820	0.777	0.211	0.294	0.434
	SC-GS [11]	22.20	23.34	22.17	0.831	0.803	0.238	0.273	0.434
	MoSca [17]	25.04	24.55	25.22	0.902	0.865	0.183	0.249	0.434
060_0100	4DGS [43]	28.49	25.38	29.74	0.912	0.877	0.181	0.274	0.428
	D-3DGS [44]	26.36	25.44	26.90	0.885	0.841	0.188	0.248	0.428
	SC-GS [11]	24.79	22.91	25.47	0.882	0.832	0.202	0.269	0.428
	MoSca [17]	28.28	26.98	28.68	0.938	0.911	0.168	0.227	0.428
060_0130	4DGS [43]	19.25	15.28	22.00	0.790	0.752	0.382	0.428	0.447
	D-3DGS [44]	20.90	16.74	24.22	0.826	0.802	0.291	0.332	0.447
	SC-GS [11]	20.77	17.20	23.13	0.808	0.785	0.309	0.338	0.447
	MoSca [17]	24.66	21.83	26.41	0.913	0.883	0.215	0.266	0.447
070_0123	4DGS [43]	18.18	16.58	24.49	0.757	0.725	0.355	0.387	0.478
	D-3DGS [44]	19.85	18.52	24.69	0.775	0.756	0.279	0.298	0.478
	SC-GS [11]	17.85	16.41	23.16	0.742	0.714	0.308	0.332	0.478
	MoSca [17]	18.86	18.51	19.88	0.810	0.789	0.352	0.379	0.478