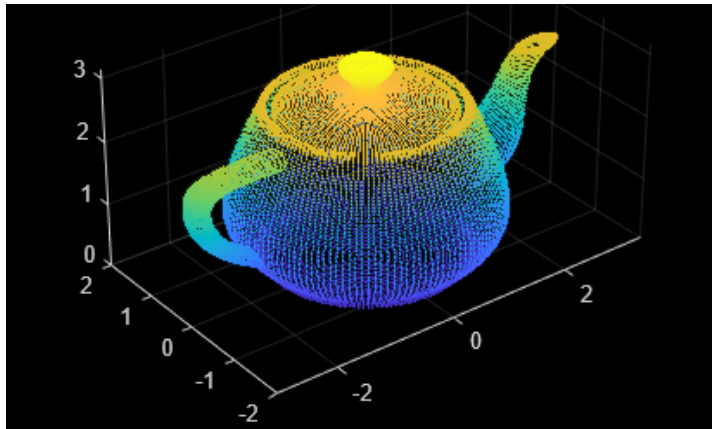
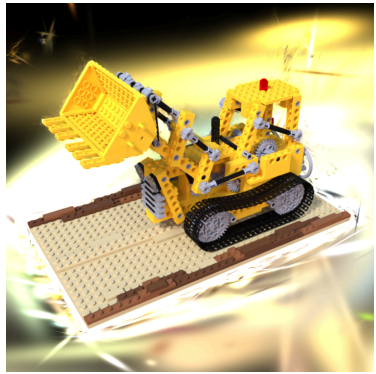




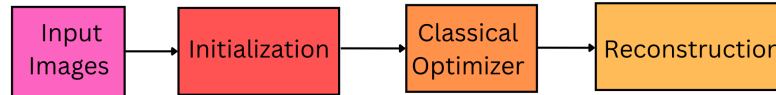
RESEARCH BACKGROUND/DESCRIPTION

- Our hope for this project is to use quantum machine learning to help render a 3D reconstruction. Specifically we want to use QML to improve the optimization of 3D Gaussian Splatting

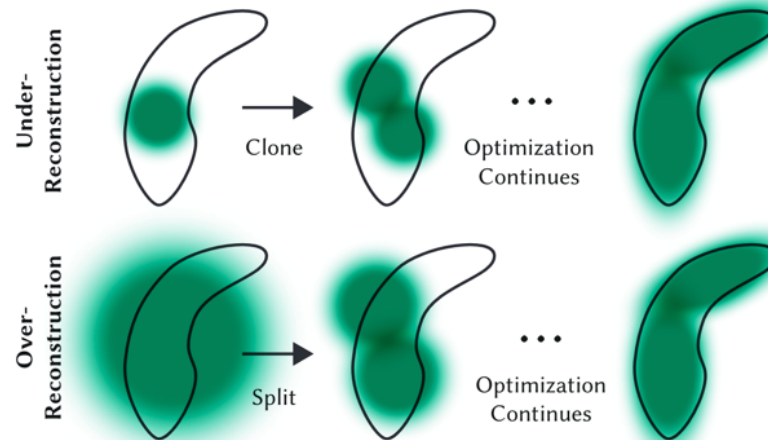
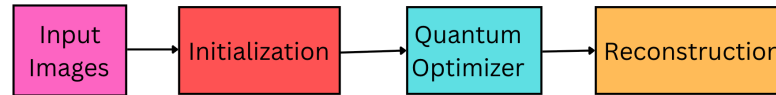


GAUSSIAN SPLATTING PROCESS

Classical 3D Gaussian Splatting



Quantum 3D Gaussian Splatting



CONCLUSION

- Our gaussian splatting works very well classically as we can see, we can reproduce the lego truck very well
- Our hope is that when we implement the quantum loss we will be able to reveal other aspects of the image

NEXT STEPS

- Take the quantum circuit and implement it into the classical gaussian splatting to get the hybrid loss
- Figure out how to use the hybrid loss and then see how that affects the 3D reconstruction

