



THE HONG KONG UNIVERSITY OF SCIENCE & TECHNOLOGY

Department of Mathematics

PHD STUDENT SEMINAR

Improved 4D Gaussian Splatting for Dynamic Human Rendering

By

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Abstract

Reconstructing dynamic human from multi-view videos has been an important but challenging task. While recent 4D Gaussian Splatting works have achieved impressive rendering quality of dynamic scenes, they still suffer from the fast motion problem, which occurs often in human activities. In this work, we propose two methods to tackle this problem: 1) learning time offset to reduce the influence of unsynchronized cameras; 2) designing a fast-motion aware training strategy to improve the optimization process. Quantitative and qualitative experiments show that our methods can benefit the task of novel view synthesis of dynamic human.

Date : 13 May 2024 (Monday)

Time : 2:00pm

Venue : Room 3598 (Lifts 27-28)

All are Welcome!