# Feature 3DGS: Supercharging 3D Gaussian Splatting to Enable Distilled Feature Fields

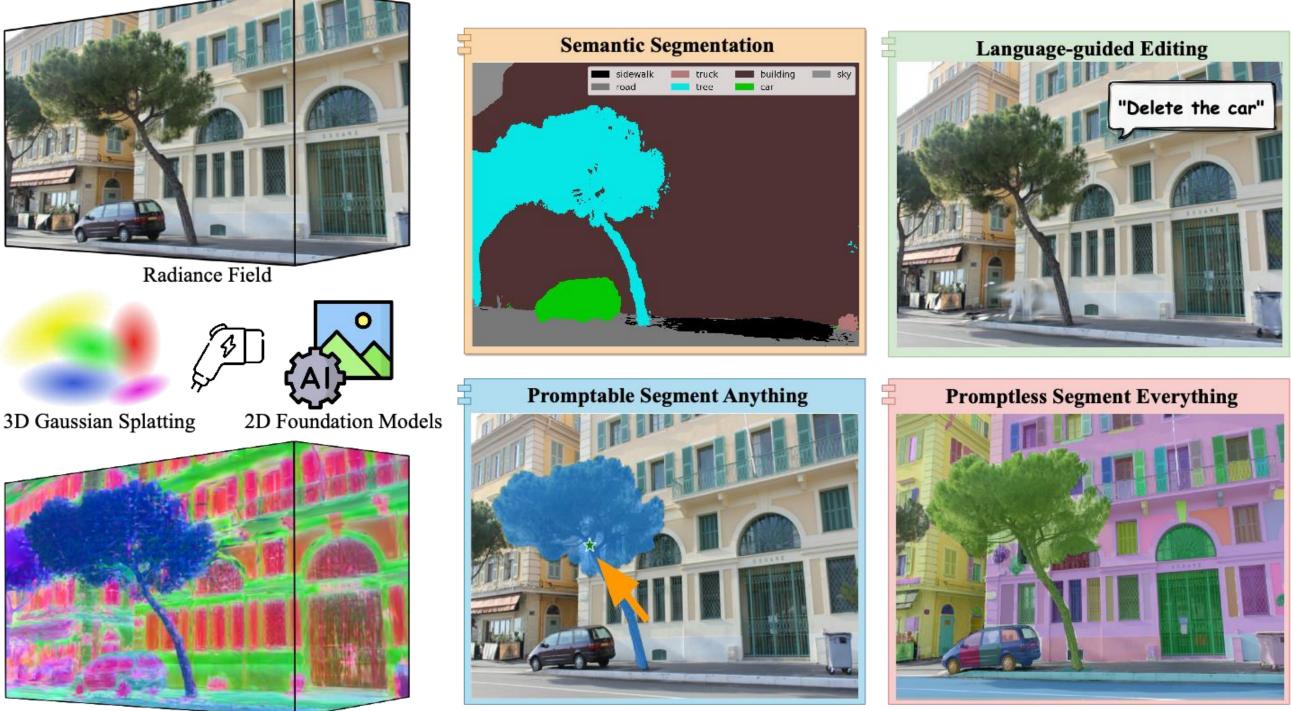






## Contributions

- A brand new semantic, editable, and promptable explicit 3D scene representation empowered by 3D Gaussian Splatting<sup>[1]</sup> and 2D foundation models.
- A general feature field distillation framework capable of working with a variety of foundation models such as CLIP-LSeg, Segment Anything (SAM) and so on.
- Performance and runtime improvements over the highest-quality previous NeRF-based method.



Beyond mere novel view synthesis, Feature 3DGS now encompasses a range of functionalities, including semantic segmentation, languageguided editing, and promptable segmentations from any novel view.

