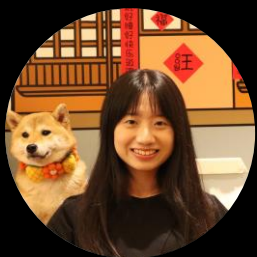


# UV Volumes for Real-time Rendering of Editable Free-view Human Performance



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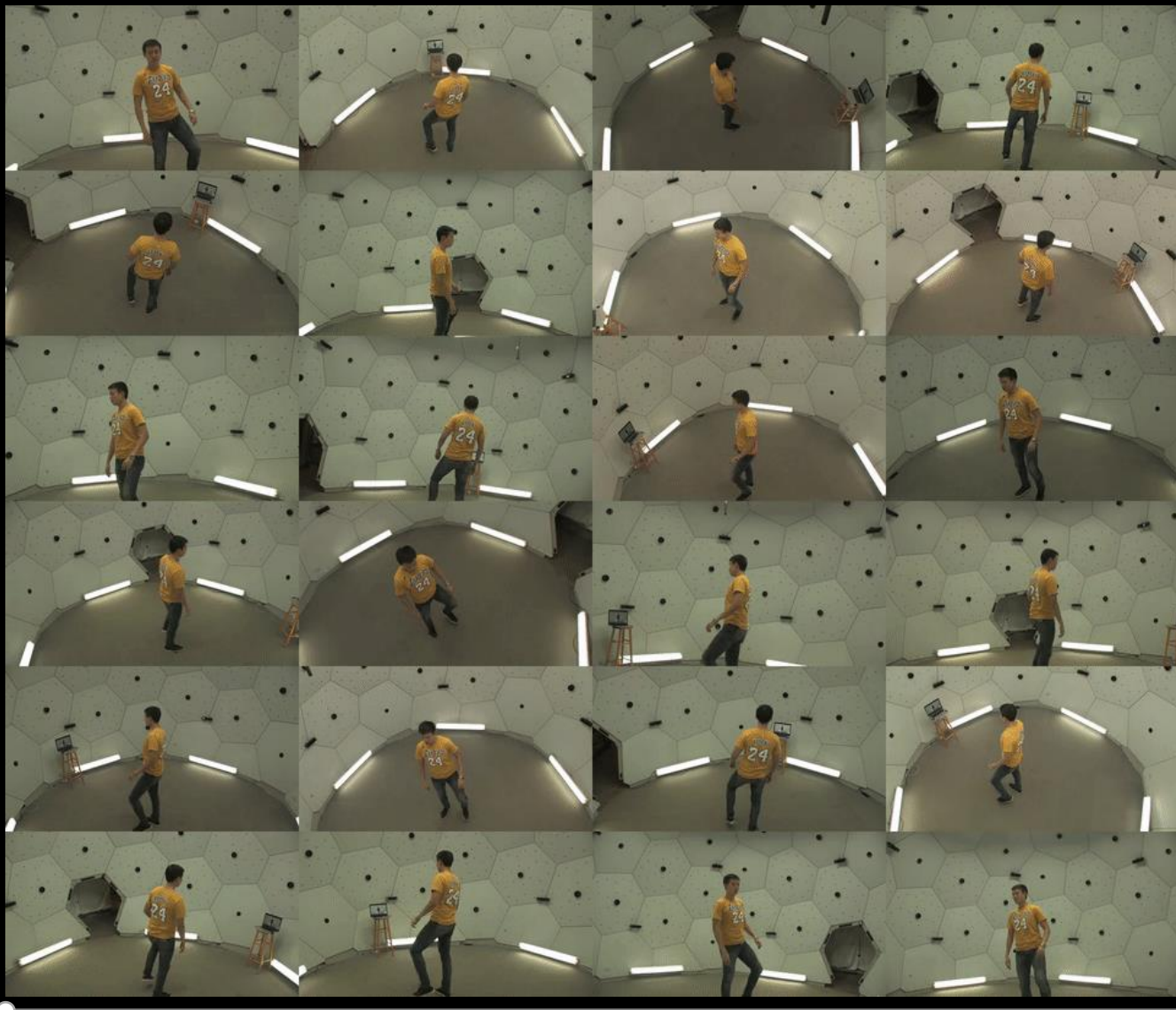
IAIR Est. 1986



ANT  
GROUP



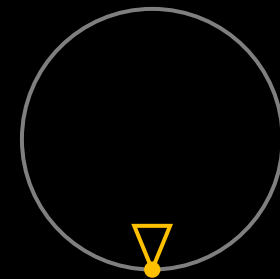
Tencent  
AI Lab



Input: multi-view videos



34FPS (for rendering only)



Novel view synthesis of dynamic human  
(Our result)

## Reposing

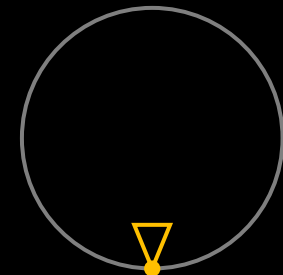


Side leg lifts

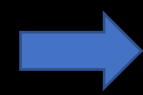
## Reshaping



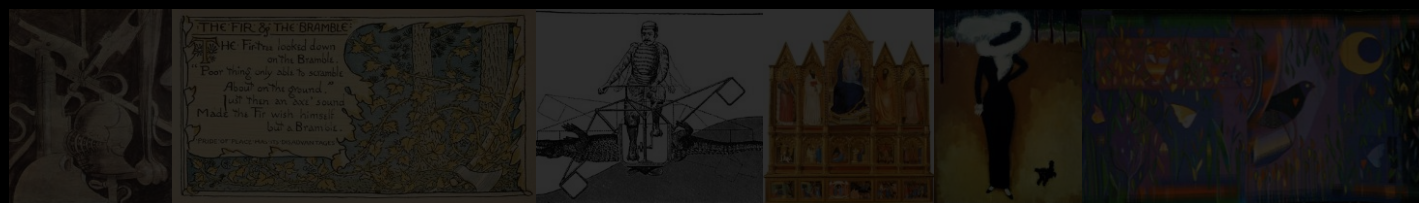
Shoulder-to-waist ratio



## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)



