

## Supplementary: PProGS: Progressive Rendering of Gaussian Splats



Figure 1. Comparison of 10% of splats for 4 different methods - Bicycle scene.



Figure 2. Comparison of 10% of splats for 4 different methods - Flowers scene.



Figure 3. Comparison of 10% of splats for 4 different methods - Garden scene.



Figure 4. Comparison of 10% of splats for 4 different methods - Stump scene.

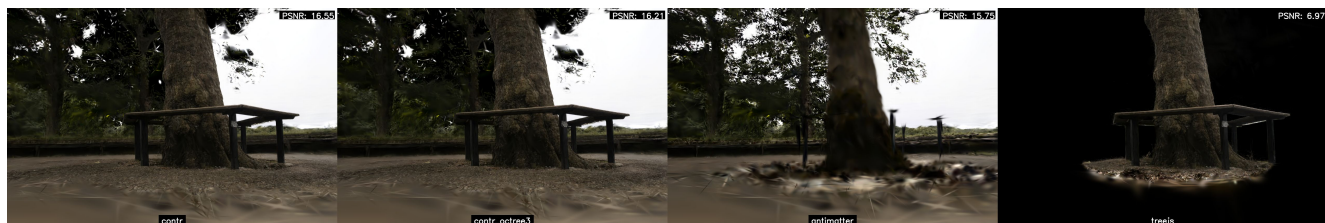


Figure 5. Comparison of 10% of splats for 4 different methods - Treehill scene.



Figure 6. Comparison of 10% of splats for 4 different methods - Room scene.

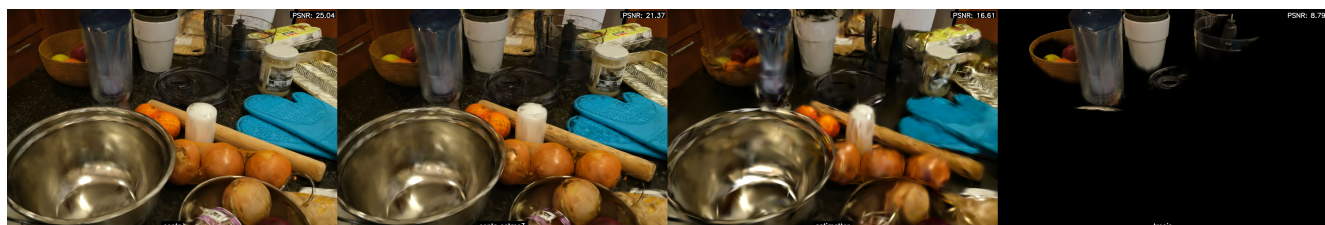


Figure 7. Comparison of 10% of splats for 4 different methods - Counter scene.



Figure 8. Comparison of 10% of splats for 4 different methods - Kitchen scene.

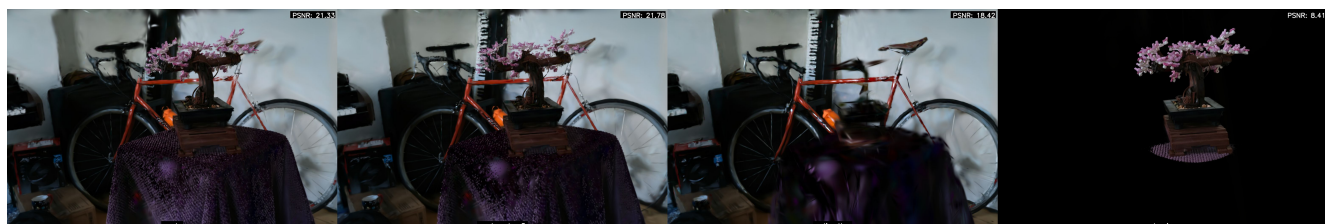


Figure 9. Comparison of 10% of splats for 4 different methods - Bonsai scene.





Figure 10. Comparison of 10% of splats for 4 different methods - Truck scene.



