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POSITIONAL ENCODING FIELD —SUPPLEMENTARY MATERIALS—

Anonymous authors

Paper under double-blind review



Source view



Ours



ViewCrafter



Gen3C

Figure 1: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, ViewCrafter produces only a small rotation with hand distortions and skin color changes, GEN3C introduces facial distortions.

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Figure 2: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, CameraCtrl and ZeroNVS both cause facial distortions.

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Source view

Ours

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See3D

MVGenMaster

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Figure 3: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, See3D yields inaccurate viewpoint changes and significantly alters the original appearance, MVGenMaster fails to complete reasonable content for the human face.

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Source view

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ViewCrafter

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Ours



Gen3C

Figure 4: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, ViewCrafter produces only a small rotation with hand distortions and skin color changes, GEN3C introduces facial distortions.

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Figure 5: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, CameraCtrl and ZeroNVS both cause facial distortions.

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Figure 6: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, See3D and MVGenMaster both introduce distortions in the human face and shoes.

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Source view

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Ours



ViewCrafter

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Gen3C

Figure 7: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, ViewCrafter produces only a small rotation but completely distorts the face, GEN3C introduces facial distortions.

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Figure 8: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, DimensionX completely distorts the human figure, Voyager introduces facial distortions.

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Source view

Ours

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SEVA

FlexWorld

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Figure 9: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, SEVA completely distorts the human face, FlexWorld introduces facial distortions.

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Source view

Ours

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ViewCrafter

Gen3C

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Figure 10: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, ViewCrafter completely distorts the human figure, GEN3C introduces facial artifacts.

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Source view



Ours



CameraCtrl



ZeroNVS

Figure 11: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, CameraCtrl and ZeroNVS both cause facial distortions.

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Figure 12: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, NVS-Solver shows little change but introduces some distortions, GenWarp produces blurred results.

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696 Figure 13: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30°
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Source view

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NVS-Solver

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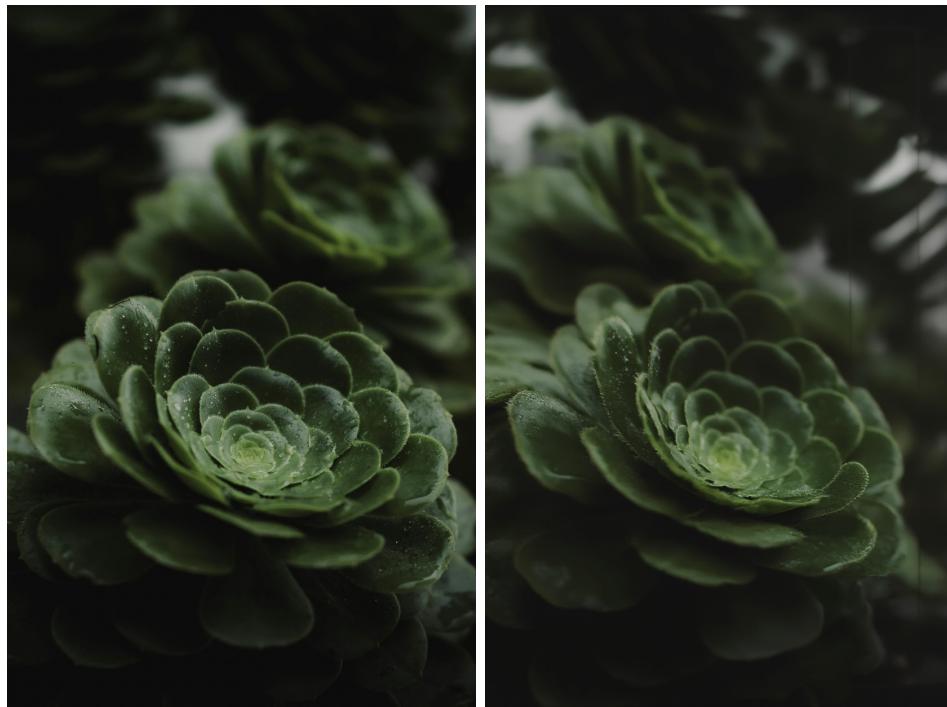
Ours



GenWarp

Figure 14: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, NVS-Solver introduces distortions on the sheep and alters the overall color tone, GenWarp produces smaller changes but still distorts the sheep.