## Reposing

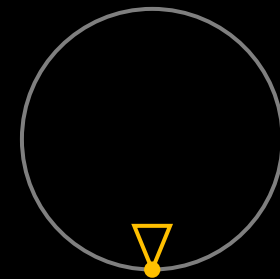


Side leg lifts

## Reshaping



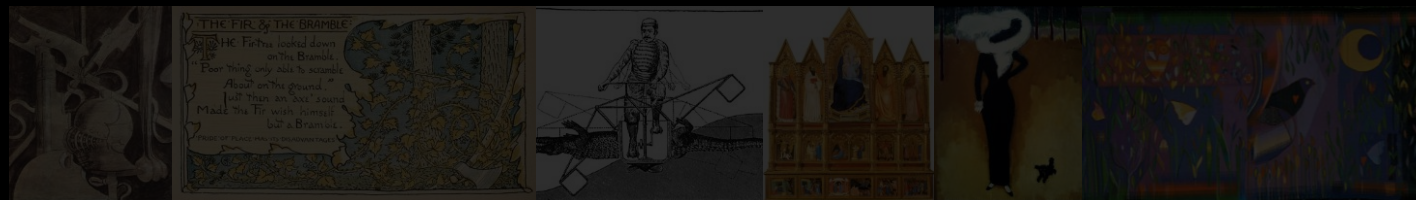
Shoulder-to-waist ratio



## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)

## Reposing

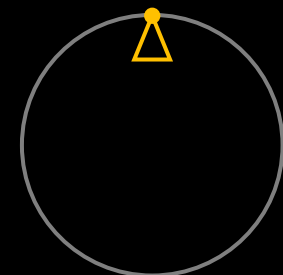


Side leg lifts

## Reshaping



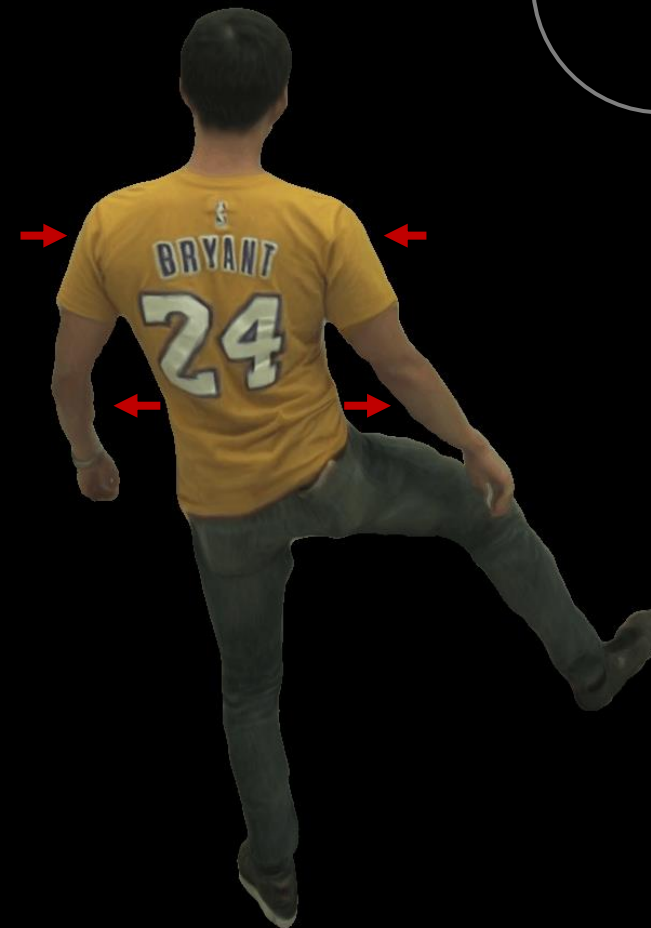
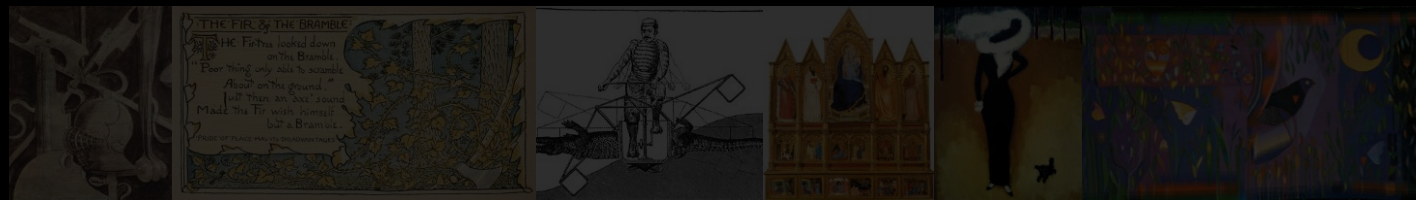
Shoulder-to-waist ratio



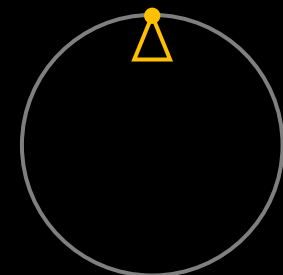
## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)



### Reposing



Side leg lifts

### Reshaping



Shoulder-to-waist ratio

### Texture Edit



### Texture Transfer



Novel view synthesis  
(Our result)

# Reposing

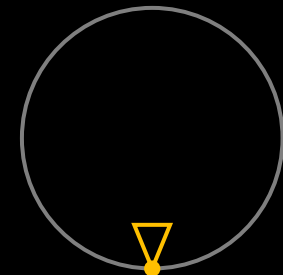


Side leg lifts

# Reshaping



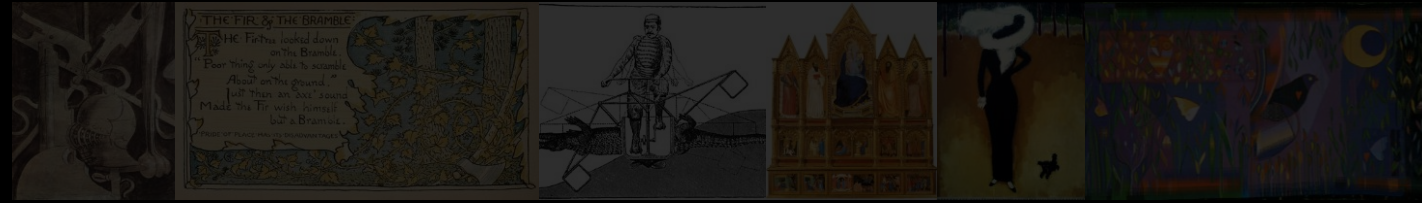
Shoulder-to-waist ratio



## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)



