

# 3D Gaussian Splatting for Real-Time Radiance Field Rendering

## ☐☐ Integrantes:

- ☐☐ Juan David Vanegas Echeverria
- ☐☐ Sebastian Solano
- ☐☐ Juan Camilo Arias Sarabia

## ☐☐ Material de apoyo:

- ☐☐ **Diapositivas:** [Ver presentaciones](#)
- ☐☐ **Paper:** [arxiv](#)

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