Figure 11. Comparison of 10% of splats for 4 different methods - Train scene.

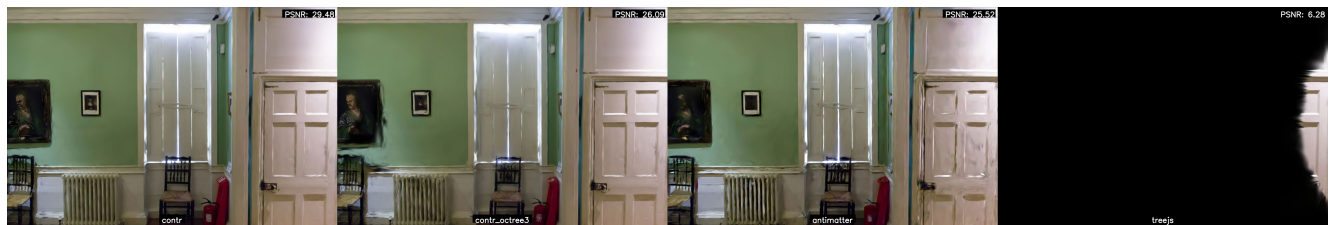


Figure 12. Comparison of 10% of splats for 4 different methods - Dr. Johnson scene.

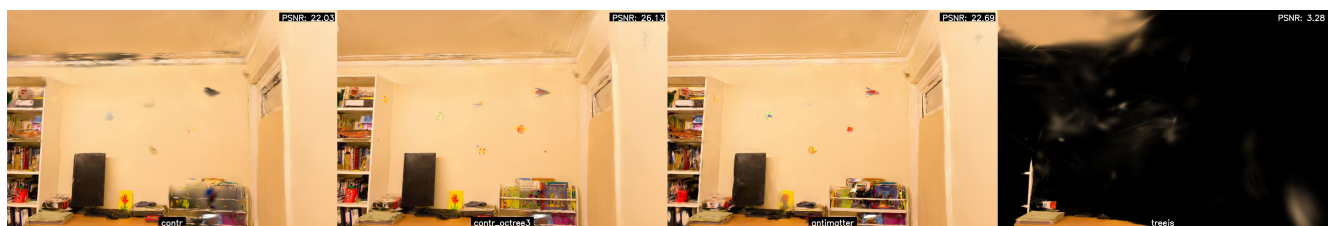


Figure 13. Comparison of 10% of splats for 4 different methods - Playroom scene.