# Reposing

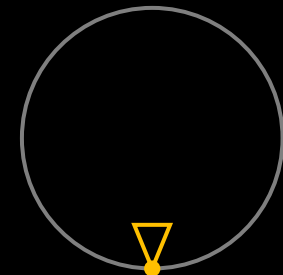


Side leg lifts

# Reshaping



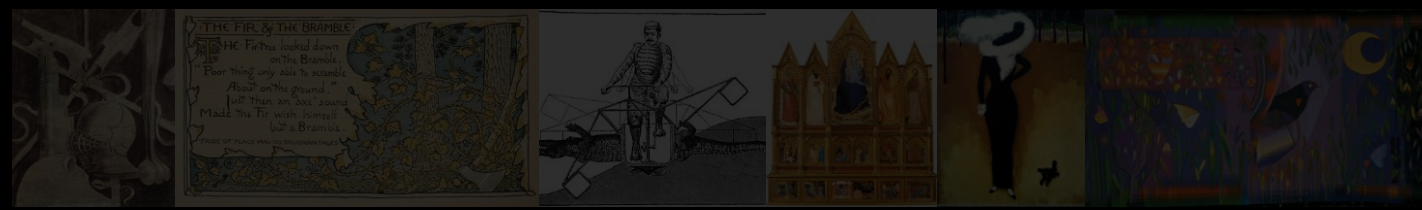
Shoulder-to-waist ratio



## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)



# Reposing

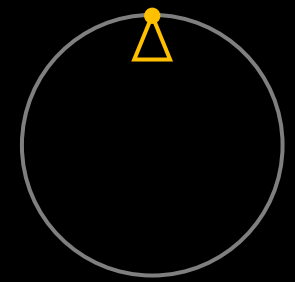


Side leg lifts

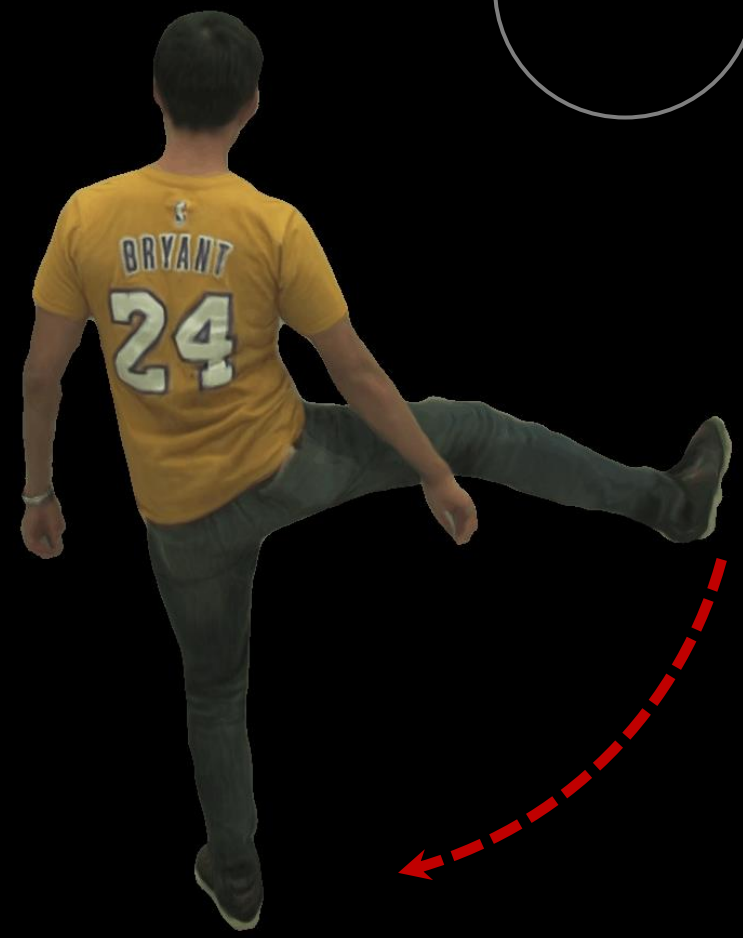
# Reshaping



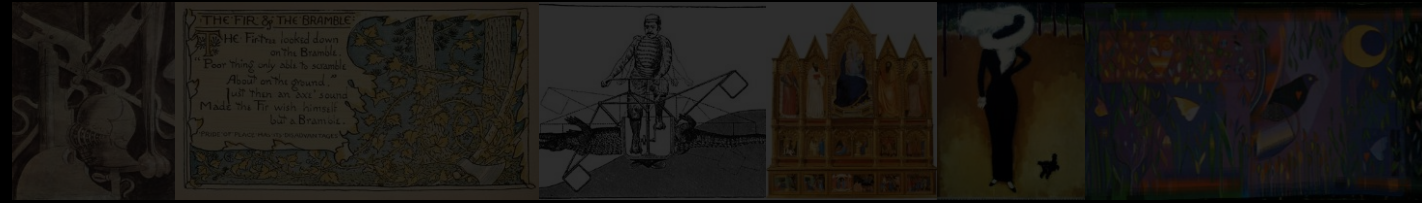
Shoulder-to-waist ratio



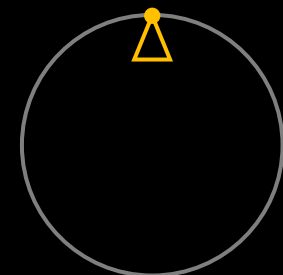
## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)



# Reposing



Side leg lifts

# Reshaping



Shoulder-to-waist ratio

## Texture Edit



## Texture Transfer



Novel view synthesis  
(Our result)