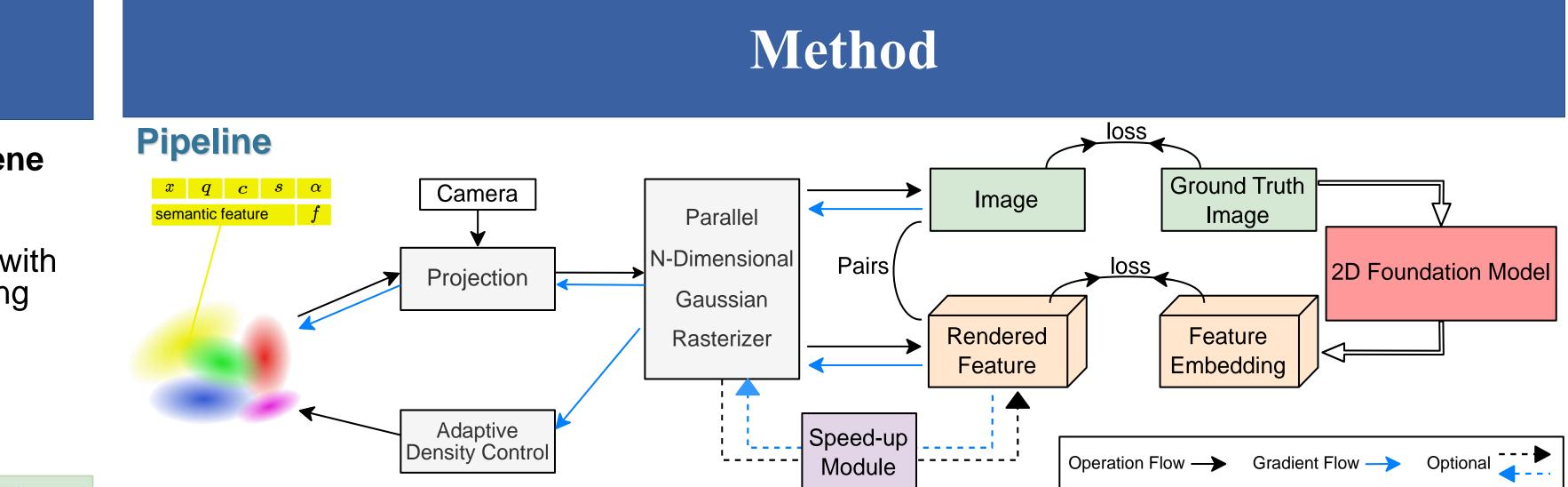
## References

[1] Kerbl, Bernhard, et al. "3d gaussian splatting for real-time radiance field rendering." ACM Transactions on Graphics (2023). [2] Kobayashi, Sosuke, et al. "Decomposing nerf for editing via feature field distillation." Advances in Neural Information Processing Systems (2022).



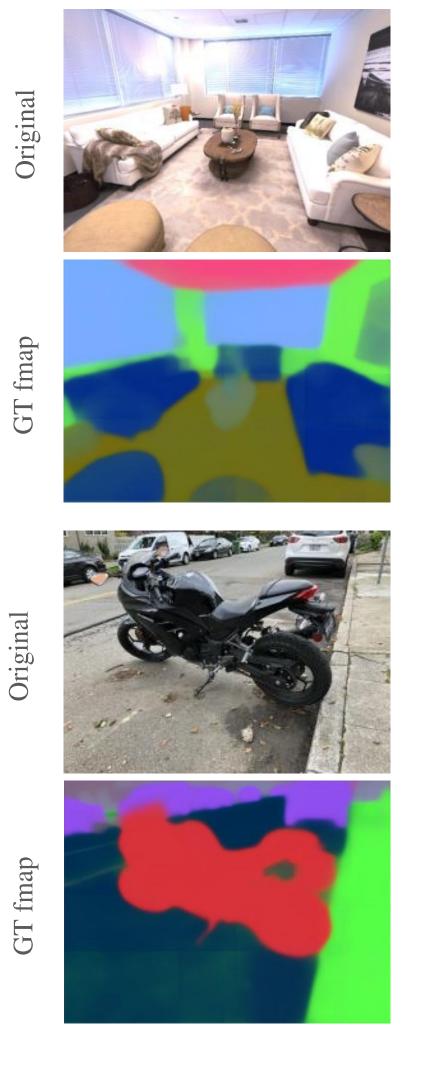
https://feature-3dgs.github.io/

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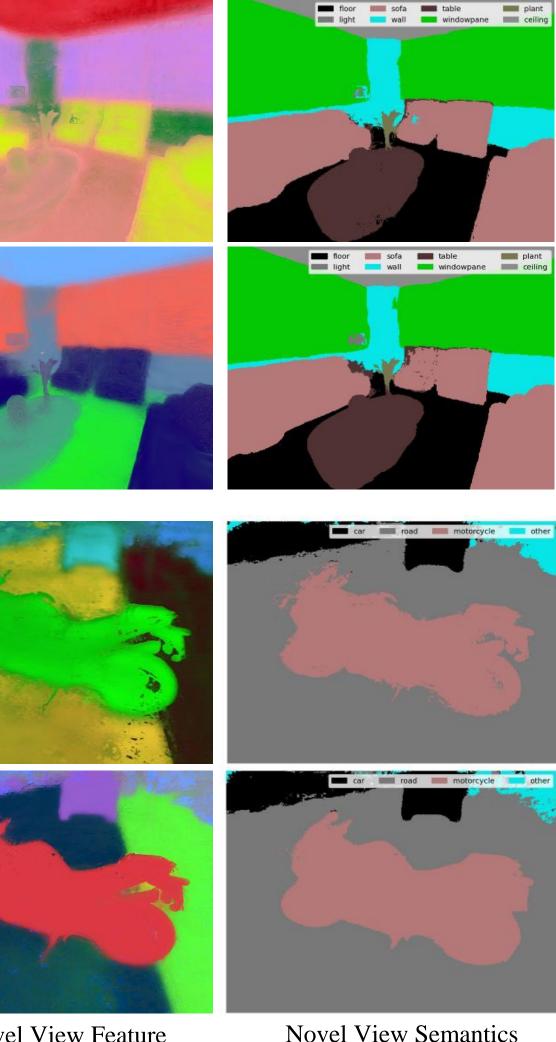
By incorporating a *semantic feature* as an essential attribute on each 3D Gaussian, our key innovation is the Parallel N-dimensional Gaussian Rasterizer, complemented by an optional convolutional speed-up module. This approach efficiently renders arbitrary highdimensional features without compromising downstream performance.