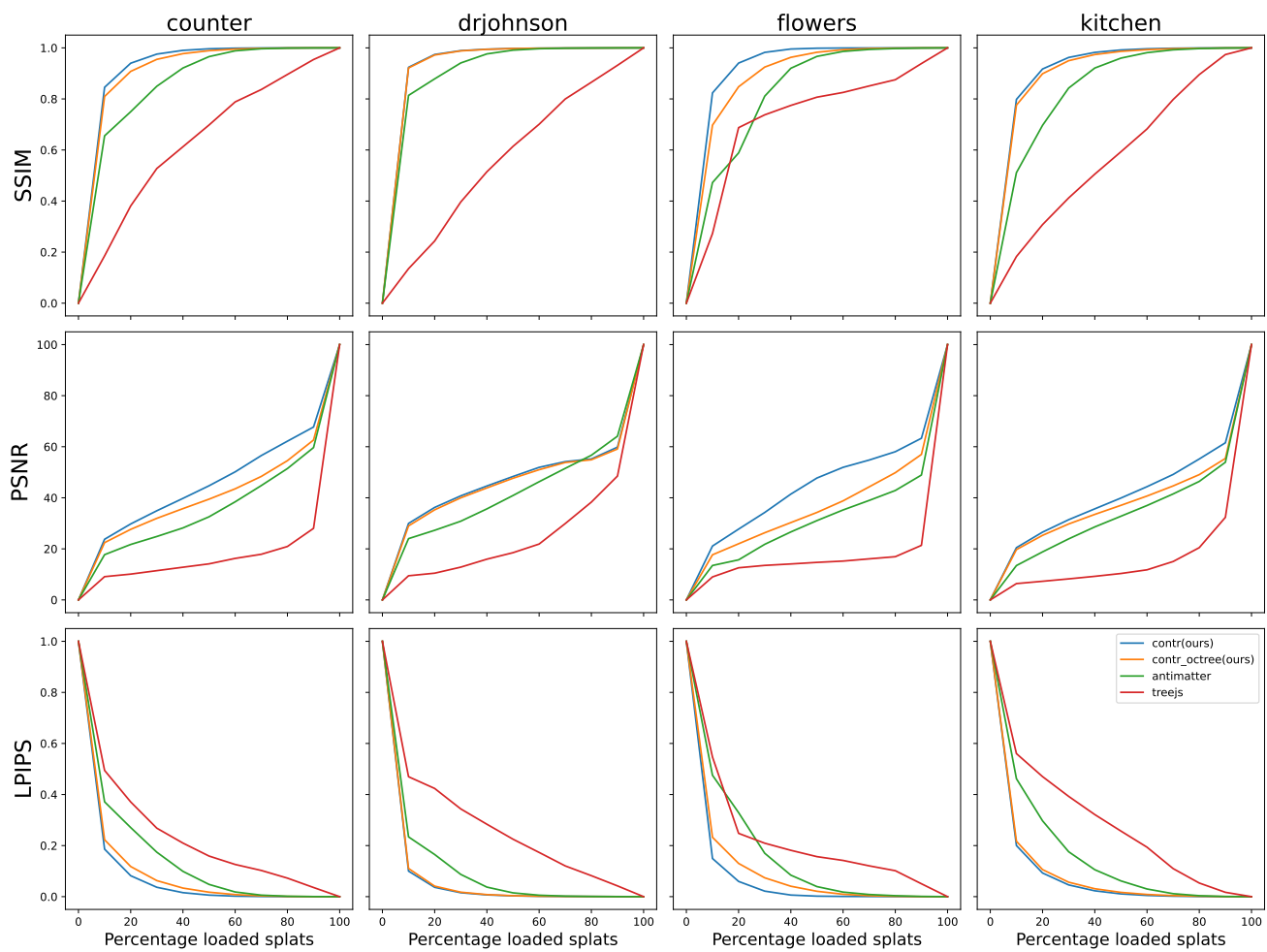


Figure 14. Metrics per 10% - Counter, DrJohnson, Flowers, Kitchen scenes.(PSNR $\uparrow$ , SSIM $\uparrow$ , LPIPS $\downarrow$ )