Reposing

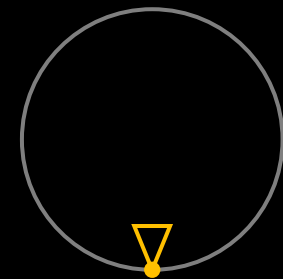


Side leg lifts

Reshaping



Shoulder-to-waist ratio



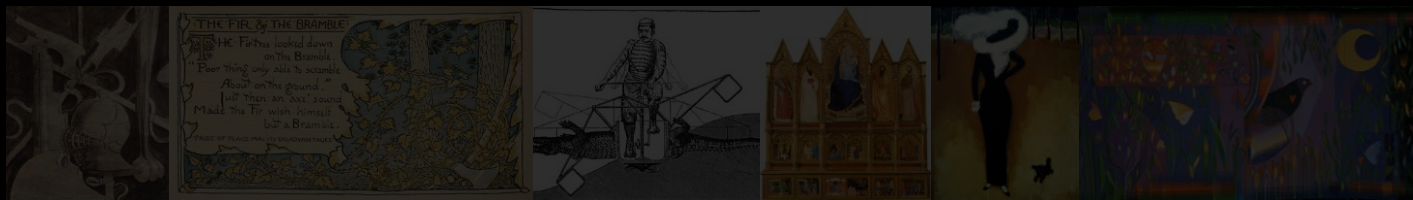
Texture Edit



Texture Transfer



Novel view synthesis of dynamic human (Our result)



Reposing

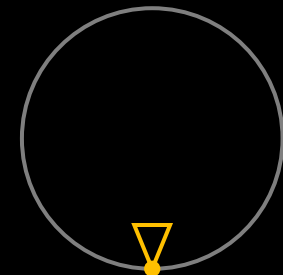


Side leg lifts

Reshaping



Shoulder-to-waist ratio



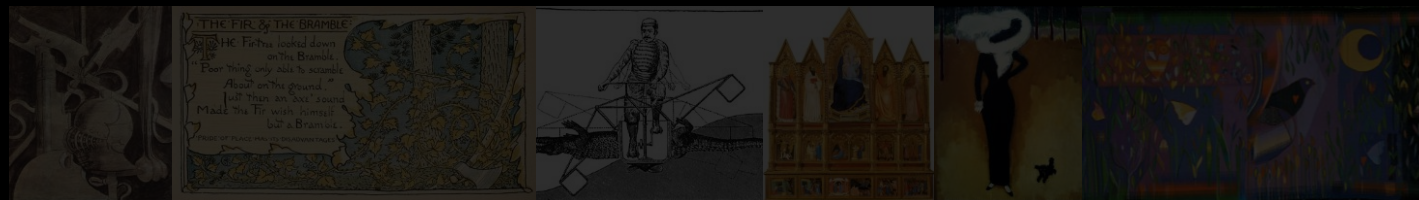
### Texture Edit



Texture Transfer



Novel view synthesis of dynamic human  
(Our result)





Reposing

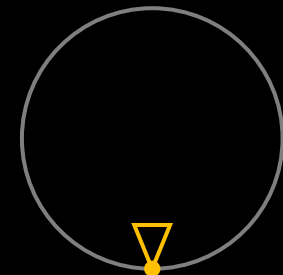


Side leg lifts

Reshaping



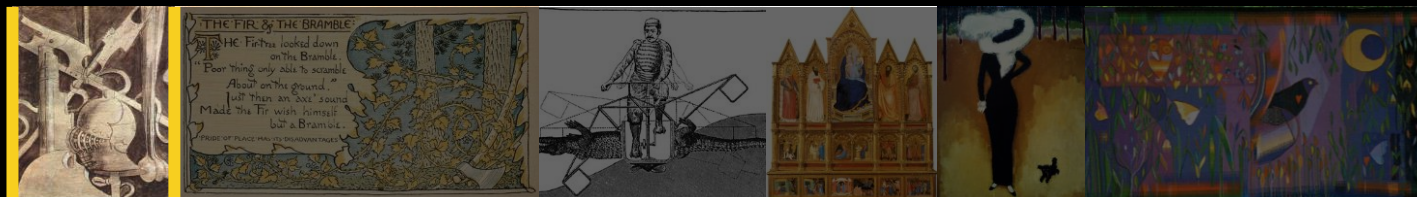
Shoulder-to-waist ratio



Texture Edit



Texture Transfer



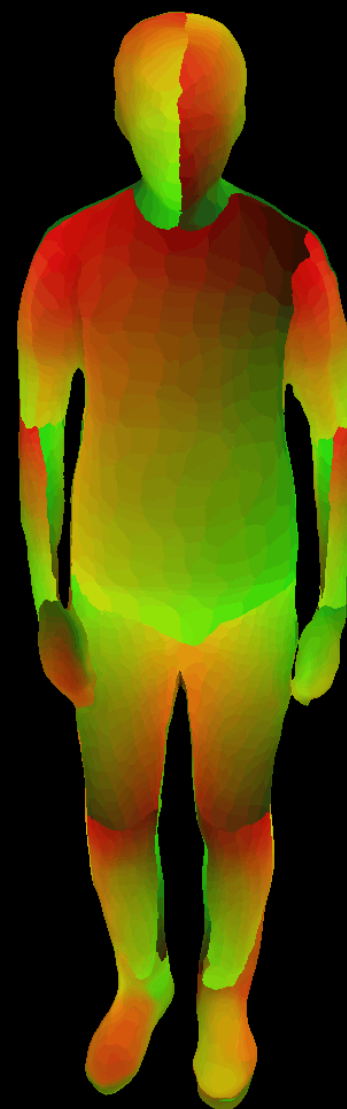
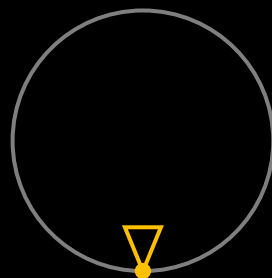
Novel view synthesis of dynamic human  
(Our result)

# Motivation

37FPS (for rendering only)



