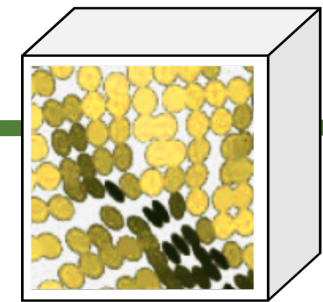


Gaussian Splatting Training

Source Scene (S)



Images and Masks

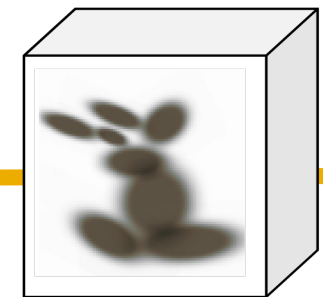


2D Gaussian Surfels

Target Scene (T)



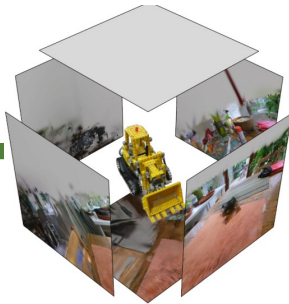
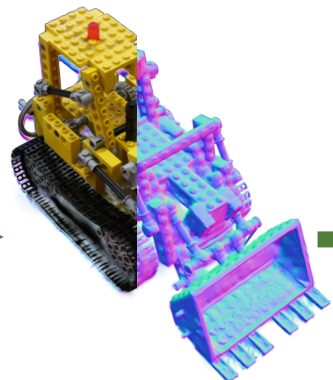
Images



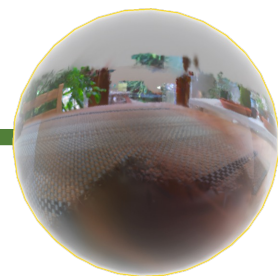
3D Gaussian Splatting

TranSplat

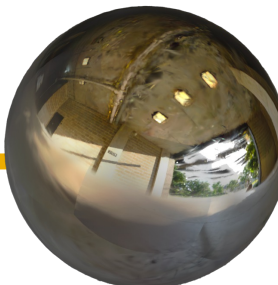
Appearance & Normals



Cube Map Sampling

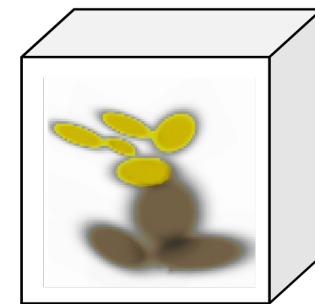
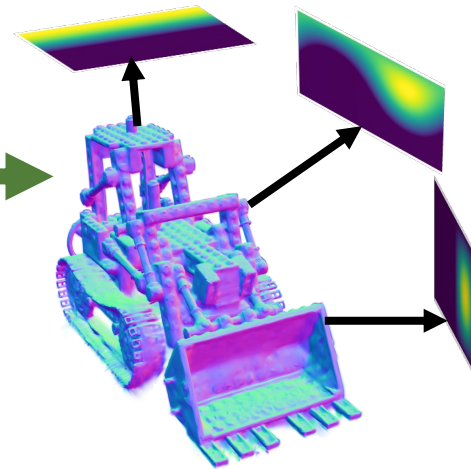


Source Environment Map (L_S)

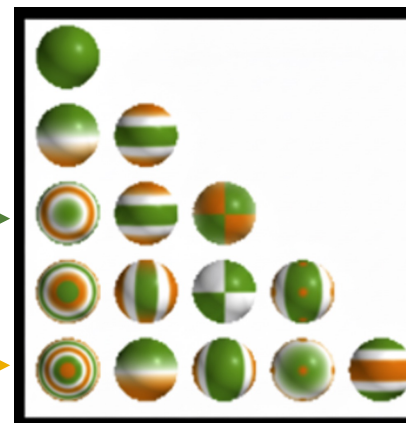


Target Environment Map (L_T)

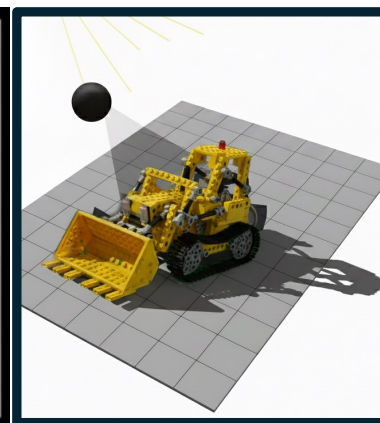
Shading Maps (H)



$T + \text{Object Gaussians}$



Spherical Harmonic Transfer



Shadow Baking



$T + \text{Object Renders}$

Legend

