

Figure A1: **Ablation study of our two-stage optimization process.** We show that using our second stage process from the beginning of optimization fails to generate reasonable geometry. Using only the first stage (SDS) produces over-saturated and over-smoothed results. The two-stage process outperforms both variants.



Figure A2: **Ablation study of negative prompts.** We compare SDS results with those from the two-stage optimization (bridge) using our negative prompts and the GPT-generated negative prompts (GPT 1 is the first, GPT 2 second, GPT 3 third). All negative prompts produce similar results and outperform the SDS baseline.

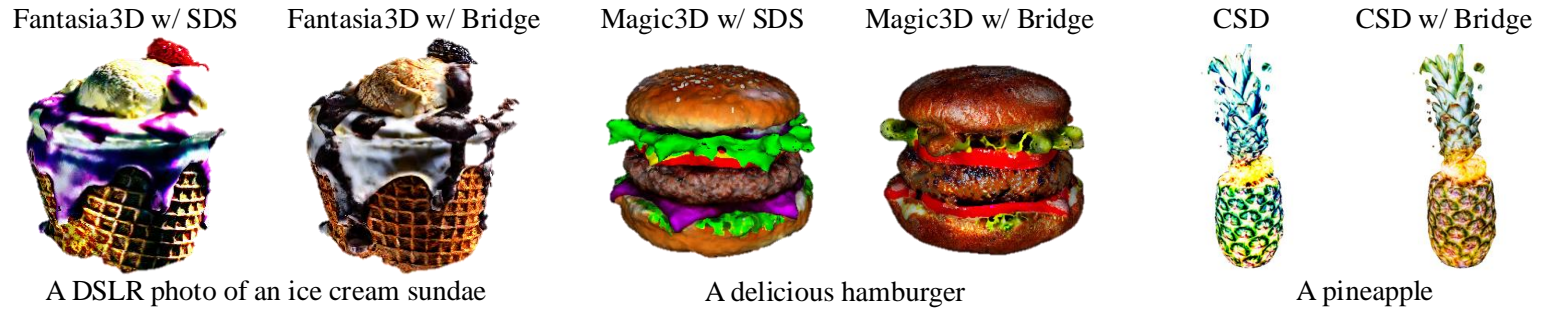


Figure A3: **Comparison with more text-to-3D baselines.** We apply our two-stage optimization as a drop-in replacement of SDS in Fantasia3D, Magic3D and CSD for texture refinement. We notice that this change greatly improves details, visual quality, and reduces SDS artifacts.



Figure A4: **MVDream and SDXL.** We compare SDS with our two-stage process in two new settings (MVDream & SDXL). The two-stage process produces more natural colors and realistic details.

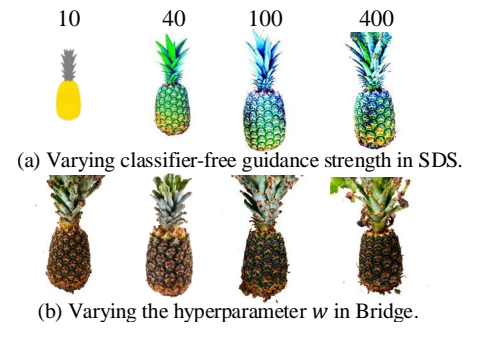


Figure A5: Sensitivity of the classifier-free guidance weight in SDS and w in Bridge.



Figure A6: **Reducing first-order approximation error improves generation quality.** Using full PF-ODE simulation ("Full-path") to replace single-step prediction improves visual quality in all settings.