Pose-driven & view-dependent  
2D Neural Texture Stacks



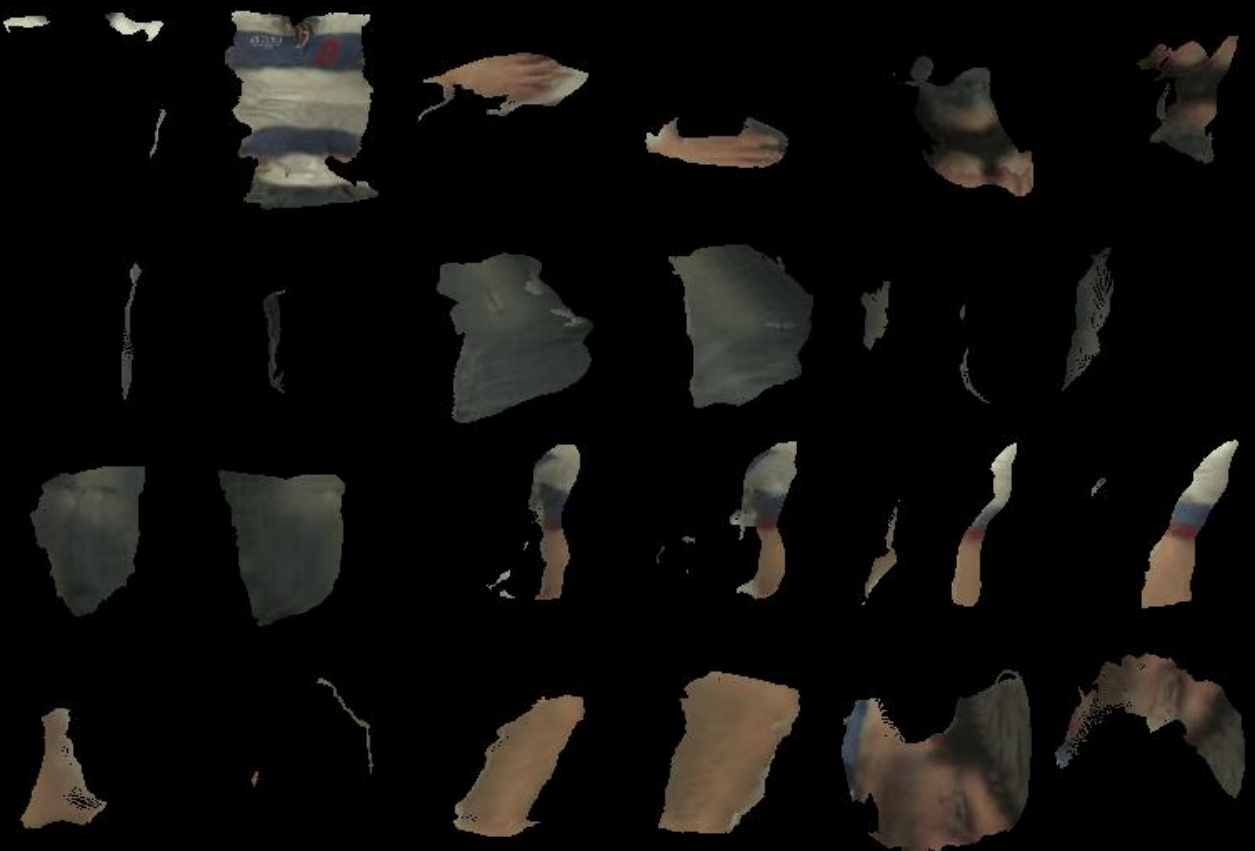
3D UV Volumes



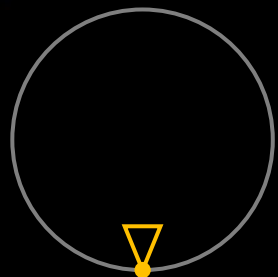
3D Human Performance

# Motivation

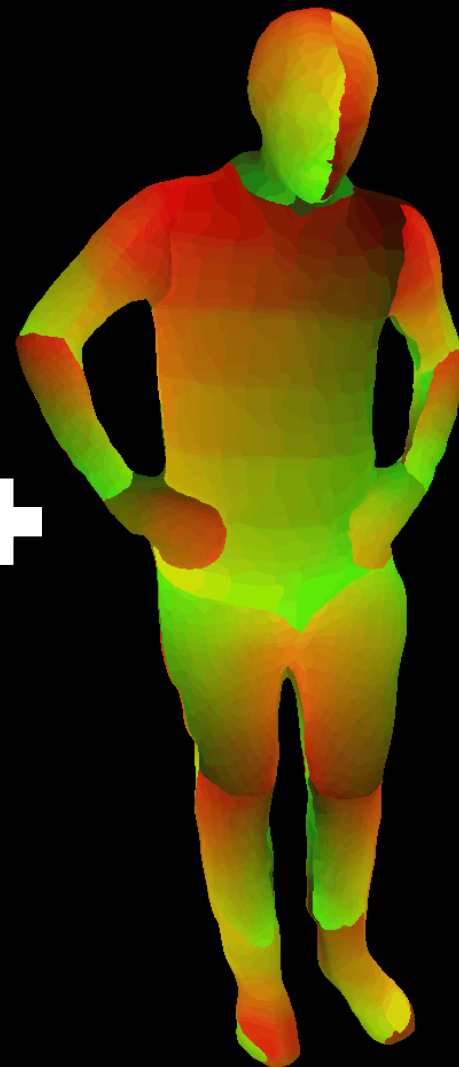
34FPS (for rendering only)



Pose-driven & view-dependent  
2D Neural Texture Stacks



+



3D UV Volumes

=



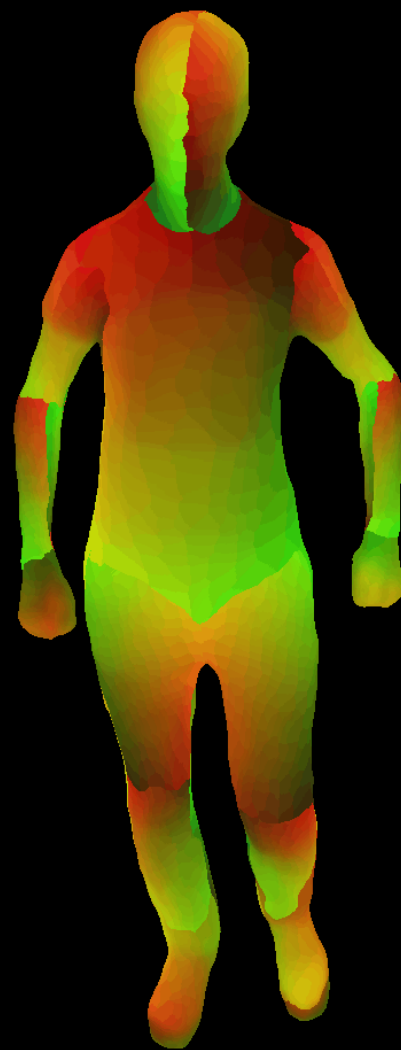
3D Human Performance

# Motivation

36FPS (for rendering only)