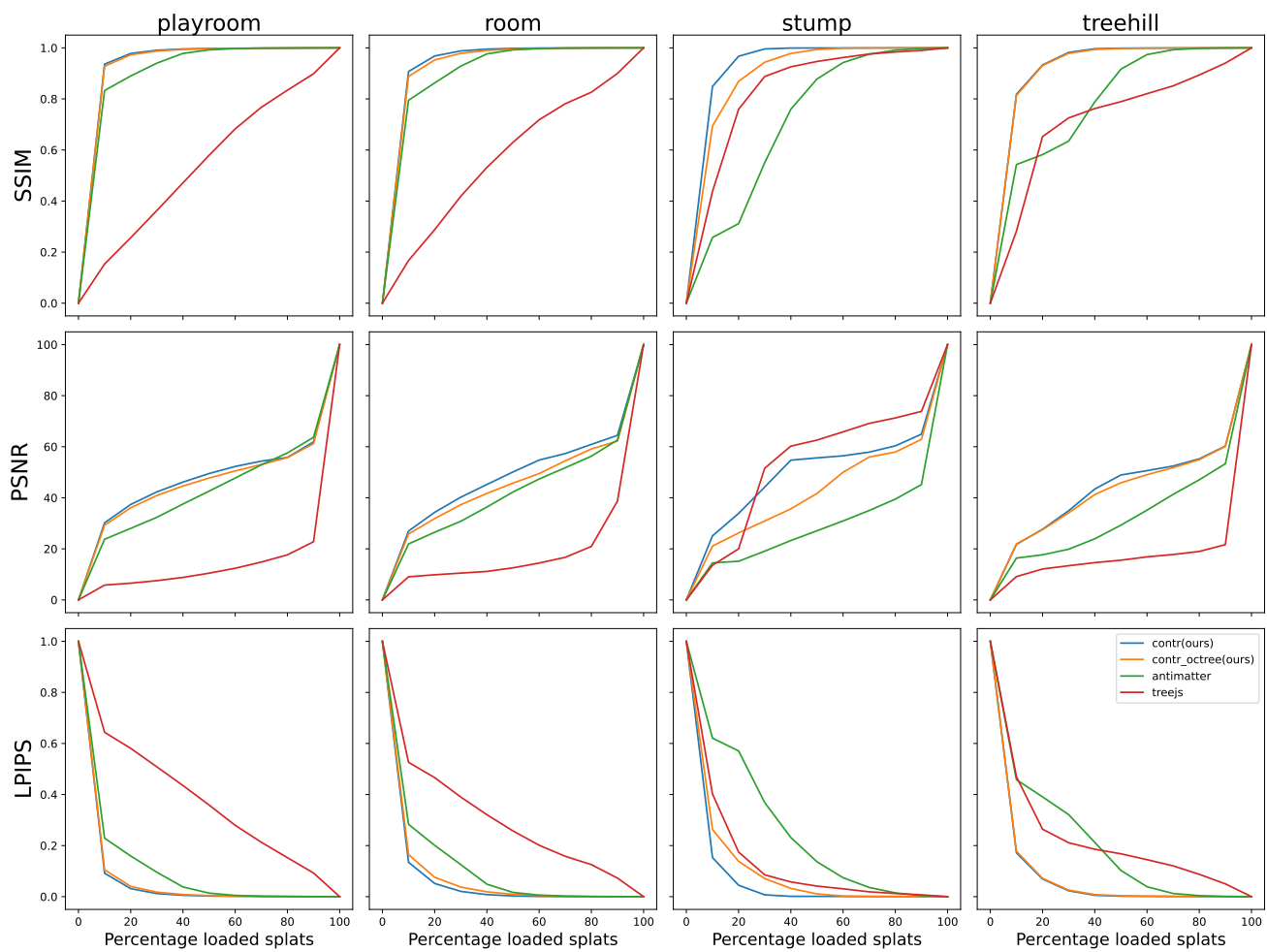


Figure 15. Metrics per 10% - Playroom, Room, Stump, Treehill scenes.(PSNR $\uparrow$ , SSIM $\uparrow$ , LPIPS $\downarrow$ )

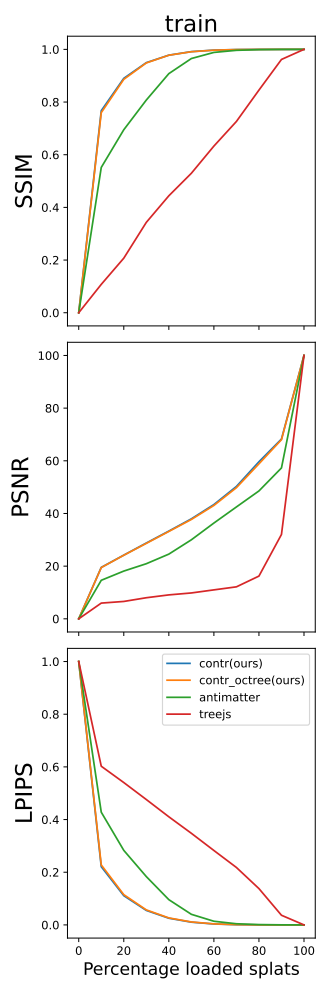


Figure 16. Metrics per 10% - Train scene.(PSNR $\uparrow$ , SSIM $\uparrow$ , LPIPS $\downarrow$ )