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Figure 15: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, DimensionX and Voyager both alter the shape of the flowers.

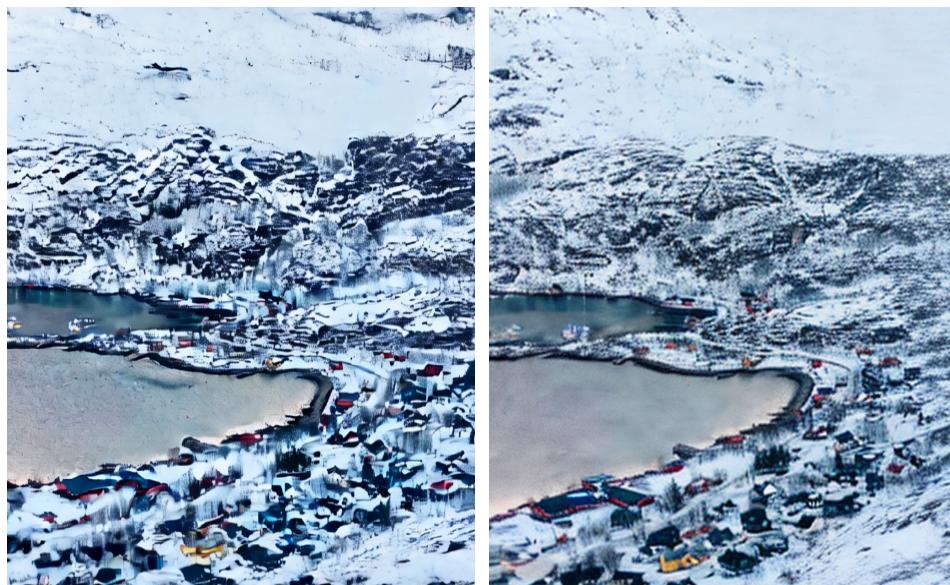
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Source view

Ours

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NVS-Solver

GenWarp

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Figure 16: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, NVS-Solver and GenWarp show little change but generate blurred images.

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Figure 17: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, NVS-Solver and GenWarp both introduce object distortions and produce blurred results.

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Figure 18: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, See3D distorts the scene, and MVGenMaster adds noise to the results.

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Source view

Ours

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DimensionX

Voyager

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Figure 19: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, DimensionX and Voyager both alter the shape of the goblet.

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Figure 20: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, SEVA produces completely distorted results, FlexWorld introduces object distortions and alters the overall image style.

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Source view

Ours

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NVS-Solver

GenWarp

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Figure 21: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, NVS-Solver shows little change but introduces some distortions, GenWarp produces blurred results.

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Source view

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See3D



MVGenMaster

Figure 22: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, See3D distorts the scene, and MVGenMaster adds noise to the results.

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Source view

Ours

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SEVA

FlexWorld

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Figure 23: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° leftward rotation, SEVA shows little change, FlexWorld affects the floor patterns.

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1293 Figure 24: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30°
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Source view

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FLUX.1 Kontext



Qwen-Image-Edit

Figure 25: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, FLUX only rotates the person without rotating the background, Qwen rotates in the opposite direction and also changes the person's pose.

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Source view

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Ours

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FLUX.1 Kontext



Qwen-Image-Edit

Figure 26: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, FLUX shows only minor changes without rotating the background, Qwen alters the person's pose and expression without rotating the background.

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Source view

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FLUX.1 Kontext

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Ours



Qwen-Image-Edit

Figure 27: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, FLUX shows only minor changes, Qwen changes the person's pose without rotating the background.

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Figure 28: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, FLUX only rotates the person’s head, Qwen changes the person’s pose.

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Source view



Ours

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FLUX.1 Kontext



Qwen-Image-Edit

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Figure 29: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, FLUX shows only minor changes, Qwen changes the person's pose.

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Figure 30: Supplementary novel view synthesis (NVS) examples on in-the-wild images. For the 30° rightward rotation, FLUX shows only minor changes, Qwen changes the person's pose.

