

# Learning Compact 3D Gaussians via Feed-Forward Point Fusion

## Supplementary Material



Figure 8. A qualitative comparison between our method (with threshold values of  $\tau = 0.995$  and  $\tau = 0.999$ ), alongside the results from Splatt3R. Underneath each image, we show the number of 3D Gaussian primitives predicted by the models. SPLATT3RFUSION runs at a resolution of  $518 \times 518$ , whereas Splatt3R runs at a resolution of  $512 \times 512$ .