

Occlusion-free 4D Gaussians for Open Surgery Videos Using Multi-Camera Shadowless Lamps

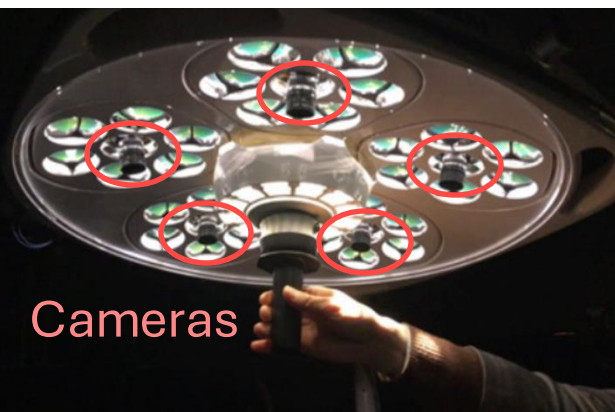
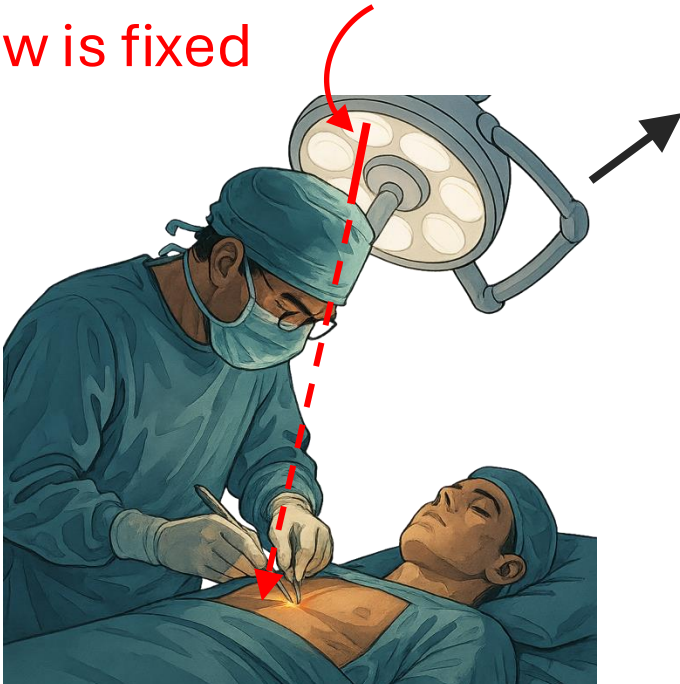
[†]Yuna Kato, ^{††}Shohei Mori, [†]Hideo Saito, [†]Yoshifumi Takatsume, [†]Hiroki Kajita, [†]Mariko Isogawa ([†]Keio University, [‡]University of Stuttgart)

How can we record surgery close to the surgeon's perspective **without occlusion??**

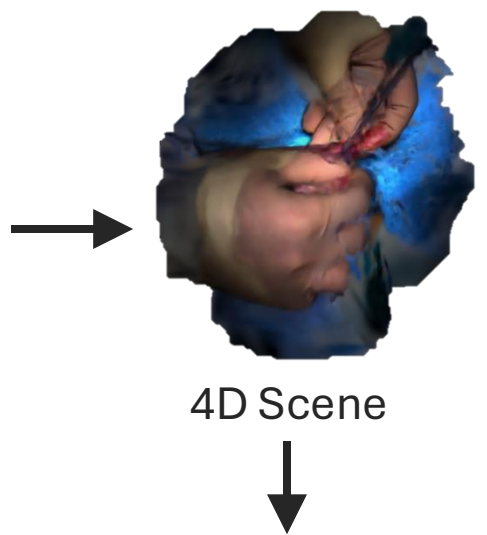
→ We use **Multi-camera Shadowless Lamps (McSL)**

Challenges:

