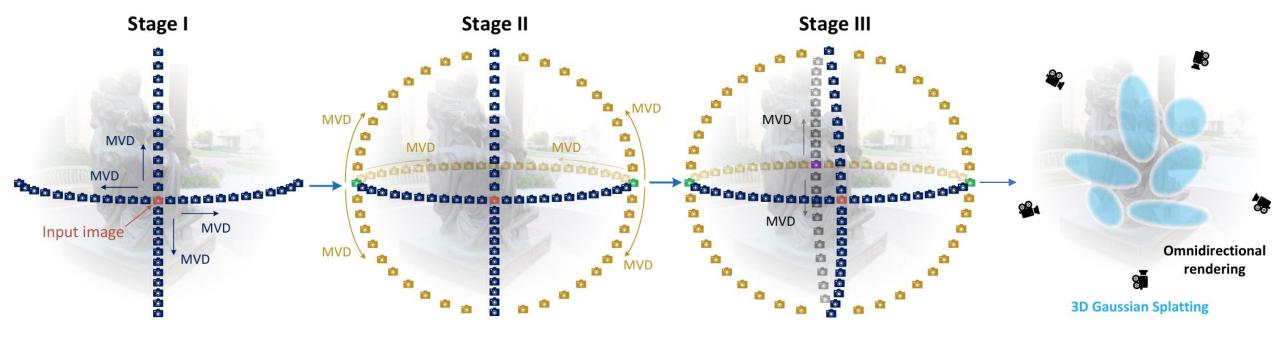




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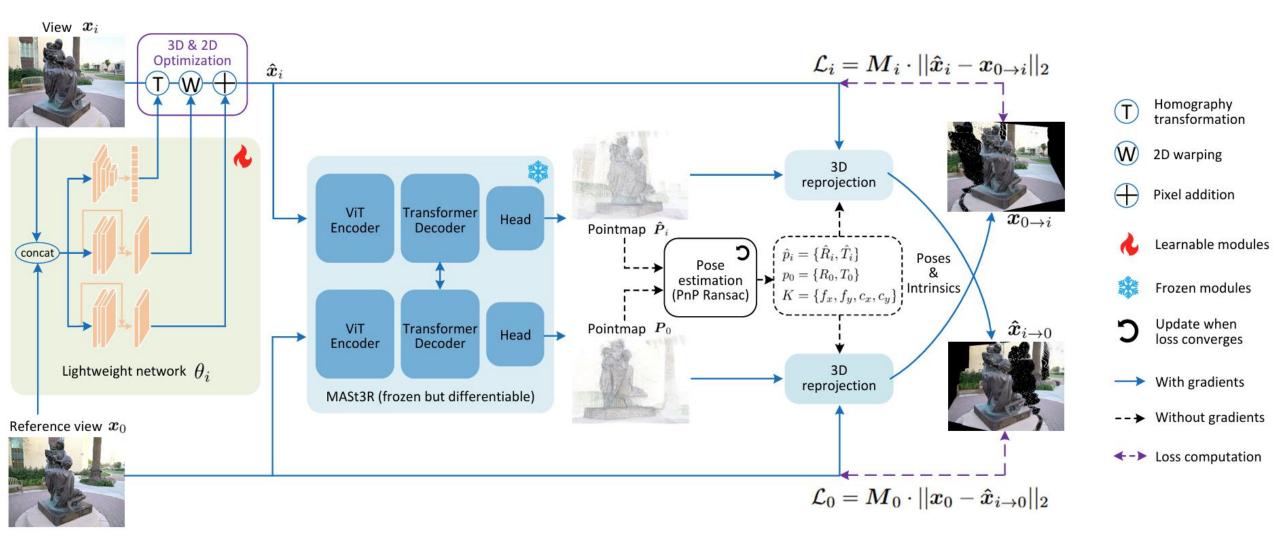
Overall framework



