

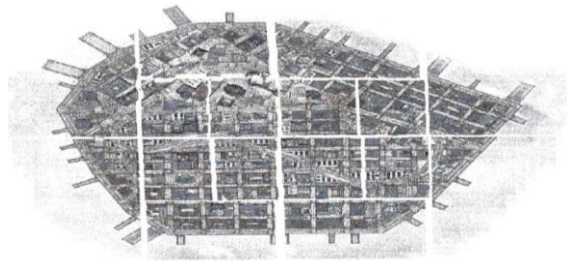
# Scalable 3D Scene Systems

Large-scale reconstruction, efficient rendering and sensor simulation

## BlockGaussian

Resource-efficient reconstruction

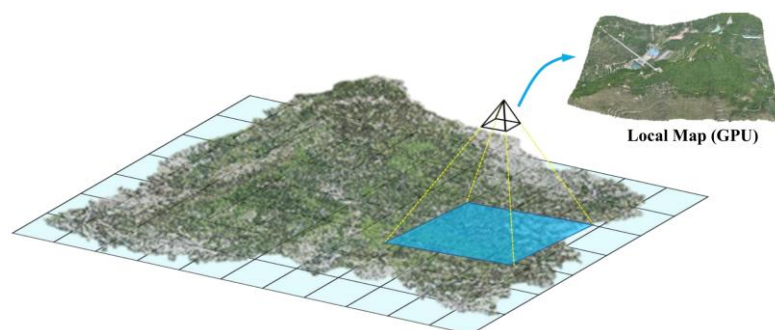
- Content-aware partitioning
- Visibility-aware boundaries
- Pseudo-view constraints



## ProAGS

Incremental reconstruction

- Sequential image input
- Online map updates
- BEV map management



## GridGSMap

Efficient large-scale rendering

- Spatial partitioning and LoD
- On-demand scene streaming
- Interactive / edge deployment



## PB-GS

Sensor modeling & applications

- Pushbroom imaging geometry
- Shared scene representation
- Orthophoto and DSM outputs