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Figure 31: Supplementary 3D-aware object editing examples on Objectron dataset.

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Input

Transformation

Result

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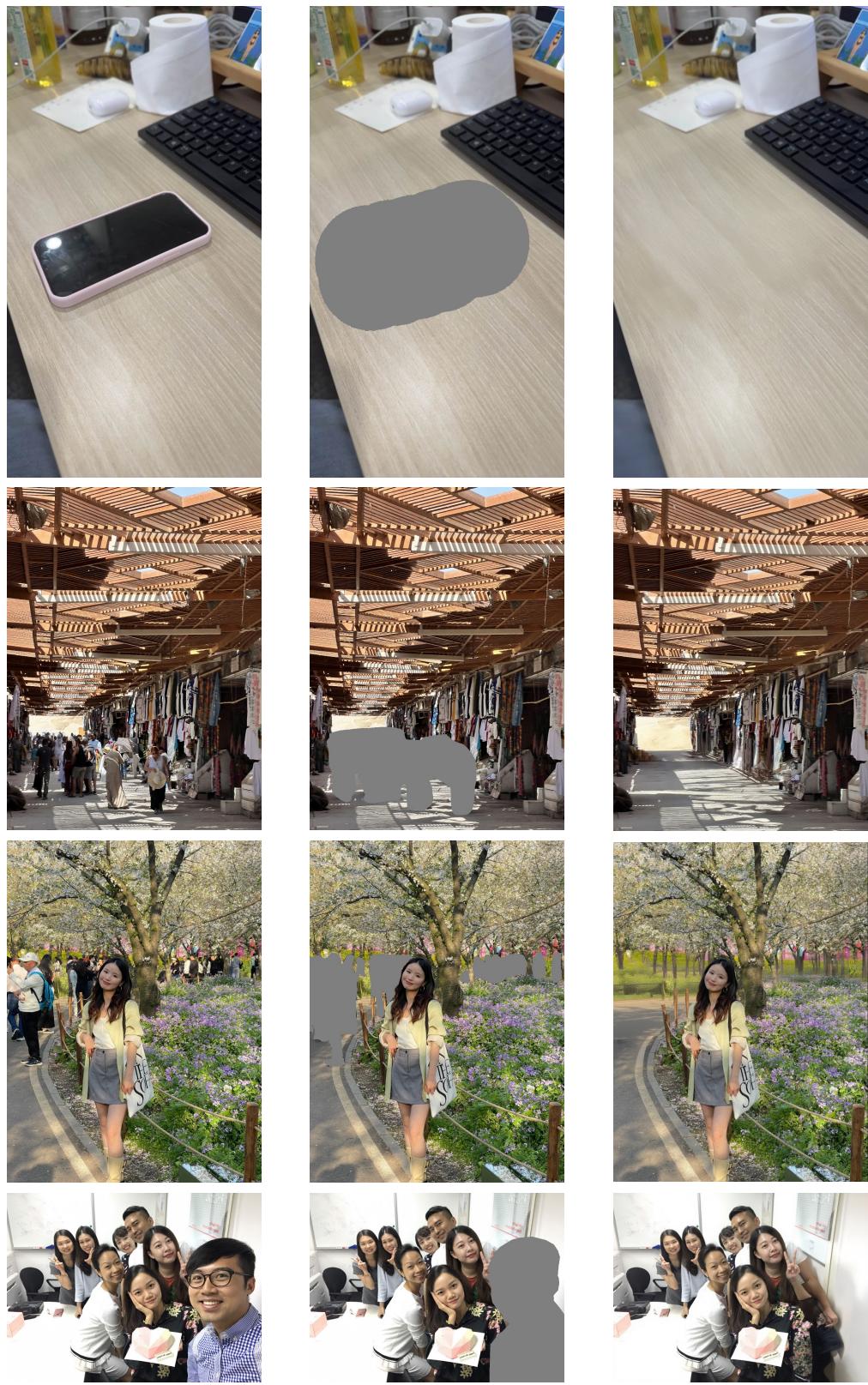


Figure 33: Supplementary object removing examples on in-the-wild images.

