

RogSplat: Robust Gaussian Splatting via Generative Priors

Supplementary Material

1. More Ablation Studies

Evolution of the fused similarity map. We illustrate the evolution of the similarity map during optimization in Fig. 1. As RogSplat optimization progresses, similarity scores increase in regions corresponding to visible content, while regions affected by distractors or occlusions maintain lower similarity scores. This highlights the effectiveness of our iterative refinement strategy, where occluded regions are progressively recovered and consistency with ground-truth regions is enhanced.

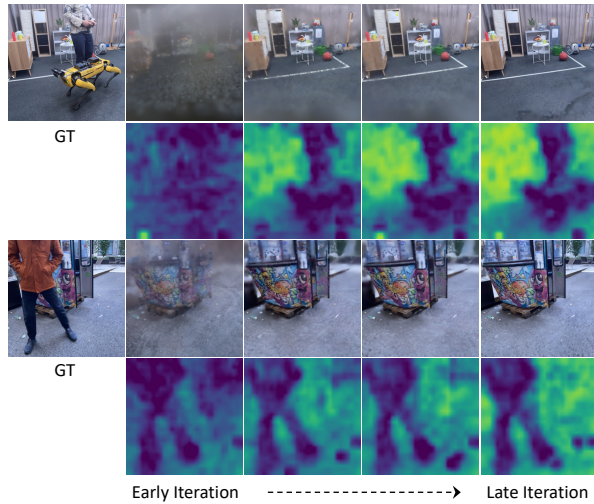


Figure 1. **Evaluation of the fused similarity map.** We present similarity maps between ground-truth and rendered images at different training iterations. As optimization progresses, similarity scores for the visible regions increase, while occluded regions continue to be accurately filtered out.

2. More Visualization Results

We illustrate more visualization results on the NeRF on-the-go [1] dataset in Fig. 2. We also provided video visualization results in the supplementary material.

References

- [1] Weining Ren, Zihan Zhu, Boyang Sun, Jiaqi Chen, Marc Pollefeys, and Songyou Peng. Nerf on-the-go: Exploiting uncertainty for distractor-free nerfs in the wild. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 8931–8940, 2024. 1, 2



Figure 2. **Qualitative comparisons on Robust Scene Reconstruction.** We show visual comparisons of novel-view rendering results on the NeRF on-the-go [1] dataset. Compared to other methods, our approach reconstructs finer visual details in both occluded and visible regions, demonstrating superior rendering quality.