MVD: Multi-View Diffusion

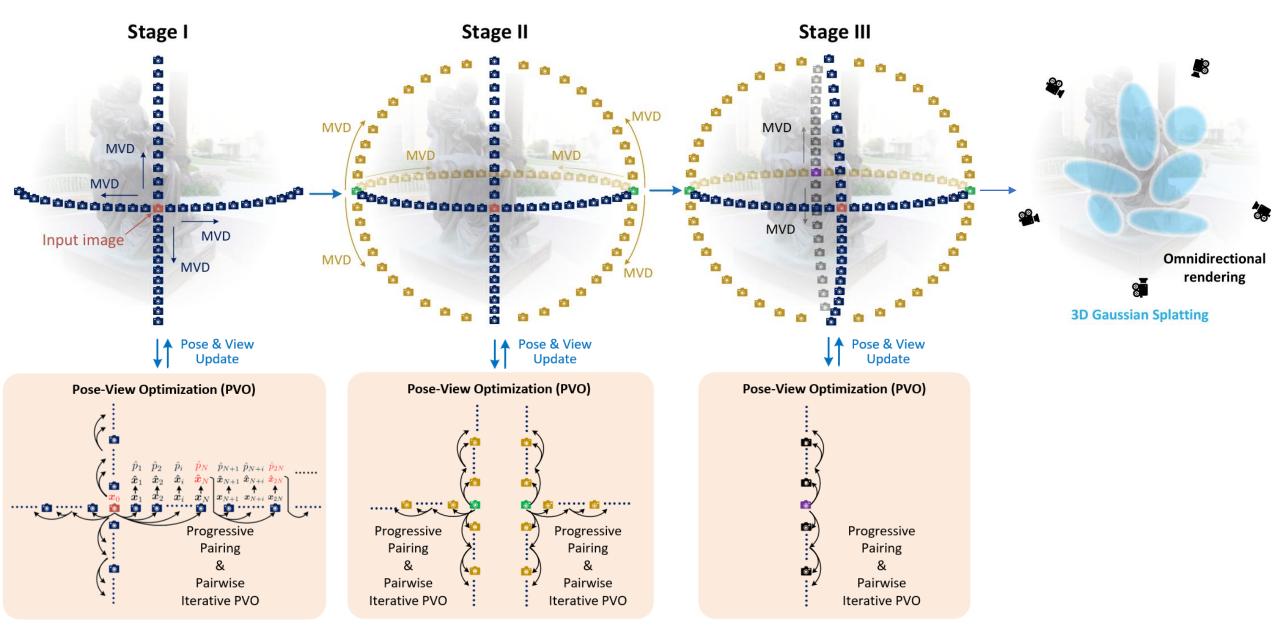
Challenge: Content distortions and geometric inconsistencies in generated novel views challenge the accurate 3D reconstruction.

The proposed Pose-View Optimization (PVO) method



The lightweight network and estimated poses are iteratively optimized until convergence

Progressive pairing and PVO



The proposed Pose-View Optimization (PVO) method

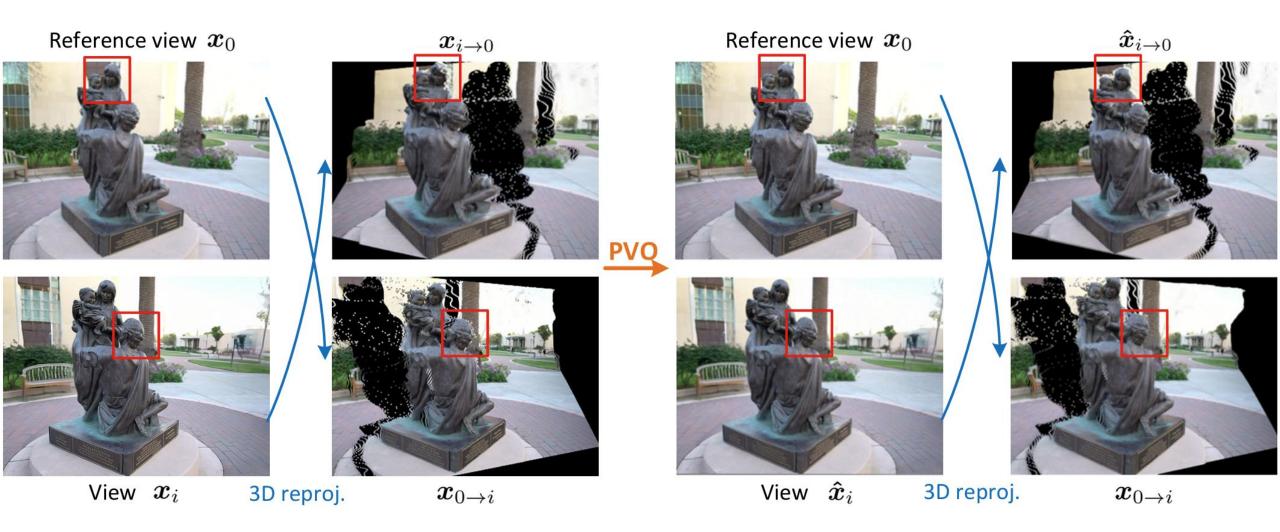


Table 1: Evaluation of rendered views in omnidirectional space.

Methods	Tanks and Temples			Mip-NeRF 360			DL3DV		
	PSNR ↑	SSIM ↑	LPIPS ↓	PSNR ↑	SSIM ↑	LPIPS ↓	PSNR ↑	SSIM ↑	LPIPS ↓
ZeroNVS [33]	12.67	0.4647	0.7506	13.40	0.2413	0.8299	11.28	0.4725	0.7074
ViewCrafter [51]	13.91	0.4714	0.5886	14.06	0.2420	0.7649	16.61	0.6185	0.3883
LiftImage3D [3]	14.85	0.4841	0.5781	14.27	0.2491	0.6479	16.21	0.6020	0.4844
Our Omni3D	16.30	0.5308	0.5166	15.89	0.2859	0.6369	17.08	0.6649	0.3348







Thank you for your attention

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