

Gaussians $\mathcal{G}$

Ray trace

Lighting-aware masking

Masked GT
images

Coarse
remove

Rasterize

View-independent materials M_i

Restrained
artifacts

2D Material inpainting

Inpainting
mask

Inpainted
Scene

Lift
2D to 3D

Inpainted materials $\hat{M}_i$