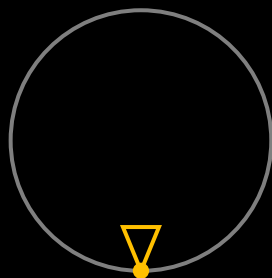
Pose-driven & view-dependent  
2D Neural Texture Stacks



3D UV Volumes



3D Human Performance



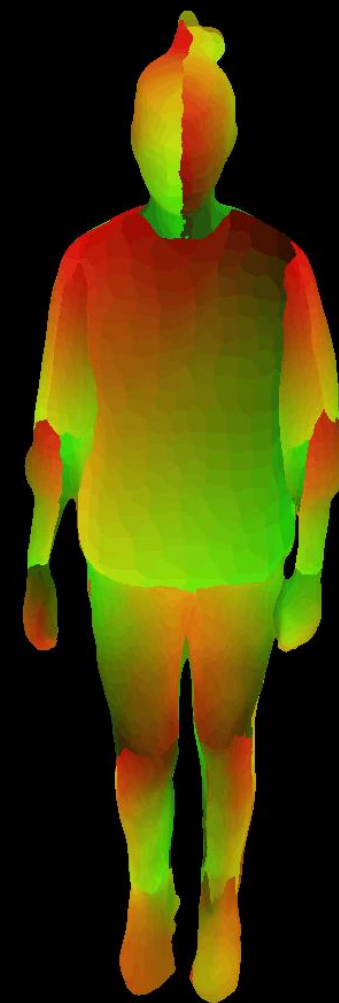
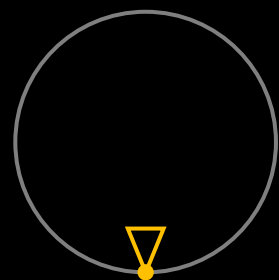


# Motivation

34FPS (for rendering only)