### **3D Semantic Feature Field compared with NeRF-DFF**<sup>[2]</sup>





Novel View



### Novel View Feature

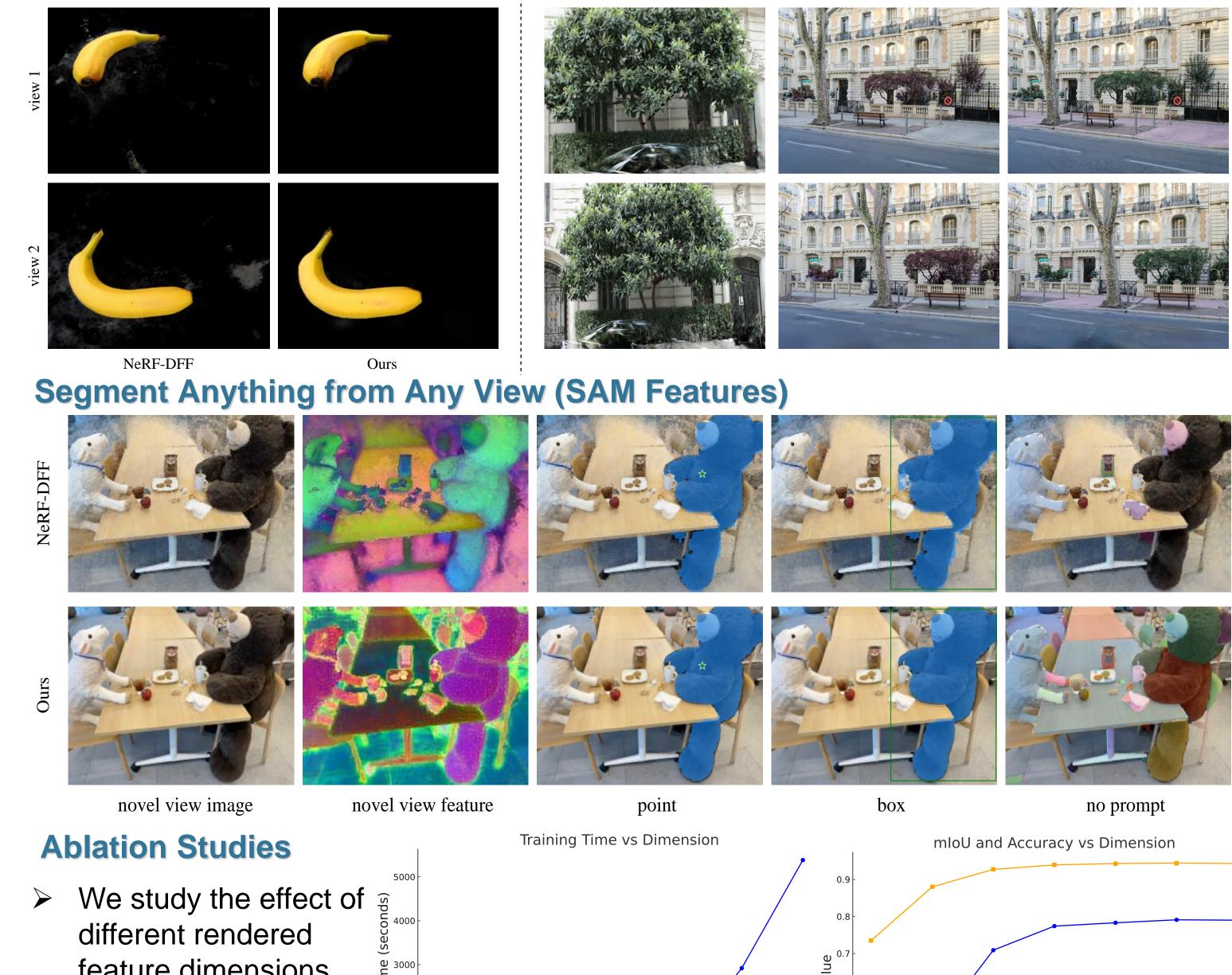
Novel View Semantics

### Language-guided Editing (CLIP Features)





"Extract the banana"

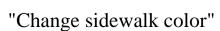


feature dimensions regarding training time and downstream performance.



## **Experimental Results**







"Delete the c







Dimension (log scale)

--- Accuracy 256 64 128 Dimension (log scale)