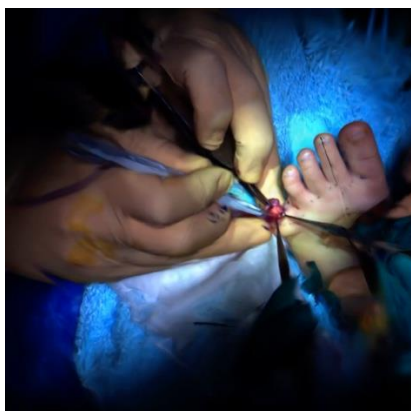
- Surgeon's head/hands cause **occlusion**
- Each camera **view is fixed**



Input: Videos from 5 cameras



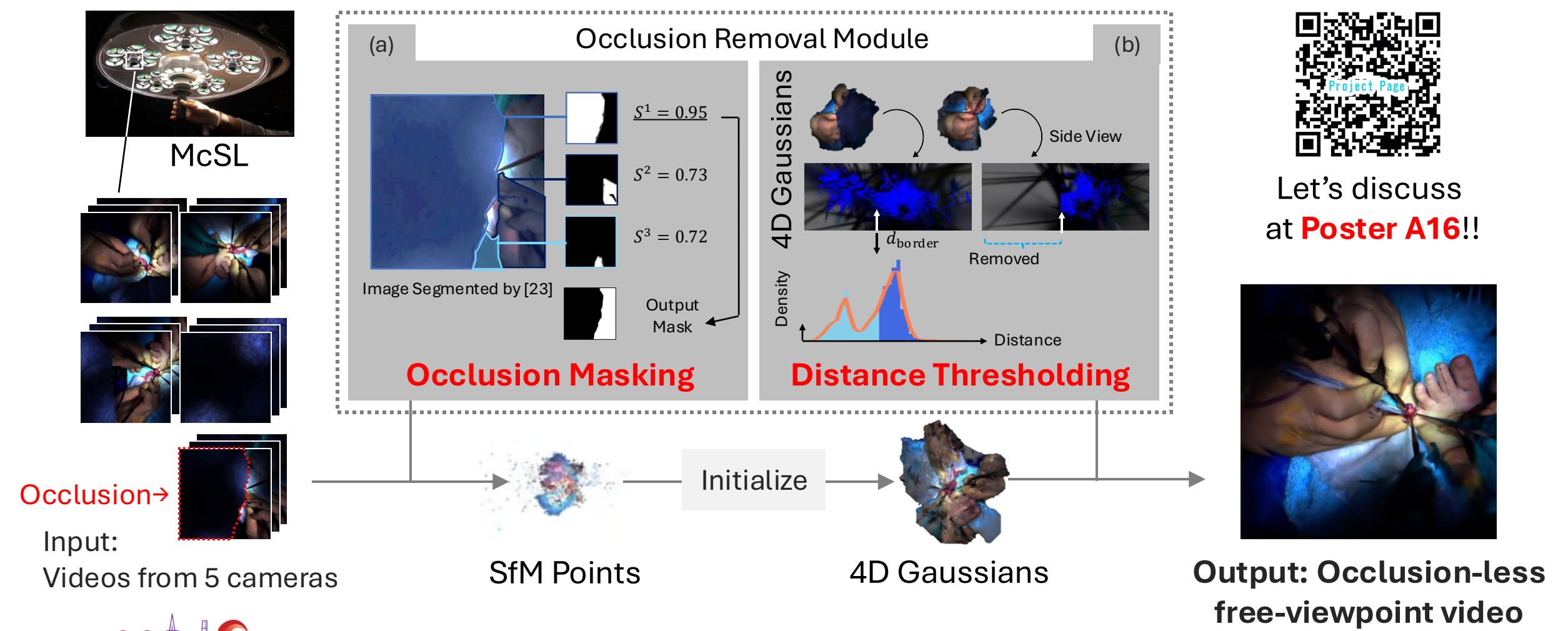
4D Scene



Output: Occlusion-less free-viewpoint video

Occlusion-free 4D Gaussians for Open Surgery Videos Using Multi-Camera Shadowless Lamps

[†]Yuna Kato, ^{††}Shohei Mori, [†]Hideo Saito, [†]Yoshifumi Takatsume, [†]Hiroki Kajita, [†]Mariko Isogawa ([†]Keio University, ^{††}University of Stuttgart)



Let's discuss
at **Poster A16!!**