Pose-driven & view-dependent  
2D Neural Texture Stacks

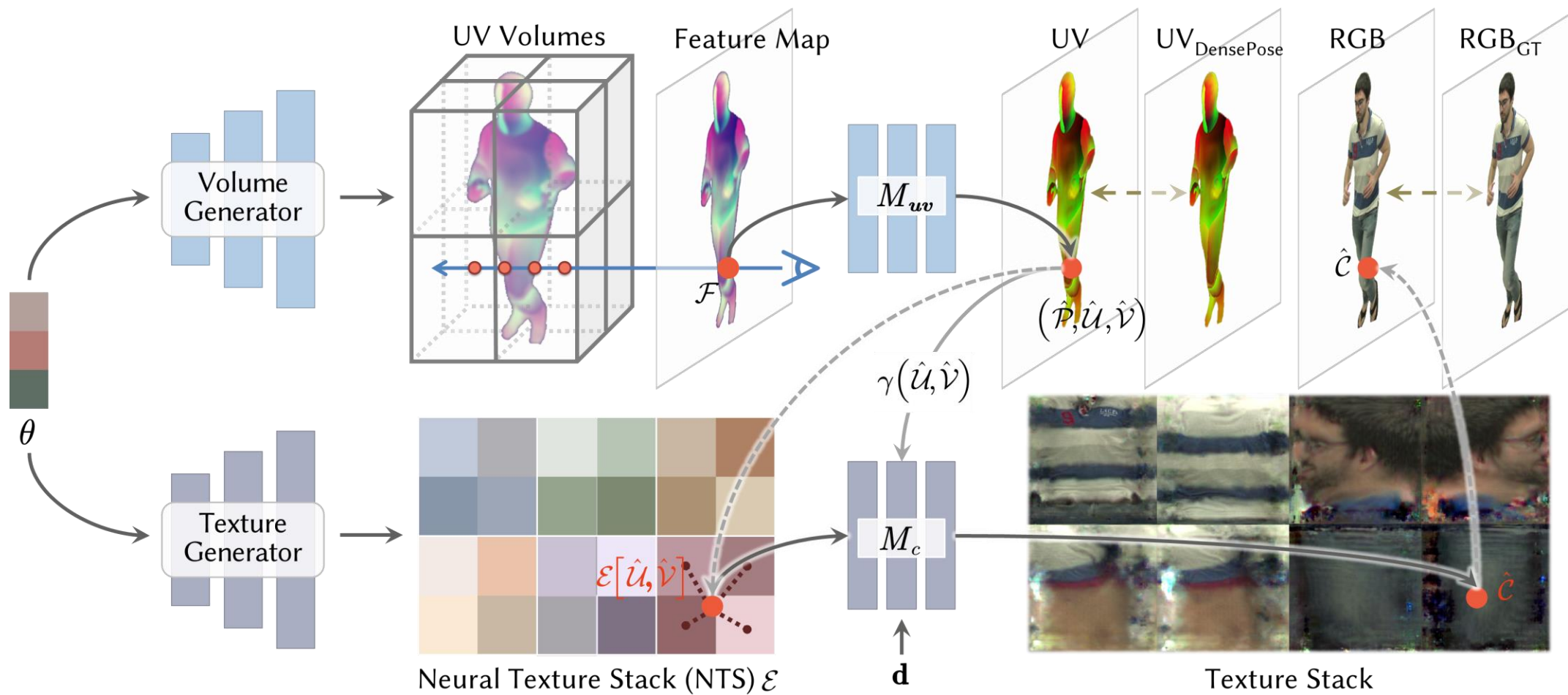


3D UV Volumes

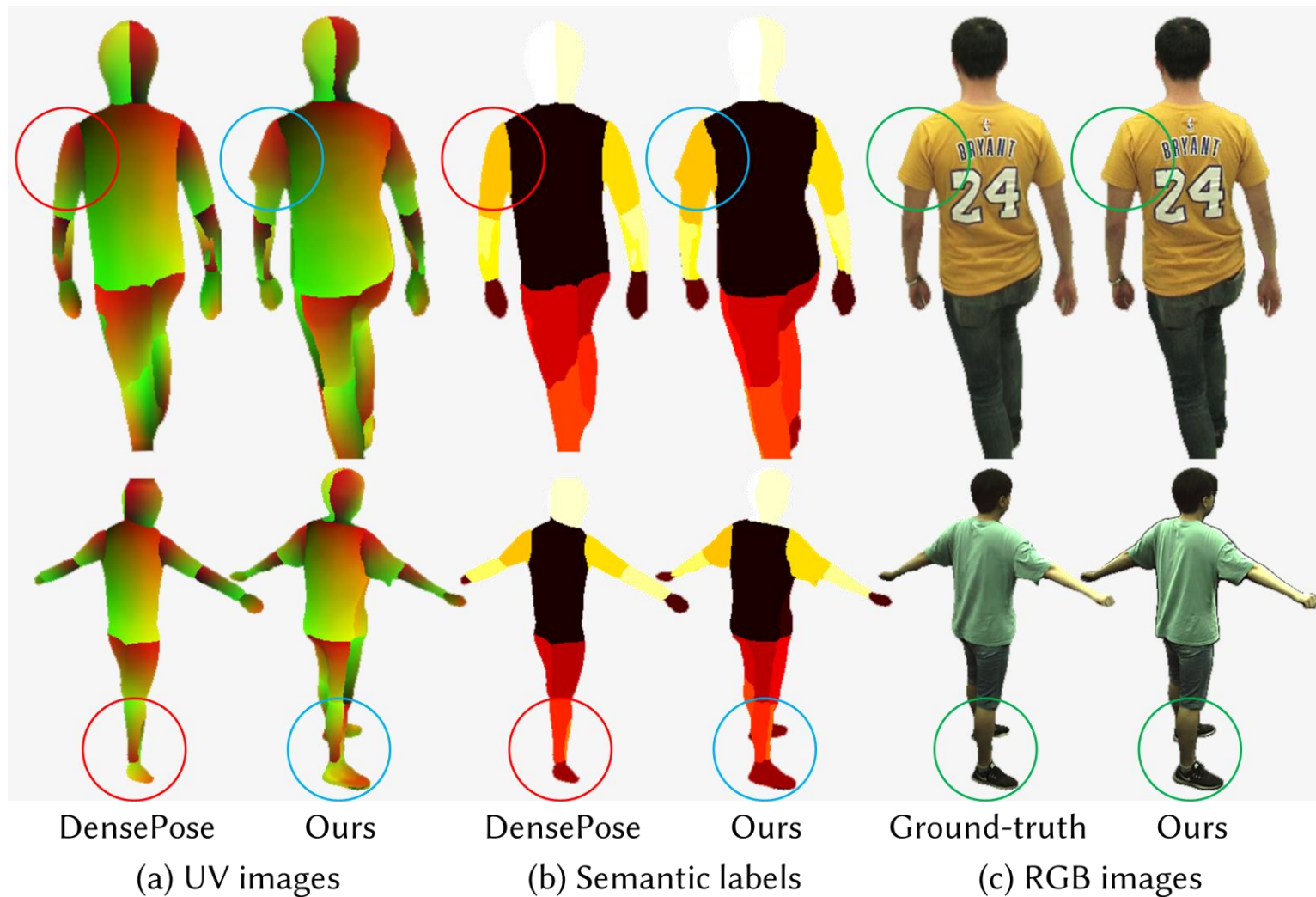


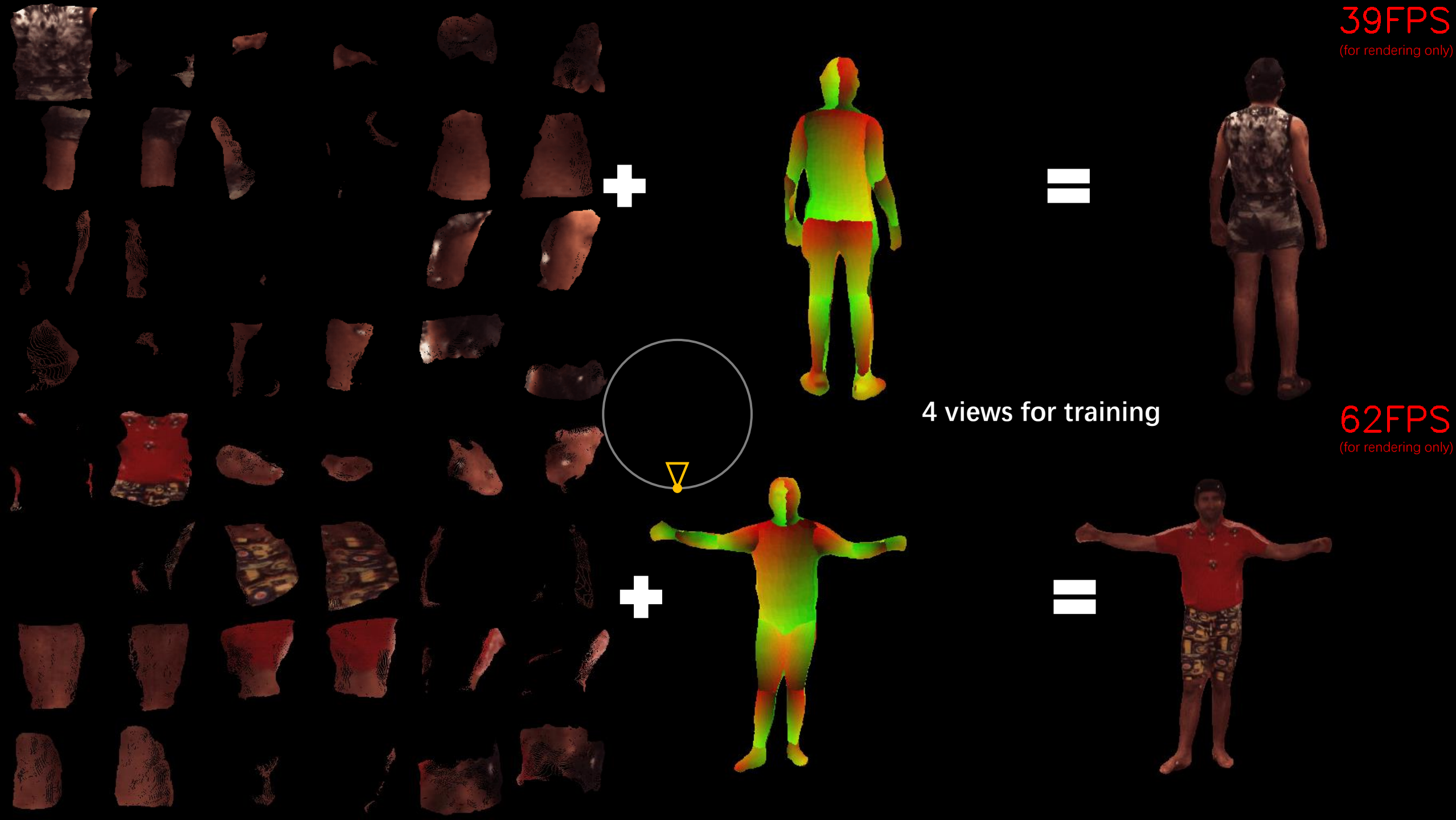
3D Human Performance

# Method



# Learning from noisy UV labels







# Novel View Synthesis



**0.99FPS**  
(for rendering only)

**DyNeRF**



**1.15FPS**  
(for rendering only)

**NeuralBody**



**0.94FPS**  
(for rendering only)

**Animatable-NeRF**



**36FPS**  
(for rendering only)

**Ours**



DyNeRF



NeuralBody



