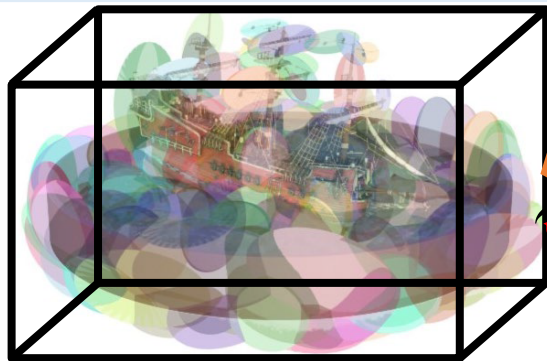


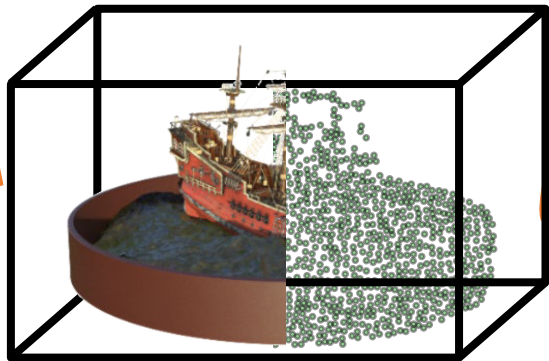
Input



Q-GMLS kernels & IPs (Sec. 4.2)

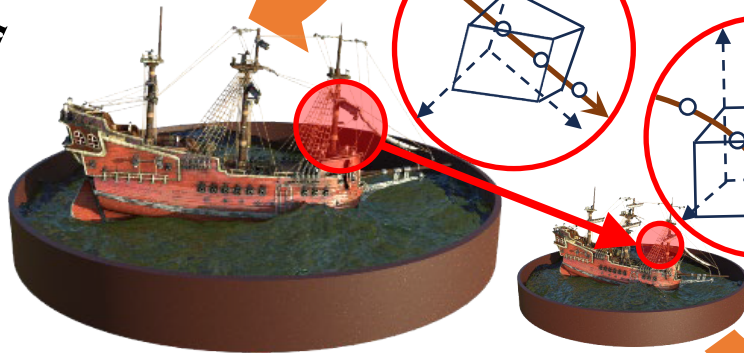


NGP-NeRF



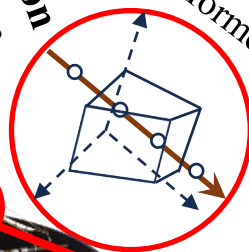
Poisson disc sampling (Sec. 4.1)

Voronoi partition

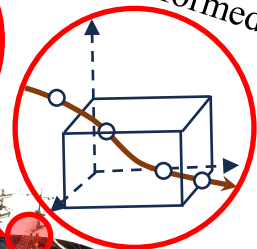


Quadratic warping (Sec. 4.4)

Discretization  
& integration  
(Sec. 4.3)



Deformed



Undeformed

Time  
integration



Physics-based motion synthesis (Sec. 5)