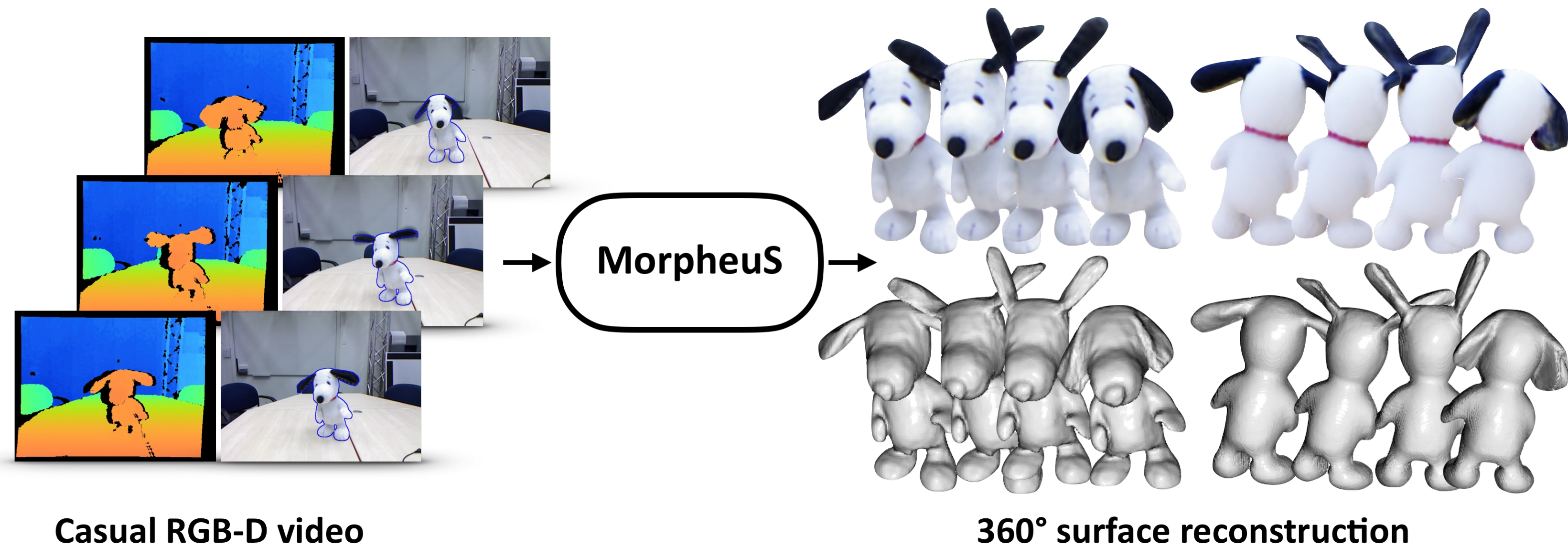


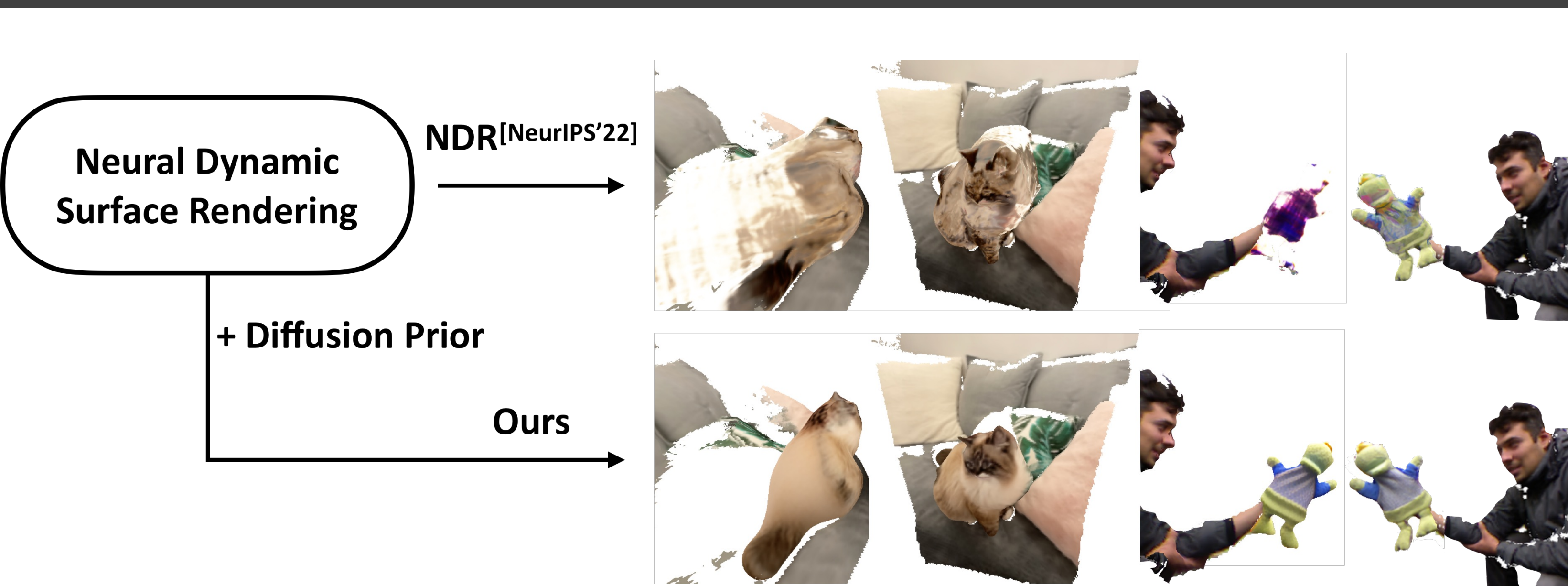


## 1. Introduction



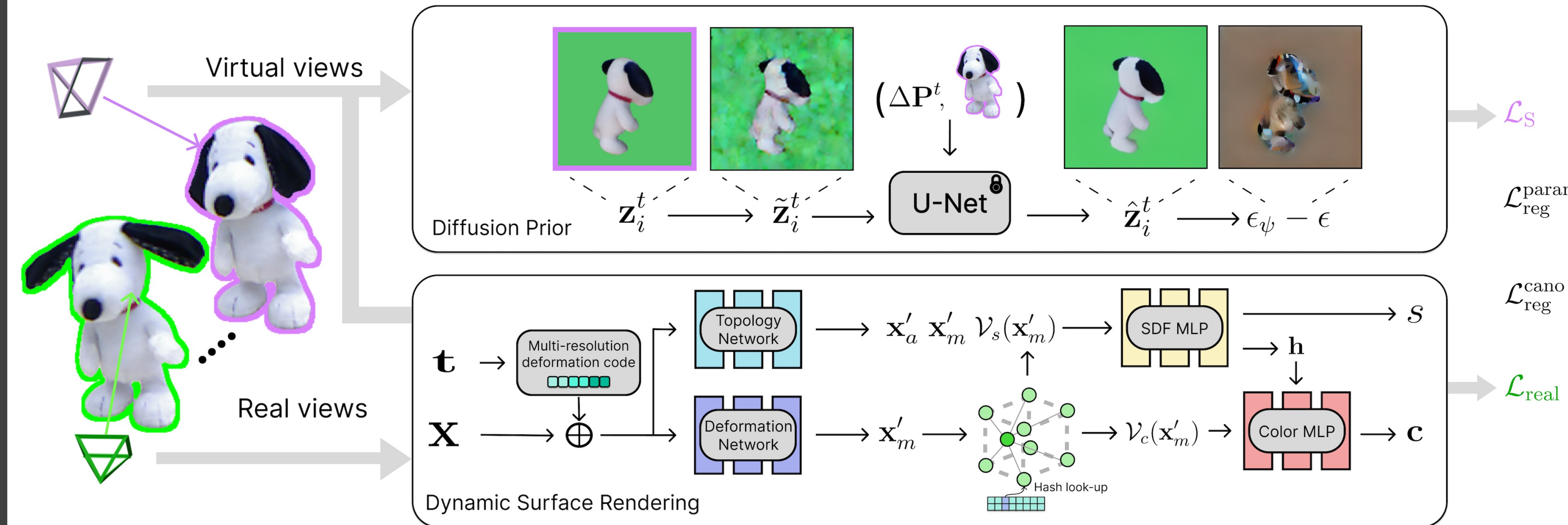
Goal: Dynamic 360° surface reconstruction from monocular RGB-D video

## 2. Key idea



Key idea: Leverage a diffusion prior with neural dynamic scene reconstruction pipeline to achieve metrically accurate reconstruction and photo-realistic completion

## 3. Pipeline



Supervision is from real view observations & knowledge distillation from a diffusion prior

## 5. Ablation

	Acc. [cm] ↓	Comp. [cm] ↓	Clip sim. ↑
w/o diffusion prior	0.99	<b>0.73</b>	82.68
w/o temporal condition	0.92	0.95	86.01
w/o angle weight	0.91	0.86	86.65
w/o depth	3.24	4.90	85.35
w/o canonical space	0.90	1.05	86.14
Full model	<b>0.88</b>	0.78	<b>86.77</b>

## 4. Qualitative results