Animatable-NeRF



Ours

Novel View Synthesis

1.01FPS (for rendering only)

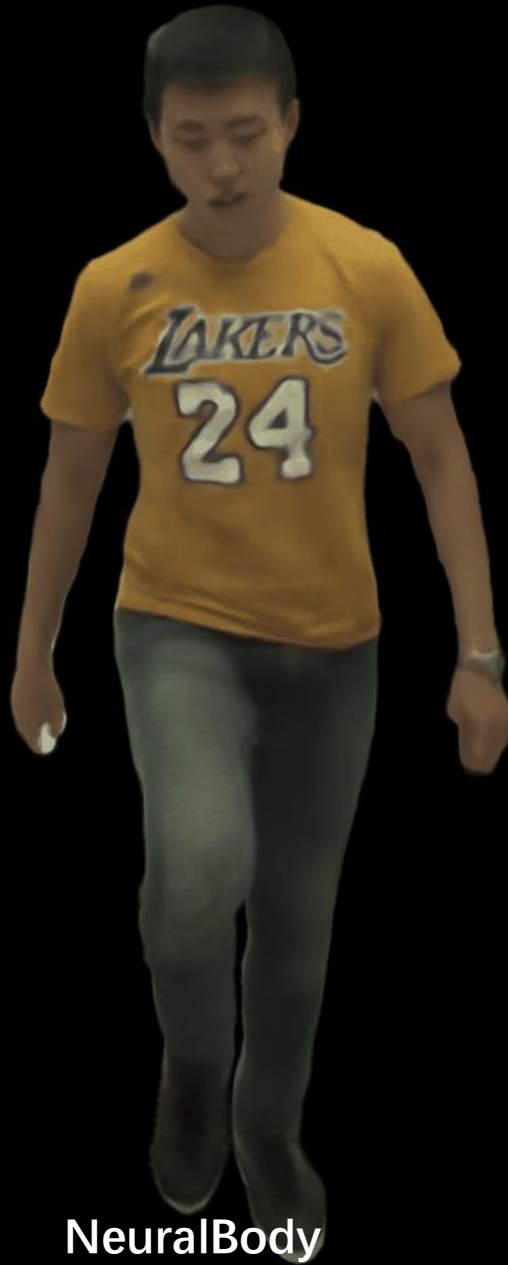
1.11FPS (for rendering only)

0.86FPS (for rendering only)

36FPS (for rendering only)



DyNeRF



NeuralBody



Animatable-NeRF



Ours





DyNeRF



NeuralBody



Animatable-NeRF



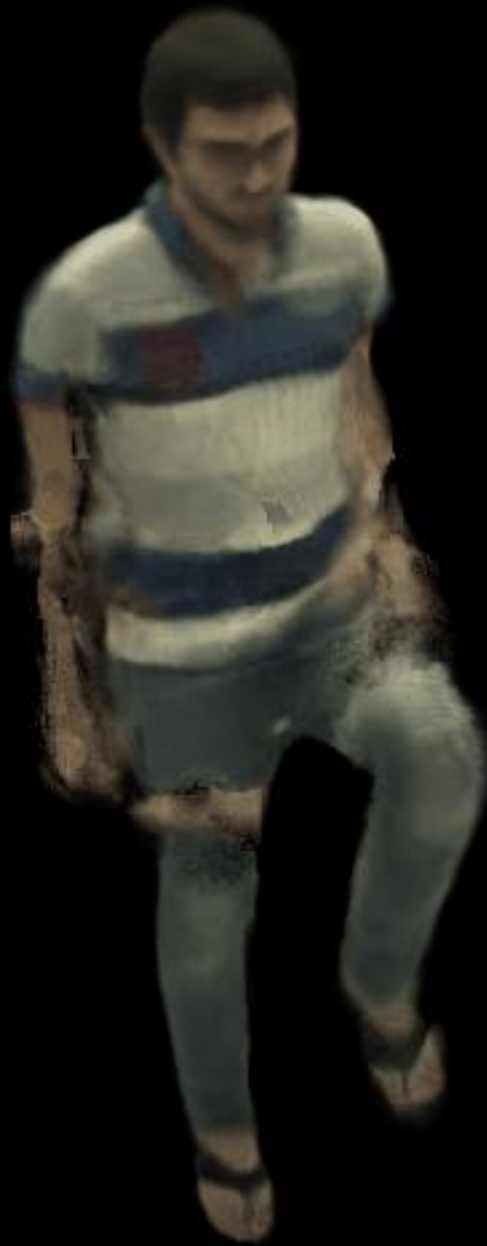
Ours

Reposing

Reposing



NeuralBody



Animatable-NeRF



Ours

Reposing



NeuralBody



Animatable-NeRF



Ours



Reshaping



Smaller

Stronger

Fatter

Slimmer

# Retexturing

